
Subject: Skirmish Revamped

Posted by [Spyder](#) on Sun, 22 Jun 2008 18:31:41 GMT

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I think there are some people who still remember this topic:

http://www.renegadeforums.com/index.php?t=msg&goto=250027&rid=20791#msg_250027

Well...I've got some good news for you. I started playing Renegade again and I also started modding again. Since I have graduated from highschool I now have time to finish this project. I will restart the whole project.

What is my idea?

My idea is to revamp the whole Multiplayer Practice mode. This includes:

Bots with better AI.

Vehicle bots which attack almost the same way as an online player.

Multiple specials on the field. (Not just one havoc, but 3 or 4.)

Buildings getting repaired this time. (probably automatic regeneration, see next section)

Points which i'm not sure of if it will work:

Engineers/Hotwires/Technicians repairing buildings/vehicles.

Vehicles attacking enemy buildings (Neo_Vehicle_Ai does not support this...)

Vehicles not spotting stealth units until revealed or at a range of 30 feet.

Using SSGM crates without having to run SSGM.

Bots picking up crates.

Bots placing beacons.

List will be updated...

I don't have time to finish this whole thread now so I suggest you read the other thread which you can find at the top of this one.

Subject: Re: Skirmish Revamped

Posted by [_SSnipe_](#) on Sun, 22 Jun 2008 18:37:49 GMT

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i need to see this

Subject: Re: Skirmish Revamped

Posted by [Di3HardNL](#) on Sun, 22 Jun 2008 20:13:37 GMT

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Sounds like a good project. Hopefully you finish it this time

Subject: Re: Skirmish Revamped
Posted by [BlueThen](#) on Sun, 22 Jun 2008 20:50:42 GMT
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Awesome, you need to have it so there's more activity on the battlefield (constant explosions and stuff). This would make good practice.

You should also have this on other maps too, besides just Under.

Good luck.

Subject: Re: Skirmish Revamped
Posted by [mr£Ä\\$Ä-z](#) on Sun, 22 Jun 2008 21:40:40 GMT
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Do you need some Level Edit Scripts ? just ask me...

Subject: Re: Skirmish Revamped
Posted by [Spyder](#) on Sun, 22 Jun 2008 23:05:09 GMT
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Would be nice if I got this working:

Engineers/Hotwires/Technicians repairing buildings/vehicles disarming beacons.

Vehicles attacking enemy buildings (Neo_Vehicle_Ai does not support this...)

Vehicles and infantry not spotting stealth units until revealed or at a range of 30 feet.

Using SSGM crates without having to run SSGM.

Bots picking up crates and weapons.

Bots changing weapons (ramjet for light infantry, railgun for vehicles etc..).

Bots refilling!!!

Bots placing beacons and disarming/defending beacons.

Subject: Re: Skirmish Revamped
Posted by [BlueThen](#) on Sun, 22 Jun 2008 23:32:50 GMT
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Nero wrote on Sun, 22 June 2008 18:05 Vehicles not spotting stealth units until revealed or at a range of 30 feet.
and bot infantry would be nice.

Quote:Bots placing beacons.
Repairing beacons too!?

Subject: Re: Skirmish Revamped
Posted by [mr£\\$-z](#) on Mon, 23 Jun 2008 15:31:25 GMT
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Whats when its finished it? you release it? lol just make some TEMP spawners, use M08 Mobile Vehicle Script and you are done. Oh dont forget the M03 Engineer thingy.

Subject: Re: Skirmish Revamped
Posted by [Spyder](#) on Mon, 23 Jun 2008 15:33:33 GMT
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I'm gonna release it to the public

Subject: Re: Skirmish Revamped
Posted by [mr£\\$-z](#) on Mon, 23 Jun 2008 15:38:50 GMT
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Is it ServerSide or ClientSide?

Subject: Re: Skirmish Revamped
Posted by [BlueThen](#) on Mon, 23 Jun 2008 15:48:36 GMT
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madrackz wrote on Mon, 23 June 2008 10:38 Is it ServerSide or ClientSide?
...it's a map, what do you think?

Subject: Re: Skirmish Revamped
Posted by [renalphi](#) on Mon, 23 Jun 2008 15:54:19 GMT
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Clientside unplayable public shizzle kthxbai

Subject: Re: Skirmish Revamped
Posted by [Spyder](#) on Mon, 23 Jun 2008 18:10:09 GMT
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Ok the repair scripts are now working. But there is some small problem.....The engineers and stuff are following and repairing the tanks, but they are still walking over the tiberium . Any script to make them avoid tiberium? Or should I just change their armor type to: Skin Chem Warrior?

Also, it seems that the tanks only start following their waypaths after they have been shot once...Any way to fix this?

And now the biggest problem of all:
Vehicles and infantry not spotting stealth units until revealed or at a range of 30 feet.

Subject: Re: Skirmish Revamped
Posted by [Lone0001](#) on Mon, 23 Jun 2008 23:40:33 GMT
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I would say just give the engineers the Tiberian armor or like you said set the armor type to Chem Warrior(Don't know if this works tbh.)

PS. It's Tiberian not Tiberium

Subject: Re: Skirmish Revamped
Posted by [Spyder](#) on Tue, 24 Jun 2008 05:30:40 GMT
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What about the stealth issue?

Subject: Re: Skirmish Revamped
Posted by [Spyder](#) on Tue, 24 Jun 2008 08:15:38 GMT
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Ok, so i've been trying some stuff. I have been trying stuff with hotwires repairing a building. My idea was this: You put a script zone over the Master Control Terminal. Then you add a script: JFW_Attach_Script_Custom. Then the script: M03_Engineer_Target will be added as soon as the custom message is received. Then I added the script: JFW_Damaged_Send_Custom to the Advanced Guard Tower building controller which is supposed to send the message to the script zone as soon as it's damaged. But for some reason the hotwire isn't repairing the script zone area

when the Advancde Guard Tower is damaged.

Does anyone know a working method, or can someone tell me what i'm doing wrong?

Subject: Re: Skirmish Revamped
Posted by [_SSnipe_](#) on Tue, 24 Jun 2008 21:16:59 GMT
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iv also tryed that so many times lot of diffrent ways and nothing ever works

Subject: Re: Skirmish Revamped
Posted by [Spyder](#) on Fri, 11 Jul 2008 08:25:15 GMT
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I am putting this project on-hold untill the release of Tiberium Technologies Scripts 4.0 + Renegade update since that will give me more options, and will make scripting more easy. Also a lot of bugs will be fixed that way and hopefully I can get some things to work then like: Bots repairing buildings. Bots placing beacons etc.

I promise you guys that I will finish the project as soon as those are released

Subject: Re: Skirmish Revamped
Posted by [ErroR](#) on Fri, 11 Jul 2008 10:07:01 GMT
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good luck sounds nice
