
Subject: Need Beta Testers for MOD

Posted by [Aronjames](#) on Tue, 06 Jan 2004 01:32:52 GMT

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I've decided to get back into the Renegade scene. Ive resurrected a old C&R/DM MOD Ive been working on and its now ready to be tested. Email me for a description of the map and to apply to be a tester. Please make the subject of the email "TotC Beta Test". Thanx. And for those of you who want screenies here's some:

Front view of one of the prison blocks:

Side view of one of the prison blocks:

Prison cells:

Nod Garage:

"Red Room":

Subject: Need Beta Testers for MOD

Posted by [Dante](#) on Tue, 06 Jan 2004 19:15:14 GMT

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looks like a map, not a mod.

Subject: Need Beta Testers for MOD

Posted by [Majiin Vegeta](#) on Tue, 06 Jan 2004 19:43:57 GMT

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lol

cells look pretty good

Subject: Need Beta Testers for MOD

Posted by [Aronjames](#) on Tue, 06 Jan 2004 21:26:51 GMT

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sadly it is a MOD. I made quite a few changes to the game to balance the game and added a few

things. I dont know how to do those and not have it packaged in a MOD, if it was possible I would do it if someone could show me how.

Subject: Need Beta Testers for MOD
Posted by [Aircraftkiller](#) on Wed, 07 Jan 2004 01:15:34 GMT
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It's a mod or a modification, not a MOD.

Subject: Need Beta Testers for MOD
Posted by [PsycoArmy](#) on Wed, 07 Jan 2004 02:34:45 GMT
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Moderator Edit: Attacking forum staff will get you banned. Consider this your first warning.

Subject: Need Beta Testers for MOD
Posted by [Aronjames](#) on Wed, 07 Jan 2004 03:03:28 GMT
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Really... Well I guess it must have changed while I was gone. I got flamed real bad in other forums for using it lower case. And I guess people still think me lowly as Ive only got 1 response. Ive also been working on setting up a FDS on a T1 to host the mod for the beta test. And here are a few more screen shots:

General Layout:

GDI Garage:

Recreation Room:

Subject: Need Beta Testers for MOD
Posted by [Cpo64](#) on Wed, 07 Jan 2004 03:20:24 GMT
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What are the changes you have made for balance?

Because I bet I could make it work

Subject: Need Beta Testers for MOD

Posted by [Aronjames](#) on Wed, 07 Jan 2004 03:57:25 GMT

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Well only a few are mentioned (or remembered) in the readme and not all of them are implemented yet. Mostly so that I dont have to deal with balancing everything at once. Well here's the Readme excerpt description

The map is set in a prison compound. There are no bases as this is a DM/CR style map. The GDI and Nod areas are located at opposite ends of the compound in their own little prison blocks. There is a central courtyard which function is still to be decided. Mainly right now to provide some cover. Each base is locked with 2 keycard. Each player automatically spawns with the keycards for their base. The first keycard for each team is located somewhere on the map. The keycards are used to access certain parts of your base ad you need the first card of your enemy to even enter their base. There are keycard spawners inside each base for that base but are protected by locked gates so to get at them you have to sneak behind someone with the cards. And if you manage to collect all 4 security cards inside each base is an area which holds armor and health powerups. Also each base has a garage which houses spawners for their vehicles. GDI has the sedan, and Nod has the Pickup Truck. The Pickup truck is fater than the Sedan but can only hold 2 people and has 100 health. The Sedan can carry 4 people and has 150 health and has a higher traction rating but is slower than the Pickup Truck. Also in this mod the Stealth Soldier has been stripped of weapons save a mine and a scaled down pistol but they remain undetectable closer up than in normal MP. GDI also has a respective Stealth Soldier called the Infiltrator. Also each base has 6 prison cells for captured enemy soldiers. These cells have a heal kit in each of them so that prisoner will have around half health.

I havent gotten around to it but to even out the stealth Ive decided to add a faint beeping noise to them so you know they are around even if you cant see them. Also adding a decloak powerup to the powerup room that is unavoidable so we dont have uber stealths...

Subject: Need Beta Testers for MOD

Posted by [Aircraftkiller](#) on Wed, 07 Jan 2004 04:13:46 GMT

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It is also Nod, not NOD.

Subject: Need Beta Testers for MOD

Posted by [Gernader8](#) on Wed, 07 Jan 2004 04:18:10 GMT

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Its not too bad, but you will want to change the size of your textures. The tiles look about 8 feet wide, and they should be about 1-2 feet.

Subject: Need Beta Testers for MOD

Posted by [Aronjames](#) on Wed, 07 Jan 2004 04:37:09 GMT

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Geez... Someone has an anal retentive attention to detail... Guess thats why your maps are so good. But come on Ive been out of the scene for a year you cant honestly expect me to be at your level, just a little break...

And Gernader If I could I would but thats as close as I can get right now

Subject: Need Beta Testers for MOD

Posted by [Ferhago](#) on Wed, 07 Jan 2004 10:08:53 GMT

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Remember, It's Mod, Not MOD

Subject: Need Beta Testers for MOD

Posted by [brent3000](#) on Wed, 07 Jan 2004 12:25:02 GMT

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Could i test it.....

Subject: Need Beta Testers for MOD

Posted by [Sir Phoenixx](#) on Wed, 07 Jan 2004 13:40:53 GMT

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Those who flamed you because you said "mod" in lower case instead of caps are idiots. "Mod" is not an acronym, it is only short for "modification".

(I've seen people on other forums refer to the word "mod" to be short for a game "moderation" instead of a game "modification".)

Subject: Need Beta Testers for MOD
Posted by [Dante](#) on Wed, 07 Jan 2004 18:38:10 GMT
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Lighting->Compute Vertex Solve

its your friend...

Subject: Need Beta Testers for MOD
Posted by [Deafwasp](#) on Wed, 07 Jan 2004 19:12:17 GMT
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Subject: Need Beta Testers for MOD
Posted by [bigwig992](#) on Wed, 07 Jan 2004 20:51:23 GMT
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Add in some trees from the tile presets. Also, you can temp almost anything in commando and still have it be a .mix.

Subject: Need Beta Testers for MOD
Posted by [Aronjames](#) on Wed, 07 Jan 2004 23:22:08 GMT
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I know that Dante But I dont like how it makes my map look besides it ruins the effect. So not in this case. Ill try it again when I finish my light house models

Why would I need trees?

Subject: Need Beta Testers for MOD
Posted by [SuperFlyingEngi](#) on Thu, 08 Jan 2004 01:14:57 GMT
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Trees would just make the map look more finished...

Although you should experiment with the map to see if too many trees get in the way of, say, driving...

It's all in the balance...

Subject: Need Beta Testers for MOD
Posted by [Aronjames](#) on Thu, 08 Jan 2004 02:25:08 GMT
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Well possibly along the edges.

Subject: Need Beta Testers for MOD
Posted by [Aronjames](#) on Fri, 09 Jan 2004 17:58:43 GMT
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Okay Im going to expand the level by adding a few defense items. And modify a few settings. I am going to include a few controllable turrets for each side and make the rocket soldier's missiles do half damage but double their speed and range and also make them homing. Also Im reducing thier health and speed.
