Subject: Paintball mod
Posted by OrcaPilot26 on Fri, 17 Aug 2007 07:05:21 GMT
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The wait is over...

Explosion Studios proudly presents

RENPAINT™

In development since before Renegade's release in 2001*, Every single model and texture in this mod has been redone at least ten separate times (however no actual bugs have been fixed, we constantly reassured the public we were working on the mod but between the years of 2002 and 2006 we did absolutely nothing), this has delayed the mod's release for some time but it doesn't matter now since Renegade is more popular than ever.

Thousands of hours of painstaking research have culminated in this accurate recreation of paintball physics.

The "Speedball course" has been planned out with various strategically placed objects and barriers. Nope, definitely not just randomly strewn across the map. Players also have an Incredible THREE weapons to choose from.

Enhanced graphics actually show the impact points of the paintballs and the splattered paint residue they leave.

RenPaint™ is the first paintball simulation so incorporate the explosive paint device, or paint grenade. The effectiveness of the simulated paint grenade has been increased by roughly 50 billion times**, and is actually fatal to all players within a 3.14** meter radius

The Purchase terminals of Renegade have been replaced by this
highly innovative new gameplay system we call the PICNIC TABLE

Like no other mods ever made, the next version* of RenPaint™ will blur the lines of FPS and RTS creating a hybrid of the two genres. To our knowledge no other mods out there have ever thought of something this crazy

  * planned release Febuary 31, 2997*

  ** numbers we just made up

Seriously though, a long time ago I had the bright idea of running my paintball gun through a

scanner and trying to make a model of it in gmax. When I was bored I made this. It is a semi-completed but still functional mod. There are two new maps and three new weapons and a bunch of custom props. After having it sit on my hard drive for the past year I have decided to release it.

If anyone wants it I just need somewhere to host it, being an 11.3 MB (zipped) PKG file.

Subject: Re: Paintball mod
Posted by BlueThen on Fri, 17 Aug 2007 07:11:03 GMT
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wow! I thought this was just going to be some kind of bullet whole texture replacement!

Subject: Re: Paintball mod
Posted by Di3HardNL on Fri, 17 Aug 2007 09:56:26 GMT
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Wow this is looking good !!
are you guys setting up a server for this map to?
would be great to play in it sometimes

Subject: Re: Paintball mod
Posted by Di3HardNL on Fri, 17 Aug 2007 09:58:38 GMT
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OrcaPilot26 wrote on Fri, 17 August 2007 02:05
  * planned release Febuary 31, 2997*

lmao we have to wait 990 years ?

Subject: Re: Paintball mod
Posted by SWNight on Fri, 17 Aug 2007 11:48:38 GMT
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OrcaPilot26 wrote on Fri, 17 August 2007 02:05
  ** numbers we just made up

Subject: Re: Paintball mod
Posted by Scrin on Fri, 17 Aug 2007 13:04:53 GMT
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OrcaPilot26 wrote on Fri, 17 August 2007 02:05

  * planned release Febuary 31, 2997*

??????? homo?S!?

Subject: Re: Paintball mod
Posted by R315r4z0r on Fri, 17 Aug 2007 16:13:15 GMT
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Di3HardNL wrote on Fri, 17 August 2007 05:58OrcaPilot26 wrote on Fri, 17 August 2007 02:05
  * planned release Febuary 31, 2997*

lmao we have to wait 990 years ?

No, not even. February doesn't have 31 days. That is like 5 days more than it actually has..

Subject: Re: Paintball mod
Posted by OrcaPilot26 on Fri, 17 Aug 2007 18:12:39 GMT
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http://rapidshare.com/files/49596079/paintball.zip.html

should work for now

Subject: Re: Paintball mod
Posted by BlueThen on Fri, 17 Aug 2007 18:16:29 GMT
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nevermind. i restarted ren, it works.

Subject: Re: Paintball mod
Posted by cmatt42 on Fri, 17 Aug 2007 18:26:14 GMT
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I'll host it for you.

http://www.deathrayproductions.com/renegade/paintball.zip

Enjoy.

Also, the hopper lid for the starting marker is missing a texture.

Subject: Re: Paintball mod
Posted by IronWarrior on Fri, 17 Aug 2007 20:23:16 GMT
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Nice, look's like alot of fun, be really cool if we could get a few player's having a match of this.

If anyone is interested, MP-Gaming.com could put up a server for this mod for a few day's for people to come together and play against one other.

If so, then please reply.

OrcaPilot26 I have uploaded you're mod to Game-Maps.NET for player's to download.

You can now download it here - http://www.game-maps.net/index.php?action=file&id=831

Subject: Re: Paintball mod
Posted by Sn1per74* on Fri, 17 Aug 2007 21:30:12 GMT
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The floating bushes add a nice lil' touch.

