
Subject: Jelly 4.0 [Marathon] FanMaps server online
Posted by [TORN](#) on Mon, 05 Mar 2012 12:55:41 GMT

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Settings

Time Limit: None [Marathon]

Players: 32

Drop Weapons: On

Spawn Weapons: On

New Crates (Spy, Weapon, Vehicle etc.)

Vehicle Shells - except APC

Donations after 5 minutes

50 starting credits

Ped: On

Infinite ammo: On

Extra Credit tick

Character Refund: On

No Gameplay pending

Rotation

C&C_Snow

C&C_Niagra

C&C_Creekdale

C&C_BunkersTS

C&C_Forgotten_Town

C&C_Terrace

C&C_Tib_Pit_3

C&C_Country_Side

C&C_BasinTS

C&C_Hangmans_Canyon

C&C_High_Noon_2.1

C&C_Tomb

C&C_MetroTS

C&C_Siege

C&C_Bio

Links

4.0 <http://www.tiberiantechnologies.org/downloads>

Uber MapPack: <http://ren.game-maps.net/index.php?act=view&id=233>

List of maps installed:

http://www.tiberiantechnologies.org/wiki/index.php/Resource_manager_documentation#List_of_available_packages

IP/Port - 69.64.58.184:8131

irc - <irc://irc.jelly-server.com> #Jelly-FanMaps

Subject: Re: [MapPack]-4.0- server online
Posted by [iRANian](#) on Mon, 05 Mar 2012 13:06:15 GMT
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Glacier_Flying isn't a fan map

Subject: Re: [MapPack]-4.0- server online
Posted by [TORN](#) on Mon, 05 Mar 2012 13:08:30 GMT
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iRANian wrote on Mon, 05 March 2012 08:06: Glacier_Flying isn't a fan map

I know, but people seem to like it.
I think Siege is a cp map and not a fan-map either lol.

Subject: Re: [MapPack]-4.0- server online
Posted by [iRANian](#) on Mon, 05 Mar 2012 13:16:09 GMT
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Siege, Terrace, Snow and Sand are all CP maps yeah.

Subject: Re: [MapPack]-4.0- server online
Posted by [NACHO-ARG](#) on Mon, 05 Mar 2012 13:51:48 GMT
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would 4.0 clients be able to join whit skins/models?

Subject: Re: [MapPack]-4.0- server online
Posted by [TORN](#) on Mon, 05 Mar 2012 13:53:54 GMT
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I know stealth skins and sniper huds are blocked.
Not sure on models.
Wish they would make it easier to allow certain skins and models.

Subject: Re: [MapPack]-4.0- server online
Posted by [NACHO-ARG](#) on Mon, 05 Mar 2012 14:03:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

i am afraid i will not be able to join then .
ho wait, 3.44 is allowed right?

Subject: Re: [MapPack]-4.0- server online
Posted by [ehhh](#) on Mon, 05 Mar 2012 14:04:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought cp maps were fan maps

Subject: Re: [MapPack]-4.0- server online
Posted by [TORN](#) on Mon, 05 Mar 2012 14:10:33 GMT
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NACHO-ARG wrote on Mon, 05 March 2012 09:03i am afraid i will not be able to join then .
ho wait, 3.44 is allowed right?
Any script version is allowed, but since the server is 4.0 it still disallows certain skins/models.

ehhh wrote on Mon, 05 March 2012 09:04I thought cp maps were fan maps
Yeah, I guess they are. lol

Subject: Re: [MapPack]-4.0- server online
Posted by [NACHO-ARG](#) on Mon, 05 Mar 2012 14:20:52 GMT
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Quote:Any script version is allowed, but since the server is 4.0 it still disallows certain skins/models.

no, it only disallows skin/models on 4.0 clients, i joined whit 3.44 whit out problems.
nice rotation btw.

Subject: Re: [MapPack]-4.0- server online
Posted by [TORN](#) on Mon, 05 Mar 2012 14:23:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

NACHO-ARG wrote on Mon, 05 March 2012 09:20Quote:Any script version is allowed, but since the server is 4.0 it still disallows certain skins/models.

no, it only disallows skin/models on 4.0 clients, i joined whit 3.44 whit out problems.
nice rotation btw.

That's good.
And thanks, I actually copied some of the rotation from the old mappack server.

Subject: Re: [MapPack]-4.0- server online
Posted by [Starbuzz](#) on Mon, 05 Mar 2012 16:02:46 GMT
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wow you Jellyheads are damn efficient! mappack server already up?!

also a million thanks for adding Terrace

Subject: Re: [MapPack]-4.0- server online
Posted by [Generalcamo](#) on Mon, 05 Mar 2012 23:12:52 GMT
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The CP maps were westwood maps, that were remade by fans (namely aircraft killer) to work with today's ren.

