Subject: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Thu, 22 Feb 2007 14:11:23 GMT
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Hey all, I'm here representing the only Red alert 2 to Renegade conversion still alive, Command & Conquer Red alert 2: Apoclaypse Rising.

We are currently looking for team members from any field of modding from texture mapping to coding to modelling. If you think you have the skills to come and give us a hand then post your work in this thread so we can see what you are capable of.

Here are some WIP shots of what we have so far. We also have a bit of ingame content that isn't shown here.

We have nearly finished all of the base models and we just have characters, weapons and interiors for the buildings left to do on the modelling front. We are aiming to release a basic tech version of the mod towards the end of this year at a push.

Any help would be greatly appretiated, our two main texture artists are incredibly busy and find time to work on the mod hard to come by. We enforce a 'work when you like' basis (no deadlines) but this cannot be abused.

Find our moddb page here
The Dev Blog Section of our forum is also a place of interest

Regards
One Winged Angel and the Apocalypse Rising Team

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by Jerad2142 on Thu, 22 Feb 2007 18:47:17 GMT
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Well Yuri team be in, they could be a replacement for the mutants, and a mind control script would be easy to do, I suppose you could even make AI take the player over if you wanted to.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by GEORGE ZIMMER on Thu, 22 Feb 2007 19:35:55 GMT
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Well I'm a bit busy as it is, but I could lend a hand maybe making some terrain if neccisary when all your other guys are too busy.

Oh, and looking great. I'm really looking forward to this mod. This and Reborn. But sadly I havn't

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seen much of Reborn lately, so uh..

Go AR!

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by JeepRubi on Thu, 22 Feb 2007 20:13:49 GMT
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Check the site, theres a blog every week. (www.apathbeyond.com)

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Thu, 22 Feb 2007 21:23:30 GMT
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Jerad Gray wrote on Thu, 22 February 2007 18:47Will Yuri team be in, they could be a replacement for the mutants, and a mind control script would be easy to do, I suppose you could even make AI take the player over if you wanted to.
We havent really planned Yuri the side as yet, but we have planned Yuri the unit. It is basically what you describe, replacing the player with an AI one.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by Jerad2142 on Thu, 22 Feb 2007 21:25:48 GMT
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One Winged Angel wrote on Thu, 22 February 2007 14:23Jerad Gray wrote on Thu, 22 February 2007 18:47Will Yuri team be in, they could be a replacement for the mutants, and a mind control script would be easy to do, I suppose you could even make AI take the player over if you wanted to.
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Well it just be done through a weapon detect script, so when he shoots you with the mind control gun (or whatever) it will detect you were shoot with it and change your team to his?

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by rm5248 on Thu, 22 Feb 2007 22:04:23 GMT
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I could possibly do some modeling for you. You can see most of the 3D models that I've done at http://gallery.finalfront.net (The only models that are mine are the ones that specifically say so)

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Thu, 22 Feb 2007 22:11:19 GMT
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Jerad Gray wrote on Thu, 22 February 2007 21:25
Well it just be done through a weapon detect script, so when he shoots you with the mind control gun (or whatever) it will detect you were shoot with it and change your team to his?
It will probably kill you and instantly replace you with an AI bot of the same character class. Same with Vehicles. If we had team changing happening all of the Soviets could just get Yuri's and win by converting the other team to Soviets....

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by u6795 on Thu, 22 Feb 2007 22:24:53 GMT
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I think it (if possible) would be pretty cool for the camera to stay over your character while he is mind controlled, and you have no control. A sort of spectator mode, and you don't regain control until the unit controlling you is killed?

Just an idea.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Thu, 22 Feb 2007 22:40:18 GMT
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u6795 wrote on Thu, 22 February 2007 22:24I think it (if possible) would be pretty cool for the camera to stay over your character while he is mind controlled, and you have no control. A sort of spectator mode, and you don't regain control until the unit controlling you is killed?

