

---

Subject: Game Modes

Posted by [HeavyX101- Left](#) on Sat, 05 Jul 2008 19:54:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I was just fooling around with game.exe. I used Resource Hacker to see what kind of dialogs did renegade have and i have found a one that let you chose a Game Mode.

The picture is in the attachment on the bottom.

When i click one of them, nothing happens.

It would be really really nice if TT could make this, we don't really need all of them, but maybe 3 or 4.

Edit: reformatted the file from BMP to JPG

---

#### File Attachments

1) [gm.JPG](#), downloaded 626 times

---

# Game Type

Deathmatch

Team Deathmatch

Mutation

Capture The Flag

Capture The Mob

King of the Hill

Cooperative

Command and Con

Challenge

Last Man Standing

Back

Subject: Re: Game Modes

Posted by [Nightma12](#) on Sat, 05 Jul 2008 20:29:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

6 of them have been created using server side scripts lol

---

Subject: Re: Game Modes

Posted by [Caveman](#) on Sat, 05 Jul 2008 20:47:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Most of them have already been done as maps or separate mods.

---

Subject: Re: Game Modes

Posted by [Veyrdite](#) on Sun, 06 Jul 2008 00:24:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Gamemodes.txt

-----  
gamemodes.txt - Tom Spencer-Smith, Oct 2000  
-----

This is a brief outline of the 10 different multiplayer game modes.  
This document is for development purposes and should not be shipped.  
Refer to this when you are unsure about a particular game mode.

## DEATHMATCH

-----

Kill the other players!

## TEAM DEATHMATCH

-----

There are 2 teams. Kill the players on the opposing team.  
Highest scoring team wins.

## MUTATION

-----

Game starts with one "Mutant", and the rest of the players are "Regulars".  
Regulars have a limited number of lives.  
When a Regular loses his last life, he joins the Mutants.  
The last Regular alive is the winner.  
When the game restarts, a player is randomly selected to be the new Mutant.

## CAPTURE THE FLAG

-----  
Collect the opposing team's flag and bring it back into your pedestal.  
You pick up a flag by running over it.  
You can drop it by pressing "B".  
A captured flag is worth a lot of points to your team.  
When you capture a flag it is returned to the owner team's pedestal.  
[Note: designer requests for gameplay modifications not yet implemented]

Options:

- Flag\_Cap\_Team\_Points  
How many points a team gets for capping another team's flag.
- Flag\_Loss\_Team\_Points  
How many points a team loses when it's own flag is capped.
- Flag\_Cap\_Carrier\_Points  
How many points the guy who carries the flag into the pedestal gets.
- Flag\_Carrier\_Max\_Speed  
Limits the speed of anyone carrying a flag. Expressed as a percentage of normal maximum speed.
- Is\_Team\_Able\_To\_Move\_Own\_Flag  
Can a team pick up and move their own flag?
- Is\_Flag\_Carrier\_Able\_To\_Use\_Weapons  
Can a guy carrying a flag use weapons?

## CAPTURE THE MOBIUS

-----  
Dr. Mobius stands around pondering idly until somebody runs up and nudges him.  
He will then follow. Lead him back into your team's pedestal for a points reward. He will then teleport back to neutral territory.  
[Note: DrMobius.cpp script is available for designers to modify]

Options:

- Mobius\_Cap\_Team\_Points  
How many points a team gets for capping Dr. Mobius.
- Mobius\_Is\_Invulnerable  
Whether or not Dr. Mobius can take damage.
- Mobius\_Max\_Speed  
Limits the speed of Dr. Mobius. Expressed as a percentage of normal maximum speed.

## KING OF THE HILL

-----  
One player, the KOTH, is tinted green, and has increased damaging power.  
The one who kills this player takes his place as KOTH. However, as with all game modes, winning is determined by score. Being KOTH merely conveys an advantage during play. KOTH is essentially deathmatch with one

advantaged player.

Options:

- Only\_King\_Can\_Score

Whether or not only the KOTH can score points.

- Koth\_Determination

There are two methods for deciding who gets to be KOTH.

If "Score leader" is selected, the person with the highest score is always the KOTH. This mode is not compatible with the Only\_King\_Can\_Score option.

The other method is for any person who kills the KOTH to become the new KOTH.

- Koth\_Damage\_Multiplier

A factor > 1 that scales all damage done by the KOTH.

## CO-OP

-----

Used for playing the single-player missions cooperatively. You can use this with saved games too. Co-op mode is limited to 2 players. When the second player joins he is placed near the first player.