Subject: Re: [MapPack]-4.0- server online
Posted by [iRANian](#) on Mon, 05 Mar 2012 23:24:17 GMT
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Terrace and Siege aren't. Although Terrace is a remake of a famous Tiberian Sun map so in a way..

Subject: Re: [MapPack]-4.0- server online
Posted by [Aircraftkiller](#) on Mon, 05 Mar 2012 23:51:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

NACHO-ARG wrote on Mon, 05 March 2012 09:03i am afraid i will not be able to join then .
ho wait, 3.44 is allowed right?

noun

a particle; bit; jot (used especially in negative phrases): not a whit better.

*with

Terrace sucks... It's like Stealth Tank heaven. Good luck if you're GDI on it.

Subject: Re: [MapPack]-4.0- server online
Posted by [iRANian](#) on Mon, 05 Mar 2012 23:53:25 GMT
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Yeah, like pretty much all of the other titanx177 maps it just flat out sucks.

Can't remember GDI ever winning the map, Nod needs one guy patrolling the Hand side and they don't really need any more defense.

Subject: Re: [MapPack]-4.0- server online
Posted by [Aircraftkiller](#) on Mon, 05 Mar 2012 23:56:31 GMT
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We tried telling him this many moons ago, but I believe it all fell on deaf ears since I was supporting any argument that favored tightening up the design. Also, worthy of note is that you can get more LOL for your buck by camping on top of the mountain with Sakuras while the Stealth Tanks come through. There is almost nowhere to hide in the GDI base, and absolutely no cover whatsoever. Say what you want about Fjord, but you can't tell me that the entire terrain is a barren wasteland that allows some faggot to snipe you without any fear of retaliation.

Subject: Re: [MapPack]-4.0- server online
Posted by [iRANian](#) on Tue, 06 Mar 2012 00:43:29 GMT
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I actually prefer to use the hills next to the Tiberium Field, yeah there's the faggy fog but it takes around 2 minutes to reach most GDI buildings when a GDI guy spawns in another building so it's easy to snipe whores with a Sakura and Buggy there.

Subject: Re: [MapPack]-4.0- server online
Posted by [Aircraftkiller](#) on Tue, 06 Mar 2012 01:52:08 GMT
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Also, worth mentioning:

Niagra = Shit

Sand = Shit

Terrace = Shit

Arctic = Shit

Hangmans_Canyon = Shit

Terrace = Shit

Glacier_Flying = Shit

You should avoid adding shit. Try adding some quality control!

Subject: Re: [MapPack]-4.0- server online
Posted by [zunnie](#) on Tue, 06 Mar 2012 03:59:44 GMT
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Hangmans Canyon is one of my favorites

Subject: Re: [MapPack]-4.0- server online
Posted by [Gen_Blacky](#) on Tue, 06 Mar 2012 04:05:37 GMT
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Quote:Niagra = Shit

Sand = Shit

no

Subject: Re: [MapPack]-4.0- server online
Posted by [havoc9826](#) on Tue, 06 Mar 2012 06:07:09 GMT
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Aircraftkiller wrote on Mon, 05 March 2012 17:52Also, worth mentioning:

Niagra = Shit

Sand = Shit

Terrace = Shit

Arctic = Shit

Hangmans_Canyon = Shit

Terrace = Shit

Glacier_Flying = Shit

You should avoid adding shit. Try adding some quality control!
Is Terrace really that bad? Also, unless I just haven't been paying enough attention, I don't remember seeing you present self-deprecating remarks regarding Glacier before.

Subject: Re: [MapPack]-4.0- server online
Posted by [halo2pac](#) on Tue, 06 Mar 2012 15:10:29 GMT
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Aircraftkiller wrote on Mon, 05 March 2012 20:52Also, worth mentioning:

Niagra = Shit

Sand = Shit

Terrace = Shit

Arctic = Shit

Hangmans_Canyon = Shit

Terrace = Shit

Glacier_Flying = Shit

You should avoid adding shit. Try adding some quality control!
I forgot, only your maps aren't shit.

Subject: Re: [MapPack]-4.0- server online
Posted by [TORN](#) on Tue, 06 Mar 2012 15:12:16 GMT
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Aircraftkiller wrote on Mon, 05 March 2012 20:52Also, worth mentioning:

Niagra = Shit

Sand = Shit

Terrace = Shit

Arctic = Shit

Hangmans_Canyon = Shit

Terrace = Shit

Glacier_Flying = Shit

You should avoid adding shit. Try adding some quality control!
Give me map suggestions please.
I don't know enough of them, any feedback is welcome.