Just an idea.
We could look into it I suppose.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by jonwil on Thu, 22 Feb 2007 22:55:44 GMT
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I may (depending on how much time I have) be able to do scripting for you guys.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by danpaul88 on Thu, 22 Feb 2007 23:42:55 GMT
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We have most of our scripting done already, just needs tweaking and polishing up really. Thanks for the offer though, I will let you know if anything comes up.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by Cpo64 on Fri, 23 Feb 2007 00:27:22 GMT
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Anyone ever use a soldier preset that had ai enabled, as a player spawn?

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by [NE]Fobby[GEN] on Fri, 23 Feb 2007 01:17:02 GMT
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Support this mod, AR's a great mod and has been taken some great strides

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Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Fri, 23 Feb 2007 12:11:40 GMT
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{NE}Fobby{GEN} wrote on Fri, 23 February 2007 01:17Support this mod, AR's a great mod and has been taken some great strides

Thanks for the support Fobby. For all of those doubters out there, if you think that this project will die next week then you are sourly mistaken. We are here to stay and see this project to the end.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by Jerad2142 on Fri, 23 Feb 2007 14:28:48 GMT
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The allied con. yard looks cool, is its interior done?

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Fri, 23 Feb 2007 20:12:52 GMT
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Jerad Gray wrote on Fri, 23 February 2007 14:28The allied con. yard looks cool, is its interior done?
Not yet. It will get a work over when Merovingian gets around to it.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by Jerad2142 on Fri, 23 Feb 2007 20:36:31 GMT

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Prism Tank, does its beams separate when it hits an object (I know this could be done with vehicle/infantry side scripting).
And it should be quite interesting to see how the prism tower works. Personally I like the Tesla coil better, mainly because three of them don't shoot to one tower to kill one infantry. well you be able to create scripting so it will stay on line if an infantry gets closer to it?

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Fri, 23 Feb 2007 20:43:39 GMT

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Jerad Gray wrote on Fri, 23 February 2007 20:36Prism Tank, does its beams separate when it hits an object (I know this could be done with vehicle/infantry side scripting).
And it should be quite interesting to see how the prism tower works. Personally I like the Tesla coil better, mainly because three of them don't shoot to one tower to kill one infantry. well you be able to create scripting so it will stay on line if an infantry gets closer to it?

The Prism Tank currently does nothing because it needs texturing The beams will hopefully separate though.
Advanced base defences will be looked into nearer the time.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by Tankkiller on Fri, 23 Feb 2007 21:27:18 GMT

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One Winged Angel wrote on Fri, 23 February 2007 14:43Jerad Gray wrote on Fri, 23 February 2007 20:36Prism Tank, does its beams separate when it hits an object (I know this could be done with vehicle/infantry side scripting).
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The Prism Tank currently does nothing because it needs texturing The beams will hopefully separate though.
Advanced base defences will be looked into nearer the time.

I tried a "cluster" missle, where one missle breaks in to six. It didn't work, but maybe you could do it through splash damage.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by JasonKnight on Fri, 23 Feb 2007 22:40:37 GMT

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Jerad Gray wrote on Thu, 22 February 2007 12:47Well Yuri team be in, they could be a replacement for the mutants, and a mind control script would be easy to do, I suppose you could even make AI take the player over if you wanted to.

wanna know how that could work?

when yuri "attacks" it changes the player he attacks to there team, his name color changes and everything, now if yuri dies, then he is put back or if the player dies then he is put back.

It would just be an implimentation of automatic team changing.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Fri, 23 Feb 2007 22:47:48 GMT

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JasonKnight wrote on Fri, 23 February 2007 22:40Jerad Gray wrote on Thu, 22 February 2007 12:47Well Yuri team be in, they could be a replacement for the mutants, and a mind control script would be easy to do, I suppose you could even make AI take the player over if you wanted to.

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It would just be an implimentation of automatic team changing.

This is possible but I'm sorry to say that this wouldn't work from a gameplay point of view. Soviets could win the game simply buy spamming Yuri's and capturing all of the Allied players. It would be exploited too much.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by GEORGE ZIMMER on Fri, 23 Feb 2007 23:41:03 GMT

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Not only that, but they would still have control. The point of having a Yuri unit is to make them for their side. While it may be a good idea, I bet the people will just instead decide to try and hamper their newly gained Yuri team.