[Note: This mode will require some design and code adjustments to work well]

## CHALLENGE

-----

Only two players are active at any time: the reigning "Champion", and a contender. The champion is distinguished visually, with a cyan color tint. Other players are queued up to fight, and spectate while waiting.

The long-term goal is to set a record for consecutive wins as Champion.

[Note: spectating camera needs some fixing as it presently does not track the star properly]

## LAST MAN STANDING

-----

This is a non-team game in which you have limited lives. When you lose your last life you become a spectator and are crossed out in the player list. The last guy alive wins.

If somebody joins the game late, they will join as a spectator.

[Note: spectating camera needs some fixing as it presently does not track the star properly]

Options:

- Reaper Timer (seconds)

If non-zero, the player with the lowest kills has a life "reaped" each time this time counts down to zero. Prevents players from running off and hiding.

## COMMAND AND CONQUER

-----

Not yet implemented.

Options:

- Starting Credits

Number of credits ( $\geq 0$ ) given to each team at the beginning of the game.

- Target Credits

If either team reaches this number of credits, they win. If set to zero then there is no credits target.

---

Subject: Re: Game Modes

Posted by [nopol10](#) on Sun, 06 Jul 2008 01:37:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

It would be nice to have them as official game modes launched from the game instead of having them as server side mods. But that's only because it would look cooler. Then again, having too many game modes will detract from the main attraction of Renegade.

---

Subject: Re: Game Modes

Posted by [Ghostshaw](#) on Sun, 06 Jul 2008 09:14:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Funny thing in that gamemodes.txt file is that C&C Mode, the only mode that was included in the end, is the only mode marked as not implemented, so theoretically the other modes should be in there somewhere unless westwood completely deleted all code for it.

---

Subject: Re: Game Modes

Posted by [StealthEye](#) on Sun, 06 Jul 2008 09:24:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: This document is for development purposes and should not be shipped. That's the best part, because it in fact got shipped with the game in always.dat.

Also that file seems to have been for reference on how to make the gamemodes. "Not yet implemented." doesn't really make sense, unless they meant that they had no idea what that game mode would look like...

Anyway, I think these are only going to delay the patch and it's not worth the time implementing them.



Subject: Re: Game Modes

Posted by [Muad Dib15](#) on Sun, 06 Jul 2008 18:49:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What is C&C mode anyway? Is it what Reborn (the guy and game) is going to try to do with the building the buildings part of the game?

---

Subject: Re: Game Modes

Posted by [BlueThen](#) on Sun, 06 Jul 2008 19:08:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Muad Dib15 wrote on Sun, 06 July 2008 13:49: What is C&C mode anyway? Is it what Reborn (the guy and game) is going to try to do with the building the buildings part of the game?

Quote:COMMAND AND CONQUER

-----

Not yet implemented.

Options:

- Starting Credits

Number of credits ( $\geq 0$ ) given to each team at the beginning of the game.

- Target Credits

If either team reaches this number of credits, they win. If set to zero then there is no credits target. I guess that's it.

I know that Kamuix's Server is themed off of the Command & Conquer RTS games.

---

Subject: Re: Game Modes

Posted by [\\_SSnipe\\_](#) on Sun, 06 Jul 2008 19:54:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

why so the game has more modes for online?

---

Subject: Re: Game Modes

Posted by [cnc95fan](#) on Sun, 06 Jul 2008 20:24:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

We came up with a genuinely good way to have buildings (with a basement) buildable on any part of the map. Though it has one small problem which can't easily be fixed.. Actually, it's not really a problem, more of an annoyance.

---

---

Subject: Re: Game Modes

Posted by [Veyrdite](#) on Mon, 07 Jul 2008 06:05:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

C&C mode is what we play today on renegade! Destroy the enemy base before they destroy yours!

hence the C&C\_ at the beginning of all of the mix files.

---

---

Subject: Re: Game Modes

Posted by [grant89uk](#) on Wed, 16 Jul 2008 18:49:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Co-op mode is something I would enjoy very much.

---

---

Subject: Re: Game Modes

Posted by [Veyrdite](#) on Thu, 17 Jul 2008 02:54:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

grant89uk wrote on Thu, 17 July 2008 04:49Co-op mode is something I would enjoy very much.  
Already done server-side

---

---

Subject: Re: Game Modes

Posted by [grant89uk](#) on Mon, 21 Jul 2008 19:00:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you look closely at what i meant by co-op you would see its not what we have server side at this point in time.

From what has been previously posted the proper co-op mode is the actual single player missions done with another player over the internet, not those faggoty mission servers where its just retarded lol.

---