Subject: Re: [MapPack]-4.0- server online
Posted by [Aircraftkiller](#) on Tue, 06 Mar 2012 15:24:12 GMT

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Halo, you also forgot that Sand and Glacier Flying were made by me. You might notice that they're listed too... Or not. Fucking reading, how does it work?

Subject: Re: [MapPack]-4.0- server online
Posted by [Hitman](#) on Tue, 06 Mar 2012 15:27:28 GMT
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hey big jakass!

i tell it all replyer in this forum, i deslike you

Subject: Re: [MapPack]-4.0- server online
Posted by [eatcow](#) on Tue, 06 Mar 2012 20:40:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

AMAZING!!!!!!! Map pack resurrected lol

Add Epocilation

crevassets?

tomb?

Subject: Re: [MapPack]-4.0- server online
Posted by [halo2pac](#) on Tue, 06 Mar 2012 21:25:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Tue, 06 March 2012 10:24Halo, you also forgot that Sand and Glacier Flying were made by me. You might notice that they're listed too... Or not. Fucking reading, how does it work?

I deslike you, so your opinion doesn't count.

Subject: Re: [MapPack]-4.0- server online
Posted by [Aircraftkiller](#) on Tue, 06 Mar 2012 23:46:16 GMT
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"Your opinion doesn't count, that's why I keep responding to it!"

Subject: Re: [MapPack]-4.0- server online
Posted by [crazfulla](#) on Wed, 07 Mar 2012 08:46:12 GMT
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Aircraftkiller wrote on Mon, 05 March 2012 18:52Also, worth mentioning:

Niagra = Shit

Sand = Shit

Terrace = Shit

Arctic = Shit

Hangmans_Canyon = Shit

Terrace = Shit

Glacier_Flying = Shit

You should avoid adding shit. Try adding some quality control!

The only thing that matters is what the Jelly community thinks. If you don't like the maps on rotation, go play on st0rm. Oh wait, you can't!

PS Arctic was only my 2nd map, so shit is to be expected.

Subject: Re: [MapPack]-4.0- server online
Posted by [Blazea58](#) on Wed, 07 Mar 2012 08:51:26 GMT
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I've been creating a "lower polygon" map for Jelly server during the last week, and it's starting to come together now. I won't be adding anything more then they did in the stock renegade maps, so there will be a few props, and trees/plants but nothing overboard.
Its at around 5k polygons right now, and shouldn't be any higher then 7500 when its finished. I hope to see this server being marathon as there is no other way to play renegade

This is all WIP, some things aren't textured, other things like water is temporary. I want the gameplay to be really focused towards rushes, and also geared towards giving infantry many sniper points looking into each base. Yea everything is close together, but that will make the gameplay interesting.

Subject: Re: [MapPack]-4.0- server online
Posted by [crazfulla](#) on Wed, 07 Mar 2012 10:13:28 GMT
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Nice and simple, with no stupid balance changes. I like it. At that rate you won't have to brown nose to get it added to their rotation.

I just wonder if the AGT and Ob will fire too far into the field to launch an attack, much like seaside canyon...

Subject: Re: [MapPack]-4.0- server online
Posted by [thomasemperor](#) on Wed, 07 Mar 2012 16:38:19 GMT
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Aircraftkiller wrote on Mon, 05 March 2012 20:52Also, worth mentioning:
bla bla bla bla

But these maps don't have a fuckload of trees or strange vehicle, character or building adjustments.
I'd rather play Terrace than Fjords.

Back on topic.
Have a look at Country Side, Arid, Bio, Damm, Carnage Club, Tib Pit 3, Cairo, Ruins0x, Night0x, High Noon.

Subject: Re: [MapPack]-4.0- server online
Posted by [crazfulla](#) on Wed, 07 Mar 2012 20:48:05 GMT
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thomasemperor wrote on Wed, 07 March 2012 09:38Aircraftkiller wrote on Mon, 05 March 2012 20:52Also, worth mentioning:
bla bla bla bla

But these maps don't have a fuckload of trees or strange vehicle, character or building adjustments.
Or tunnels that give easy access into only one of the two bases.

Subject: Re: [MapPack]-4.0- server online
Posted by [Aircraftkiller](#) on Thu, 08 Mar 2012 01:10:22 GMT
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crazfulla wrote on Wed, 07 March 2012 03:46The only thing that matters is what the Jelly community thinks. If you don't like the maps on rotation, go play on st0rm. Oh wait, you can't!

PS Arctic was only my 2nd map, so shit is to be expected.

