Subject: CnC: GE 'n PD mod recruiting.
Posted by F1AScroll on Sun, 11 Mar 2007 01:26:38 GMT
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Hello, how are you gentlemen? All your base are belong to us. Err... No... That's not it. Oh yeah, now I remember... I'm working on a Goldeneye/Perfect Dark hack... err... mod for Renegade. I was hoping someone would like to apply here or on the CnC: GEnPD fourms. Think about it, Co-op Bunker? Counter-Op Bunker? Possibly the Citidel. Anyone want to join the team? No screenshots yet, just a fourm.

Subject: Re: CnC: GE 'n PD mod recruiting.
Posted by F1AScroll on Sun, 11 Mar 2007 02:04:56 GMT
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These are the Goldeneye weapons I need models for:

00 Unarmed
01 Slapper
02 Hunting Knife
03 Throwing Knife
04 PP7
05 PP7 (Silenced)
06 DD44 Dostovei
07 Klobb
08 KF7 Soviet
09 ZMG 9mm
0A DK5 Deutsche
0B DK5 Deutsche (silenced)
0C Phantom
0D AR33 Assault Rifle
0E RC-P90
0F Shotgun
10 Automatic Shotgun
11 Sniper Rifle
12 Cougar Magnum
13 Golden Gun
14 Silver PP7
15 Gold PP7
16 Laser
17 Laser Watch
18 Grenade Launcher
19 Rocket Launcher
1A Hand Grenades
1B Timed Mines
1C Proximity Mines
1D Remote Mines

I got this list off of Detstar's GE site. His PD site is (maybe Perma-)down.

Subject: Re: CnC: GE 'n PD mod recruiting.
Posted by [NE]Fobby[GEN] on Sun, 11 Mar 2007 02:59:55 GMT
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Sloth made an awesome remake of a Goldeneye map... you should contact him and get that used in your mod.

Subject: Re: CnC: GE 'n PD mod recruiting.
Posted by Zion on Sun, 11 Mar 2007 03:29:59 GMT
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He done Facility right? That's a cool map.

I've always loved Goldeneye64, it's my personal favorite. If i can do anything for you i'd love to.

Subject: Re: CnC: GE 'n PD mod recruiting.
Posted by F1AScroll on Sun, 11 Mar 2007 16:10:19 GMT
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Models, textures for the models, and maps are the things I need right now. If you had a layered map of any level (or a w3d, ideally) then that would greatly help me. I'm going to start on Facility now. Dam makes me want to shout it's name with an "m" because it keeps crashing and I have my PS2 hooked up (Just got it at Christmas). Anyway...
1.) Do you think I should have the Runway with the movie's motorcycle or the game's tank? Maybe both?
2.) Should I put the Dam's island in as a "hidden" objective?
3.) Should I force 1 player to be Bond and the rest to be addional enemys? Should I force them all to be MI6 operatives? Should I just make them all auto-teamed?
4.) Can anyone think of some cool ideas for the mod.

Subject: Re: CnC: GE 'n PD mod recruiting.
Posted by F1AScroll on Sun, 11 Mar 2007 17:17:55 GMT
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I have a small test level (500m x 500m) for you to compare the tank and the motorcycle. As GDI, you fight a test spawner.

Download.