And, as for how to choose which team, since Renegade doesn't really support 3 teams, I have an idea.

Alright, you know how in many co-op servers, it auto teams you to GDI or Nod? How about you use this, but instead, it teams you to a neutral team.

Once done, the neutral team will spawn in some completely seperate area in the map, as units that can't attack (To prevent spawn killing). They are then presented with 3 choices- Allies, Soviets, and Yuri. Something flashy, perhaps, to get peoples attention, and with a sign saying "Enter here to join team Allies/Soviets/Yuri". When the player steps in this area, they are then teamed to the team they chose.

No, it shouldn't teleport them, because then it'd have to be a single teleport, I think. I'm quite certain once your team is changed, you respawn anyway .

That's my idea for how you can set up 3 teams. If theres a way you can select it via a startup menu, then that'd be better, but until then, why not use this

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Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by danpaul88 on Sat, 24 Feb 2007 00:03:03 GMT
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Or just have different teams on different maps

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by JasonKnight on Sat, 24 Feb 2007 00:35:38 GMT
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One Winged Angel wrote on Fri, 23 February 2007 16:47JasonKnight wrote on Fri, 23 February 2007 22:40Jerad Gray wrote on Thu, 22 February 2007 12:47Well Yuri team be in, they could be a replacement for the mutants, and a mind control script would be easy to do, I suppose you could even make AI take the player over if you wanted to.

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This is possible but I'm sorry to say that this wouldn't work from a gameplay point of view. Soviets could win the game simply buy spamming Yuri's and capturing all of the Allied players. It would be exploited too much.

have a max build limit for yuri.

easy fix.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Sat, 24 Feb 2007 01:40:12 GMT
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JasonKnight wrote on Sat, 24 February 2007 00:35

have a max build limit for yuri.

easy fix.

Or keep it true to the Red Alert 2

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by Jerad2142 on Sat, 24 Feb 2007 03:17:20 GMT
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Maybe it sould be a mix of Ra2 and Yuri's Revenge (I think the siege chopper and battle tank would be fun).

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by JasonKnight on Sat, 24 Feb 2007 03:31:24 GMT
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One Winged Angel wrote on Fri, 23 February 2007 19:40JasonKnight wrote on Sat, 24 February 2007 00:35

have a max build limit for yuri.

easy fix.

Or keep it true to the Red Alert 2

you plan to have servers with 100+ poeple for each team?

its almost impossible to make a RTS into a FPS be true to its counterpart due to balance issues.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Sat, 24 Feb 2007 15:44:35 GMT
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JasonKnight wrote on Sat, 24 February 2007 03:31One Winged Angel wrote on Fri, 23 February

2007 19:40JasonKnight wrote on Sat, 24 February 2007 00:35

have a max build limit for yuri.

easy fix.

Or keep it true to the Red Alert 2

you plan to have servers with 100+ poeple for each team?

its almost impossible to make a RTS into a FPS be true to its counterpart due to balance issues. Look how close A Path Beyond is to it's RTS counterpart. Besides, Yuri is weak against Robot Tanks because of his inability to control them. If we limited Yuri, what about those poor sods playing 1v1? Balancing will be tweaked so it plays well in an FPS environment.

All the units that the Allies and Soviets had for Yuri's Revenge will be in Apocalypse Rising, don't expect to see Yuri's Army anytime soon though.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by u6795 on Sat, 24 Feb 2007 16:04:17 GMT
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Awesome. I can't wait to see the siege chopper then, it's almost my favorite unit.

Subject: Re: Red Alert 2: Apocalypse Rising Recruitment
Posted by OWA on Sat, 24 Feb 2007 16:39:47 GMT
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u6795 wrote on Sat, 24 February 2007 16:04Awesome. I can't wait to see the siege chopper then, it's almost my favorite unit.
Mine too