Subject: Hi.
Posted by Epicalyx on Sun, 02 Apr 2006 00:35:14 GMT
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Recently I've begun to learn C&C Renegade mapping (or more rather, modeling) after 3 1/2 years of Half-Life mapping. I am the webmaster of the idling HLRSE.Net, and Qwerty from the Half-Life: Sven Co-op forums (svencoop.com/forums).

To show some of my work of Half-Life mapping, please visit http://www.hlrse.net/vhe/Qwerty/ to see a small list of screenshots, http://www.hlrse.net/vhe/Qwerty/Screenshots/gargablo/ (which gained me some fame in the Sven Co-op community; it took me less than 5 months of work to bring it together), and http://www.hlrse.net/vhe/Qwerty/Screenshots/map_project/.

I am 15 years old at the moment. I was 13 years old when I began "Gargablo" (although, it is an unfinished map), and continuously in a toggled state work on it. I was 12 years old when I began to learn to map for Half-Life. Mapping for Half-Life is a whole lot different than for C&C Renegade, which is really modeling through a 3DS Max similarity (from what I've been told). I'm glad to be here, and hope to settle comfortably here. Aircraftkiller has already helped me a big with modeling. =)

For the first 13 years of my life, I grew up on Cable/T3 internet. Now after being forced to move (remember, I am under my parent's wings and have no control over situations like this) to a place I nicknamed "Hicksville" (which 99% of everyone will agree with), and has only dialup internet access. Hicksville is literally surrounded by Cable. Cable used to be here like 15 years ago, but I guess these ugly hill billy's boycotted them out.

I'm more of a city boy, growing up the first 12 years of my life in Portland, Oregon. I bought my own custom built PC (actually I bought the parts and assembled) at $500, and over time improving it.

AMD Athlon XP 1700+ @ 1900+ (1.8GHz) w/ 384KB Cache
1GB DDR PC2700 RAM
ATI PowerColor Radeon X700 256MB GDDR2 DX9c/OGL2
Windows XP Professional SP2

I'm sure someone will question about my CPU, so I'll spill it here. I bought my CPU for $50 (with no shipping costs), 100% brand new and straight out of the factory, through NewEgg.com. This CPU is a very rare model (infact, it doesn't actually have a Model#), somewhat specialized in overclocking. As for its unusual cache, that's just another feature that makes it unique from other CPU's. It's got 64KB L1-I/D Cache, and a 128KB L2 Cache. I purchased this in year 2000.

Subject: Re: Hi.
Posted by superj69 on Sun, 02 Apr 2006 05:53:09 GMT
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well since ure new to the forums,im sayin hi lol.

Subject: Re: Hi.
Posted by terminator 101 on Sun, 02 Apr 2006 06:51:25 GMT
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Question: Why did you switch to Renegade? I mean, there other and newer games out there.

Subject: Re: Hi.
Posted by xptek on Sun, 02 Apr 2006 07:06:23 GMT
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Welcome.

Wondering the same, why Renegade?

Subject: Re: Hi.
Posted by jd422032101 on Sun, 02 Apr 2006 08:59:58 GMT
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Hello & welcome.

Subject: Re: Hi.
Posted by luv2pb on Sun, 02 Apr 2006 14:39:36 GMT
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Welcome

Subject: Re: Hi.
Posted by JeepRubi on Sun, 02 Apr 2006 15:06:40 GMT
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This is a good thing, dont question it!

Oh and btw, hi, glad to see another mapper. Im 13 and started mapping earleir this year. Ive never really finished a map for another game besided renegade but ive experimented with other games. Ive come to love the concept of renegade, simple but fun. And like to make maps based on its type of gameplay.

Subject: Re: Hi.
Posted by Goztow on Sun, 02 Apr 2006 16:41:46 GMT
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hello and welcome. And good choice on Renegade!

Subject: Re: Hi.
Posted by Epicalyx on Sun, 02 Apr 2006 23:41:38 GMT
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Quote:Why Renegade?Ever since its release, I've been more desperate to own it, play it, and become part of it than any other C&C game out in the market. It's like Red Alert2: Yuri's Revenge on foot. The concept is great, the engine is decent, the maps and textures are all "homey" and friendly. Although there are some features that should have been added (such as being able to man either porthole/window of the chinook in either of the versions: [1] manning the built-on chaingun, or [2] manning the port with whatever character/class/weapon you are or have), it's still fun, and tricky.