So, if their opinion is the only thing that matters... Why are you posting? You contradicted yourself several times. You say that what I write is irrelevant, but then you discuss it. You say that their opinions are the only ones that matter, but then you keep discussing mine. If my words hold no weight, then you have nothing to fear. After all, they're just words!

thomasemperor wrote on Wed, 07 March 2012 11:38 But these maps don't have a fuckload of trees or strange vehicle, character or building adjustments.
I'd rather play Terrace than Fjords.

Back on topic.

Have a look at Country Side, Arid, Bio, Damm, Carnage Club, Tib Pit 3, Cairo, Ruins0x, Night0x, High Noon.

You're seriously trying to argue that having flat open land with no cover is good design? Have you played any game besides Renegade in the past 10 years? Maybe you should. You would see terrain that isn't barren. Terrain that gives soldiers the ability to hide without requiring a building to hide in, or a vehicle to hide behind. Terrain that gives you more options than being seen and shot from hundreds of meters away.

Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

crazfulla wrote on Wed, 07 March 2012 15:48
Or tunnels that give easy access into only one of the two bases.

That was true only in the early versions. FjordsTR fixed that particular issue. I'm going to go out on a limb and say that you didn't bother to try that, though.

Subject: Re: [MapPack]-4.0- server online
Posted by [FlaminGunz](#) on Thu, 08 Mar 2012 01:27:27 GMT
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torn remove every other map and just put fjords on

24/fucking7 fjords marathon

yes

Subject: Re: [MapPack]-4.0- server online
Posted by [Aircraftkiller](#) on Thu, 08 Mar 2012 01:28:34 GMT
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I'll eventually fix it. No need for the witty sarcasm.

Subject: Re: [MapPack]-4.0- server online
Posted by [crazfulla](#) on Thu, 08 Mar 2012 03:40:41 GMT
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Aircraftkiller wrote on Wed, 07 March 2012 18:10 if their opinion is the only thing that matters... Why are you posting? Because, in case you didn't know, I have predominantly been a part of said community for some time. Although that said I have been on leave from renegade as of late. I only came back and posted here because I couldn't miss out on all this rene drama.

Aircraftkiller wrote on Wed, 07 March 2012 18:10 You contradicted yourself several times. No I did not. I wasn't trying to have a debate with you, I was offering an explanation for others. If you post condescending statements, I have every right to respond. As soon as Fjords is mentioned, you get completely up in arms.

Subject: Re: [MapPack]-4.0- server online
Posted by [halo2pac](#) on Thu, 08 Mar 2012 04:28:39 GMT
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I had too.... lol.