File Attachments
1) paint.JPG, downloaded 1801 times

Subject: Re: Paintball mod
Posted by GrayWolf on Fri, 17 Aug 2007 21:53:43 GMT
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I was trying to play on some servers online but my damn router wont let me.

Subject: Re: Paintball mod
Posted by Sn1per74* on Fri, 17 Aug 2007 22:01:58 GMT
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You should make a 1000 character have a Angel. And the Sniper should have that tipman sniper.

AND! A middle priced character should have a spyder. AND! I like the secret Orca that has bombs and a chaingun.

Subject: Re: Paintball mod
Posted by OWA on Fri, 17 Aug 2007 23:39:12 GMT
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Sweet. I was wondering when a mod like this was going to be released.

Oh and hey OrcaPilot26

Subject: Re: Paintball mod
Posted by jamiejrg on Fri, 17 Aug 2007 23:43:48 GMT
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Very nice, i have a few idea

Please made a REAL speed ball field. I play CXBL in ontario and may be willing to make one for you.

I kinda skimmed this thread but make sure you have some of the newer guns in as well.

maybe...

PM7
PMR
Get a few cockers in there
Egos
Shockers

In the end, great job guys looks pretty good. The tippy needs some good hand positions tho.

Jamie

Subject: Re: Paintball mod
Posted by sadukar09 on Sat, 18 Aug 2007 00:21:36 GMT
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Isn't having automatic pistols in a Paintball game kinda...unfair?

Subject: Re: Paintball mod
Posted by jamiejrg on Sat, 18 Aug 2007 02:49:13 GMT

That's a real marker. I think it's the armotech one. Anyways, its ROF is pretty low proly.

Jamie

Subject: Re: Paintball mod
Posted by Sn1per74* on Sat, 18 Aug 2007 04:07:22 GMT

I have a Spyder Imagine.

Subject: Re: Paintball mod
Posted by Gen_Blacky on Sat, 18 Aug 2007 05:16:40 GMT

i don't like Spyder's they break easily but i guess why there cheap

---

Subject: Re: Paintball mod
Posted by OrcaPilot26 on Sat, 18 Aug 2007 05:33:16 GMT

The floating bushes, missing texture, Nod (flamethrower?)'s REAL pistol, and the Super Orca with lasers and exploding paint bombs are all known bugs, but they aren't mod ruining. So I can't say I'll ever get around to fixing them.

I doubt I'll make any new guns myself, but if anyone makes new guns (or maps, or character models) themselves and sends me them I'll be happy to incorporate them into the mod, and probably fix the aforementioned bugs as well.

This isn't any kind of formal mod either, It was just a bit of a diversion for me, and yes, most of the stuff in the first post was made up on the spot(partly to poke fun at other "serious" mods).

Subject: Re: Paintball mod
Posted by Xpert on Thu, 24 Apr 2014 06:24:32 GMT

Does anyone have this map still?

Subject: Re: Paintball mod

Posted by braner101 on Thu, 24 Apr 2014 16:11:02 GMT
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Xpert wrote on Wed, 23 April 2014 23:24Does anyone have this map still?

i found this one but its a .pkg

http://kicsigaming.dyndns.org/renmaps/Paintball.pkg

Subject: Re: Paintball mod
Posted by liquidv2 on Thu, 24 Apr 2014 16:20:51 GMT
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is there a way to get the .pkg files to .mix files?

Subject: Re: Paintball mod
Posted by Ethenal on Thu, 24 Apr 2014 18:10:32 GMT
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Yeah more than likely the .mix files are in the .pkg, but I can't remember if that's true or not.

Subject: Re: Paintball mod
Posted by Xpert on Thu, 24 Apr 2014 21:04:59 GMT
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I'll look into it. I just want the .mix file so I can make use of the map itself lol.

Subject: Re: Paintball mod
Posted by Mauler on Fri, 25 Apr 2014 00:51:25 GMT
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There was never a mix.. It has always been a PKG map..

Subject: Re: Paintball mod
Posted by Gen_Blacky on Sun, 27 Apr 2014 17:12:38 GMT
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If you guys want ill paintball mod into mix maps?

Subject: Re: Paintball mod
Posted by Xpert on Mon, 28 Apr 2014 04:27:12 GMT
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I wasn't after the paintball mod itself, rather just the map that was used in the mod.

Subject: Re: Paintball mod
Posted by [-HOH-]szymek777 on Sat, 07 Mar 2015 08:15:32 GMT
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Here is the mod

```
File Attachments
1) orcapilot26_Paint_Ball_Mod.exe, downloaded 228 times
```