I like it because it's not so overly complicated, unlike some other games. I like base wars, I like to create bases and forts (then destroy them!), and especially, I like to take advantage of whatever weaponry, arsenal, vehicle, and construction material I can. It's somewhat semi-apocalyptic, armageddon, all out war, 'blitzkrieg' (my favorite term of the year; it means "lightning war"), etc. The C&C Renegade trailer somewhat helps to explain the feeling, mood, and atmosphere that I speak of.

Renegade is addictive, and unlike other games, I don't get as bored as easily of it. Half-Life, I've gotten it mastered, next! Battlefield2, I can't get my hands on a legal copy, I can't play it on dialup, the AI bots will easily get repitive, and too overwhelming. Battlefield 1942 is just plain outright "old school." It's boring. Red Alert2 (and Yuri's Revenge) is my favorite of all C&C, with C&C Renegade holding a tie. The reason for that being, RA2 is just plain awesome and fun, but gets repitive to a certain extent within a matter of hours. C&C Renegade becomes part of RA2, only on foot.

Renegade is missing some very neat features.
* Being able to man either of the two-only windows in the Chinook in two different versions (chaingun should be a Chinook Upgrade item, and if you can purchase a Chinook with the Chainguns, you can toggle between a Chaingun version or non-chaingun).
# The built-on chaingun you see a lot in the flying chinooks in Single Player should agreeably be usable through both a toggleable first and third person view.
# The player class/character/weapons should be operatable through the holes through both a toggleable first and third person view. Also noting, this is only possible if there is no built-on chaingun on the chinook.

*Water systematics should be coded to where players can swim (but with some limitations).
Introduction of drivable hovercrafts (there are two different versions; one version can be used for pure infantry transportation; the other version can be used to transport up to one vehicle and a few infantry)

*Aerodynamics should be improved, to where the A10 Thunderbolt would be drivable in a correctly flying state of way, instead of 'hovering' around (which is unrealistic).

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*More ground vehicles and misc. vehicles! The SSM, Nod Truck, Private Jet (though somewhat useless), Cargo Plane (better on larger maps for huge servers, like 64-player servers; it would serve as a paratrooper transport; maybe not a good idea for such large thing though), etc! More civilian vehicles too.

*Spectator mode (somewhat useful and useless at the same time).

*Players being able to sit on certain moving vehicles and use their own weapons (kinda like Halo2; but it isn't copyrighted, perfectly fine, not Bungie's idea, etc). Maybe on the Mammoth Tank, Medium Tank, Light Tank, etc. Just simple (engineers would be only able to heal a tank at 25% to 35% of their true ability if they sat).

Anyhow, Renegade doesn't seem to get old for me. A few of the major reasons why I came back was because of the WOL servers being shutdown and transferred to community-based/ran master servers. The master servers introduced some new features (like the donate system) that improve the flexibility of the game, bug fixes are possible (though to certain limitations), community-based (and successful) anti-cheat has been established*, Chat's are clean from lame bots, Servers have a bigger flexibility with scripting and such, etc. Also I am extremely pleased with the "client_physics_optimization" command, which greatly reduces latency and minimizes lag for me on my dialup connection.
*I've noticed that a lot of the cheating that there used to be in the past has faded away. It makes thinks much more enjoyable.

Lastly, there's nothing else to do. I've never been able to model, and now would be a perfect and great time to start learning through C&C Renegade. One thing that inspired me was the RenGuard Core2 update, which included around 8 new maps considered to be "official" or "best of map showcase." One of my objectives is to achieve some state of success that may be near to that. I want to perform and map like the mappers of Westwood. Determination, inspiration, and motivation holds its power of whether it comes true or not.