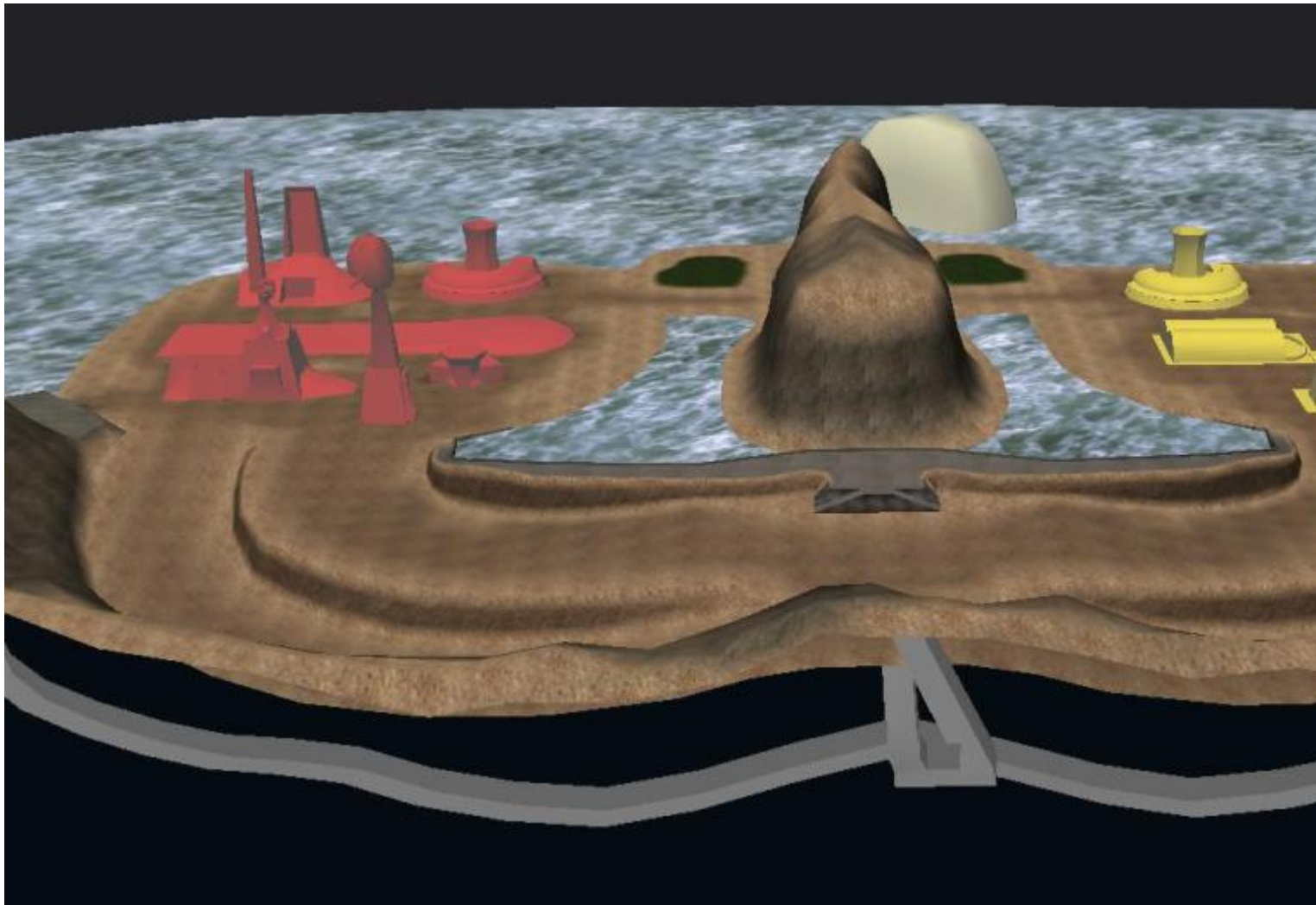
Toggle Spoiler

File Attachments

1) [bigger-buttocks_11.jpg](#), downloaded 952 times



2) [JellyGlassWIP.jpg](#), downloaded 948 times



Subject: Re: [MapPack]-4.0- server online
Posted by [Blazea58](#) on Thu, 08 Mar 2012 06:25:47 GMT
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halo2pac wrote on Wed, 07 March 2012 23:28I had too.... lol.

Toggle Spoiler

Lmao i guess it is somewhat suggestive, but i guess its all about the perspective because it doesn't quite have that shape, was just the angle i took the picture o.O

Subject: Re: [MapPack]-4.0- server online
Posted by [FlaminGunz](#) on Thu, 08 Mar 2012 11:25:29 GMT
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oh well thats much better. A big dong in the middle....you shoulda just stuck with the first suggestion....

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [T0RN](#) on Thu, 08 Mar 2012 12:50:16 GMT
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Updated first post.

It is now Marathon. (What Jelly people wanted)
Infinite ammo is on.

I still haven't messed with rotation.
Too many people with too many different map suggestions. lol

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [TankClash](#) on Thu, 08 Mar 2012 13:04:07 GMT
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Reminds me of a game called Mirror's edge only it's nothing like it...

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [C4Smoke](#) on Thu, 08 Mar 2012 13:25:21 GMT
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Mineshaft.mix

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [shaitan](#) on Thu, 08 Mar 2012 14:22:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

T0RN wrote on Thu, 08 March 2012 05:50Updated first post.

It is now Marathon. (What Jelly people wanted)
Infinite ammo is on.

I still haven't messed with rotation.
Too many people with too many different map suggestions. lol

It's another Jello Marathon? How many of those things do you fucking people need?

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [halo2pac](#) on Thu, 08 Mar 2012 14:53:29 GMT
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The new angle makes it look like a uterus.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [TORN](#) on Thu, 08 Mar 2012 17:51:59 GMT
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Updated rotation. All feedback is welcome. Even Aircraftkillers

Subject: Re: [MapPack]-4.0- server online
Posted by [thomasemperor](#) on Thu, 08 Mar 2012 18:39:40 GMT
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Aircraftkiller wrote on Thu, 08 March 2012 02:10

thomasemperor wrote on Wed, 07 March 2012 11:38 But these maps don't have a fuckload of trees or strange vehicle, character or building adjustments.

I'd rather play Terrace than Fjords.

Back on topic.

Have a look at Country Side, Arid, Bio, Damm, Carnage Club, Tib Pit 3, Cairo, Ruins0x, Night0x, High Noon.

You're seriously trying to argue that having flat open land with no cover is good design? Have you played any game besides Renegade in the past 10 years? Maybe you should. You would see terrain that isn't barren. Terrain that gives soldiers the ability to hide without requiring a building to hide in, or a vehicle to hide behind. Terrain that gives you more options than being seen and shot from hundreds of meters away.

