Subject: [Release]Server Side Nod survival
Posted by Brandon on Wed, 19 Mar 2008 01:09:01 GMT
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Nod Survival (server-side edition) is 100% of the way complete.

You can now play them on my server, hosted by Silver Bullet (http://silverbulletserver.com).

Host Name: a00000028
Server Name: WW-Gaming Survival Server

ATTENTION! This modification is now running perfectly fine. I recommend at least 5 players to play this modification.

Client-Side Map Download: http://ww-gaming.net/Nod_Survival_v1.2.zip
Server-Side Edition & Source Download: http://ww-gaming.net/Nod_Survival_Source.zip

Due to the internal errors on Nod Survival caused by LevelREdit I will be making Survival Modes on default Renegade maps from this point forward. That way no download is required and anyone can enjoy the future modifications.

I will be making a music pack (.mix or .pkg) for players to download if they wish to listen to new music in Renegade since it has been requested by some players.

Now there's some work. Those daves arrows there control most of the main timers, the rest are scattered throughout the map.

Subject: Re: [Update] Nod Survival
Posted by IronWarrior on Sat, 22 Mar 2008 19:40:02 GMT
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Downloading.

Subject: Re: [Update] Nod Survival
Posted by Brandon on Sat, 22 Mar 2008 20:51:18 GMT
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Updated my primary post, everyone read if you would be so kind.

Subject: Re: [Release] It's finally here...
Posted by ExEric3 on Sat, 22 Mar 2008 23:43:19 GMT

Thx Brandon. Nice work.

Subject: Re: [Release] It's finally here...
Posted by Lone0001 on Sun, 23 Mar 2008 00:39:48 GMT

After what felt like a week or more of testing that, it finally is stable and working well, good job brandon.

Subject: Re: [Release] It's finally here...
Posted by mrÃ£Ã§Ä·z on Sun, 23 Mar 2008 03:05:45 GMT

Serverside ??? ehh... You need to Download the map lol?

Subject: Re: [Release] It's finally here...
Posted by R315r4z0r on Sun, 23 Mar 2008 03:24:13 GMT

You download the map itself. But if you play it alone, nothing happens.

The real work is serverside on the WWGaming server. You use that map to enter the server, and that server uses the serverside mod to make the mode work.

To put it simply, that is just a level. The actual mod is on the server.

Subject: Re: [Release] It's finally here...
Posted by IronWarrior on Sun, 23 Mar 2008 04:10:00 GMT

Hosted on Game-Maps.NET now.

Map.
Download - Game-Maps.NET

Server Files and Source.
Download - Game-Maps.NET

Enjoy, any problems please report back.

Subject: Re: [Release] It's finally here...
Posted by Doitle on Sun, 23 Mar 2008 04:21:35 GMT
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What exactly does this mod do for people who haven't been following your development? I would think that would be important information for the original post to contain.

Subject: Re: [Release] It's finally here...
Posted by Genesis2001 on Sun, 23 Mar 2008 05:24:35 GMT
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Nod versus GDI AI Bots.

And, might I add....OMG! Hard! (not really that hard XD - but they are a bit difficult if you've only got like 3 players)

~Zack

Subject: Re: [Release] It's finally here...
Posted by Di3HardNL on Sun, 23 Mar 2008 12:18:59 GMT
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I am downloading this to, sounds interesting

Subject: Re: [Release] It's finally here...
Posted by Brandon on Sun, 23 Mar 2008 18:01:17 GMT
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I only set it up on an easy difficulty, gosh

I couldn't do hard because LevelREdit glitches :S

So I'll make a hard Survival Mode out of C&C_Walls next time (then more players can join too)

Subject: Re: [Release] It's finally here...
Posted by Brandon on Sun, 23 Mar 2008 19:11:35 GMT
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Subject: Re: [Release] It's finally here...
Posted by Lone0001 on Sun, 23 Mar 2008 19:22:00 GMT
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http://www.renegadeforums.com/index.php?t=msg&th=28135&start=0&rid=2 1525

There's a good description in this post.

Subject: Re: [Release] It's finally here...
Posted by cpjok on Tue, 25 Mar 2008 00:15:20 GMT
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nice work i don gethow the scripts wrok in LE as i was thinking about adding some hum-tows but i
dont get how they work

at this moment there on my server but FPSis bad on it i think its just my pc

---

Subject: Re: [Release] It's finally here...
Posted by Brandon on Tue, 25 Mar 2008 17:07:19 GMT
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The FPS is bad for everyone, it's a defect from LevelREdit. Don't worry, our next Survival Mode is
now in production and on C&C_Walls (you will NOT need a download).

Subject: Re: [Release] It's finally here...
Posted by renalpha on Wed, 26 Mar 2008 00:16:38 GMT
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Brandon wrote on Tue, 18 March 2008 19:09
1st post reply lol

must say nice mod
i bet u played way too much generals art of defence maps hm?

Subject: Re: [Release] It's finally here...
Posted by Lone0001 on Wed, 26 Mar 2008 02:02:02 GMT
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Screw Generals, RA2/YR survival maps FTW!

Subject: Re: [Release] It's finally here...
Posted by Brandon on Wed, 26 Mar 2008 03:41:19 GMT
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Actually, I rarely play Generals and when I do play it's just against the PC, never played any "art of defence". :S

I've just always wanted to do something like this on Renegade. Wilost0rm had a good idea with his "Test of Survival" but I felt it was lacking a lot of variety from when I last played. I believe in having waves storm your base so bad that you're constantly having to keep buildings repaired, fighting off enemies, etc.

I've begun working on the next Survival Mode (C&C_Walls). If time permits I plan on having it completed by then end of the weekend, no later than two weeks.

Subject: Re: [Release]Server Side Nod survival
Posted by Distrbd21 on Wed, 18 Nov 2009 17:40:32 GMT
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Bump anyone have these anymore? game-maps has it down cus of update