Subject: Re: Hi.
Posted by superj69 on Mon, 03 Apr 2006 00:42:26 GMT
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cool hope u make some pretty sweet maps.lol

Subject: Re: Hi.
Posted by terminator 101 on Mon, 03 Apr 2006 02:12:58 GMT
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Epicalyx wrote on Sun, 02 April 2006 19:41*Aerodynamics should be improved, to where the A10 Thunderbolt would be drivable in a correctly flying state of way, instead of 'hovering' around (which is unrealistic).
Unfortunately, from what I heard this cannot be fixed. It is just like the ability to drive vehicles in

Half Life 1, not really possible to fix.

P.S: I don't know how to mod, so I am just guessing these things, but I am pretty sure that I am correct.

Subject: Re: Hi.
Posted by PlastoJoe on Mon, 03 Apr 2006 05:41:42 GMT
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Hurrah! An adherent to Mr. Webster!
Epicalyx wrote on Sun, 02 April 2006 18:41
*Water systematics should be coded to where players can swim (but with some limitations).
Introduction of drivable hovercrafts (there are two different versions; one version can be used for pure infantry transportation; the other version can be used to transport up to one vehicle and a few infantry)
If you download the Renegade Alert/A Path Beyond mod stuff, you'll find that they added craft from the original Red Alert like the Sub and Missle Sub, Destroyer, Gunboat, and (Infantry) Transports. Although Tanya is not able to swim, which would make an excellent addition to their next update.

Quote:*More ground vehicles and misc. vehicles! The SSM, Nod Truck, Private Jet (though somewhat useless), Cargo Plane (better on larger maps for huge servers, like 64-player servers; it would serve as a paratrooper transport; maybe not a good idea for such large thing though), etc! More civilian vehicles too.
On some servers, they have a couple extra driveable vehicles you can find around the map, like the Sedan, Truck, and Nod Recon Bike. There's also the "extras fnkqrrm" or "extras quantifigon" code you can enter into the command prompt that will let you access more characters and vehicles if you hold Alt and select the Characters or Vehicles selection buttons.

Subject: Re: Hi.
Posted by Goztow on Mon, 03 Apr 2006 06:33:56 GMT
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The possibility to sit on a tank and shoot with your own weapons would be the sweetage...

Subject: Re: Hi.
Posted by mision08 on Mon, 03 Apr 2006 06:56:44 GMT
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Howdy Epicalyx,
Wow, you're a smart whipper snapper.
You have obviously done your research. Moving from Half-life (greatness) to Renegade, (the greatest) just seems logical. Enjoy, hope to see you in a game soon.

That's a nice, thrifty little build you got there. How do you like the x700?

Subject: Re: Hi.
Posted by sterps on Mon, 03 Apr 2006 09:02:27 GMT
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Hello and welcome to the community, and congrats on making a good choice to join our community, every addition to this community is always welcome, well at least in my eyes. i hope to see you ingame, sometime, join us at the pitts or n00bstories sometime.

Also you should try some mods that are in development for Renegade. You will enjoy and might be interested in the gameplay and new developments that the mods have achieved.
As you know Renegade is based on Tiberian dawn.

There is a total coversion for Red Alert to Renegade, called Red Alert. A Path beyond.
www.renalert.com

A total conversion for Tiberian Sun to Renegade, called Reborn
http://cncreborn.planetcnc.gamespy.com/

There is also a star wars mod for Renegade, whose release is not far off
http://newhope.conquergaming.com/

If i have missed any mods people, feel free to post more.

Those are the main ones anyway.

For fan maps you are best to look at:

www.unrules.com
www.renmaps.com

anyway thats all from me,
cheers mate

sterps

Subject: Re: Hi.
Posted by cmatt42 on Mon, 03 Apr 2006 21:33:27 GMT
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Quote:Although Tanya is not able to swim, which would make an excellent addition to their next update.
Noooo! It's a total conversion to Red Alert, not Red Alert 2!

Quote:Renegade is missing some very neat features.
Insert features here

The only one that seems to be reasonable would be the aerodynamics improvement. The other ones veer only more off from the original Command & Conquer feel.

Subject: Re: Hi.
Posted by Epicalyx on Mon, 03 Apr 2006 22:07:24 GMT
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Quote:How do you like the x700?
It's very decent, and is somewhat straight-to-the-point. I would however, recommend something of higher power in its X series for an AGP user; it wouldn't hurt and truly you WILL be satisfied. ^_^