I think I know exactly what you mean, big wide open maps can suck. But I haven't named any of those in my previous post. I didn't mention maps like Mars, GrasslandAssault or Country Meadow.

Now I'm not sure if you were referring to the map Terrace in the first place, but that map has a more various terrain model than those three maps combined together.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [cmatt42](#) on Thu, 08 Mar 2012 19:52:25 GMT

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At first, I saw this thread and was happy with a map pack 4.0 server, but then I saw it was marathon. No, thank you.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [iRANian](#) on Thu, 08 Mar 2012 19:53:20 GMT
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disgusting AOW untermenschen

Subject: Re: [MapPack]-4.0- server online
Posted by [Jerad2142](#) on Thu, 08 Mar 2012 20:20:04 GMT
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Aircraftkiller wrote on Wed, 07 March 2012 18:10Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

Make the nod arty extremely inaccurate, medium ranged, and a lot of projectile arc! Then add the SSM in to make up for it!

Subject: Re: [MapPack]-4.0- server online
Posted by [crazfulla](#) on Thu, 08 Mar 2012 20:46:58 GMT
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Don't forget the flying toilet.

Subject: Re: [MapPack]-4.0- server online
Posted by [Jerad2142](#) on Thu, 08 Mar 2012 20:48:39 GMT
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I guess I don't remember that aspect of the original C&C, I do remember the arty painfully missing its targets over and over however.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [TORN](#) on Thu, 08 Mar 2012 22:44:21 GMT
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cmatt42 wrote on Thu, 08 March 2012 14:52At first, I saw this thread and was happy with a map

pack 4.0 server, but then I saw it was marathon. No, thank you.

Seems I can't make everyone happy.

Should give it a try anyway. I doubt with small player count and a lot of those maps that there will be super long games.

Subject: Re: [MapPack]-4.0- server online
Posted by [halo2pac](#) on Fri, 09 Mar 2012 04:03:50 GMT
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crazfulla wrote on Thu, 08 March 2012 15:46Don't forget the flying toilet.
Lol, the flying toilet was 100% my creation

Subject: Re: [MapPack]-4.0- server online
Posted by [Gen_Blacky](#) on Fri, 09 Mar 2012 04:24:00 GMT
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halo2pac wrote on Thu, 08 March 2012 21:03crazfulla wrote on Thu, 08 March 2012 15:46Don't forget the flying toilet.
Lol, the flying toilet was 100% my creation

lies

Subject: Re: [MapPack]-4.0- server online
Posted by [havoc9826](#) on Fri, 09 Mar 2012 04:40:43 GMT
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Jerad Gray wrote on Thu, 08 March 2012 12:20Aircraftkiller wrote on Wed, 07 March 2012 18:10Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

Make the nod arty extremely inaccurate, medium ranged, and a lot of projectile arc! Then add the SSM in to make up for it!

I believe the Sole Survivor mod did that. Patch to v1.02 here. Also, here's their promotional video. Too bad this mod never took off, despite being such a huge TC mod created so early in Renegade's history.

Gen_Blacky wrote on Thu, 08 March 2012 20:24halo2pac wrote on Thu, 08 March 2012 21:03crazfulla wrote on Thu, 08 March 2012 15:46Don't forget the flying toilet.
Lol, the flying toilet was 100% my creation

lies

Gen_Blacky speaks the truth. Black-Cell did this as early as November 3, 2005. Here's another one from May 13, 2006 for good measure (sorry about BrentLHS' annoying voice on Teamspeak though)

Subject: Re: [MapPack]-4.0- server online
Posted by [Xpert](#) on Fri, 09 Mar 2012 04:41:02 GMT
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Gen_Blacky wrote on Thu, 08 March 2012 23:24halo2pac wrote on Thu, 08 March 2012 21:03crazfulla wrote on Thu, 08 March 2012 15:46Don't forget the flying toilet.
Lol, the flying toilet was 100% my creation

lies

Subject: Re: [MapPack]-4.0- server online
Posted by [iRANian](#) on Fri, 09 Mar 2012 07:29:47 GMT
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havoc9826 wrote on Thu, 08 March 2012 21:40Jerad Gray wrote on Thu, 08 March 2012 12:20Aircraftkiller wrote on Wed, 07 March 2012 18:10Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

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Gen_Blacky speaks the truth. Black-Cell did this as early as November 3, 2005. Here's another one from May 13, 2006 for good measure (sorry about BrentLHS' annoying voice on Teamspeak though)
did you ever record WhiteDragon changing the player model of a player to the terrain of another map?

Subject: Re: [MapPack]-4.0- server online
Posted by [halo2pac](#) on Sat, 10 Mar 2012 01:43:32 GMT
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havoc9826 wrote on Thu, 08 March 2012 23:40Jerad Gray wrote on Thu, 08 March 2012 12:20Aircraftkiller wrote on Wed, 07 March 2012 18:10Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

Make the nod arty extremely inaccurate, medium ranged, and a lot of projectile arc! Then add the SSM in to make up for it!
I believe the Sole Survivor mod did that. Patch to v1.02 here. Also, here's their promotional video.
Too bad this mod never took off, despite being such a huge TC mod created so early in Renegade's history.

Gen_Black wrote on Thu, 08 March 2012 20:24halo2pac wrote on Thu, 08 March 2012 21:03crazfulla wrote on Thu, 08 March 2012 15:46Don't forget the flying toilet.
Lol, the flying toilet was 100% my creation

lies

Gen_Black speaks the truth. Black-Cell did this as early as November 3, 2005. Here's another one from May 13, 2006 for good measure (sorry about BrentLHS' annoying voice on Teamspeak though)

Apparently great minds think alike, I created that same thing in 2006 without ever seeing it in those servers.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [CVN71HT2](#) on Sat, 10 Mar 2012 03:37:41 GMT
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Tried this tonight. It was a lot of fun, but not many folks in there so hopefully it catches on.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Aircraftkiller](#) on Sat, 10 Mar 2012 04:53:53 GMT
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Quote:Too bad this mod never took off, despite being such a huge TC mod created so early in Renegade's history.

It didn't play well, and it was ugly as sin. Both problems would have eventually been fixed had they not given up so early.

Subject: Re: [MapPack]-4.0- server online
Posted by [havoc9826](#) on Sat, 10 Mar 2012 05:26:28 GMT
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iRANian wrote on Thu, 08 March 2012 23:29: did you ever record WhiteDragon changing the player model of a player to the terrain of another map?
Of course I did. This was the same day as the first flying toilet video.

Now, if only ccfan would freakin' restore my FTP portion at black-cell.net, I wouldn't have to find one of my hundreds of already-uploaded videos to put on YouTube when someone wants to see it again... Also, that reminds me, looks like the BC IRC Quotes page is still up.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Ethenal](#) on Sat, 10 Mar 2012 10:04:02 GMT
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Can I just throw out that having actually played a few maps in this server, the "marathon" part is pretty much fucking irrelevant because of a simple fact - what fan map is actually balanced enough that you can get the same stalemates you'll get on every game of Field? Exactly. Hardly any last longer than ten minutes. So I don't really see the whole issue with it being a marathon.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [iRANian](#) on Sat, 10 Mar 2012 11:32:35 GMT
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Conquest Winter!!!!

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Reaver11](#) on Sat, 10 Mar 2012 11:39:29 GMT
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Ethenal "marathon" part is pretty much fucking irrelevant

This a new maps server shouldn't be set on marathon mode.
Maybe a timelimit of max an hour?

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Starbuzz](#) on Sat, 10 Mar 2012 13:58:14 GMT
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The best reason I have heard from Jelly for why it's marathon is because it gives new players a chance to explore the map. Sure some players are very fast explorers but not everyone...so this

way if a game is already on, slow explorers have a time to sneak around.

Besides, it really doesn't matter as these games are fast and end quickly unless the teams are evenly matched. With playercounts kinda low, I wish for but doubt the count will go as high as Jelly Mappack from 2008. I hope I am wrong on this! So at this point it makes no difference if it's marathon or timed.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [havoc9826](#) on Sat, 10 Mar 2012 16:50:07 GMT
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iRANian wrote on Sat, 10 March 2012 03:32Conquest Winter!!!!
Seconded

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Aircraftkiller](#) on Sat, 10 Mar 2012 17:00:06 GMT
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Ethenal wrote on Sat, 10 March 2012 05:04Can I just throw out that having actually played a few maps in this server, the "marathon" part is pretty much fucking irrelevant because of a simple fact - what fan map is actually balanced enough that you can get the same stalemates you'll get on every game of Field? Exactly. Hardly any last longer than ten minutes. So I don't really see the whole issue with it being a marathon.

If everything were Field, this game would have died years ago from the population leaving due to sheer boredom. Field is not really "balanced", it's just artificially bottlenecked with a choke point on both sides of the terrain. There is nothing particularly brilliant about its design, nothing special to its development. It is a very basic piece of terrain with mostly extraneous "tunnels" which only become particularly useful once the base defenses are down.

I'm not sure where you're getting the logic that a long match makes for a great game, or that a stalemate makes for balance. Fjords, for example, usually lasted over an hour. I've seen it run for four hours before with 40 people on each side. I've seen Field end in five minutes. Long games on a consistent basis due to terrain restrictions forcing you to drive through a bottleneck with major base defenses attacking you and defenders turtling up for hours on end are the end result of a game whose levels weren't designed properly.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Ethenal](#) on Sat, 10 Mar 2012 18:55:22 GMT
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Aircraftkiller wrote on Sat, 10 March 2012 11:00Ethenal wrote on Sat, 10 March 2012 05:04Can I just throw out that having actually played a few maps in this server, the "marathon" part is pretty much fucking irrelevant because of a simple fact - what fan map is actually balanced enough that

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I don't have a clue what you're talking about. I didn't say a "long match makes for a great game," I was saying there ARE no long matches in small fanmap games because basekilling happens within minutes of match start.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Aircraftkiller](#) on Sat, 10 Mar 2012 22:55:46 GMT
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That isn't always the fault of the design. It usually has a lot more to do with the fact that people aren't as familiar with new work as they are with stuff they've played for, you know, an average of two years or more.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [TORN](#) on Mon, 12 Mar 2012 20:55:59 GMT
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Updated first post again.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [iRANian](#) on Mon, 12 Mar 2012 21:03:48 GMT
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You should add the communist economy mod.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [YesNoMayb](#) on Thu, 15 Mar 2012 01:14:08 GMT
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Add jelly into the title somewhere. Just if regular marathon is full, the guys that would normally join regular marathon would have another quality marathon server to go to.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Wyld1USA](#) on Thu, 15 Mar 2012 16:10:33 GMT
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Come on for any of us that have extensive experience in mappack servers Marathon is a non-event.

cmatt42 you know better. Why u mad bro? lol

Wyld

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [cmatt42](#) on Thu, 15 Mar 2012 19:09:26 GMT
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i so mad bro

Nah, I'll probably check it out anyways. I just get bored with games where no one has a clear lead for over an hour, you know?

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [liquidv2](#) on Thu, 15 Mar 2012 21:56:13 GMT
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in all honesty you get used to it
and after playing in Marathon a bit AOW games will seem unsatisfying when they're won by time limit
it's like not finishing the job

i was born and raised in AOW so i'm familiar with both game types

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [iRANian](#) on Fri, 16 Mar 2012 01:06:40 GMT
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i've been playing renegade since 'Nam and i dont feel games that take longer than one hour dont go anywhere

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [crazfulla](#) on Wed, 21 Mar 2012 09:52:43 GMT
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Marathon only gets frustrating in the main Jelly Marathon server when it is full. The default maps are way too small for that many players. The mappack server obviously doesn't get the same numbers, and the maps are often bigger, so its much better that way.

Also, many fanmaps are quite well balanced. The thing is you have to play more than just a few to find out which.

liquidv2 wrote on Thu, 15 March 2012 14:56
and after playing in Marathon a bit AOW games will seem unsatisfying when they're won by time limit
it's like not finishing the job
agreed, points wins are starting to feel cheap for me, kinda like how some people feel about ped beacons.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [TORN](#) on Wed, 21 Mar 2012 22:19:50 GMT
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crazfulla wrote on Wed, 21 March 2012 05:52 Marathon only gets frustrating in the main Jelly Marathon server when it is full. The default maps are way too small for that many players. The mappack server obviously doesn't get the same numbers, and the maps are often bigger, so its much better that way.

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I'm getting the same way, I used to hate marathon games.
Now if base destruction doesn't end the game it doesn't feel right.

Subject: Re: Jelly 4.0 [Marathon] FanMaps server online
Posted by [TORN](#) on Fri, 06 Apr 2012 10:30:45 GMT
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Updated.

Subject: Re: [MapPack-Marathon]-4.0- server online
Posted by [Hypnos](#) on Fri, 06 Apr 2012 15:13:03 GMT
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T0RN wrote on Wed, 21 March 2012 22:19crazfulla wrote on Wed, 21 March 2012 05:52Marathon only gets frustrating in the main Jelly Marathon server when it is full. The default maps are way too small for that many players. The mappack server obviously doesn't get the same numbers, and the maps are often bigger, so its much better that way.

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I'm getting the same way, I used to hate marathon games.
Now if base destruction doesn't end the game it doesn't feel right.

You people have been brainwashed by this marathonesque mentality - all out war is the best!

Subject: Re: Jelly 4.0 [Marathon] FanMaps server online
Posted by [iRANian](#) on Fri, 06 Apr 2012 16:46:42 GMT
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marathon is the real C&C mode

Subject: Re: Jelly 4.0 [Marathon] FanMaps server online
Posted by [YesNoMayb](#) on Sat, 07 Apr 2012 00:30:51 GMT
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Add Carnage Club Extreme NAOW.
