Subject: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Wed, 26 Jul 2006 06:08:16 GMT

View Forum Message <> Reply to Message

The Formula Evolution mod is basicly a racing mod for Renegade.

A few models have already been made by Paradox but that's all.

What the team needs now are:

- 1.Script Writers
- 2.Level Designers
- 3.More Texture Artists
- 4.Beta Testers (As many as possible but first three must be fulfilled)
- 5. Many many suggestions on gameplay

Level Designers must have an ability to make racing maps (workable ones)

Anyone who applies MUST NOT be busy with another mod (especially Reborn) at the moment

Script that we need now is:

1. Script that starts the match only when the max players is reached.

Help and thanks in advance.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Aprime on Wed, 26 Jul 2006 09:50:48 GMT

View Forum Message <> Reply to Message

WTF? That thing still exists?

I guess I could always give texturing and testing a try.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Wed, 26 Jul 2006 10:10:38 GMT

View Forum Message <> Reply to Message

Actually, its a new team now and ben5015se is the new mod leader.

Notice that there are actually two mod profiles on moddb.

Formula Evolution on moddb

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by PaRaDoX on Wed, 26 Jul 2006 12:12:04 GMT

View Forum Message <> Reply to Message

lol... i just cant kill this thing can i... we do need a new modeler...

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Thu, 27 Jul 2006 03:45:29 GMT

View Forum Message <> Reply to Message

Help please???

If you are willing to help, email Ben or me.

Website is ~supposed~ to be www.renegadehelp.kinstry.co.uk.

And one more thing Paradox, are the vehicle models ready to be exported to w3d format?

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Oblivion165 on Thu, 27 Jul 2006 03:56:57 GMT

View Forum Message <> Reply to Message

No longer Valid

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by LR01 on Thu, 27 Jul 2006 09:23:19 GMT

View Forum Message <> Reply to Message

Do you also gonna make a track with some Al players that follow a well placed waypath?

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Thu, 27 Jul 2006 09:45:06 GMT

View Forum Message <> Reply to Message

That's possible...but the mod is mainly focused on the multiplayer part.

Ideas

1: Spectator Team

When a specified number of players have been met, anyone else who joins goes to the spectator team where they can fly around the map looking at the race. (Flying Character Script+Stealth)

- 2: Al players spawning after a certain time limit of no-player-joining-ness (requires script)
- 3: Vehicle spawning after crashing outside cliff so that race can continue (or something) (Scripts are already available: JFW_Spawn_Object_Death)
- 4: Driver character with a helmet on(non-essential)
- 5: Crashing damage (No idea how this can be done)

EDIT:

Was just looking throught the scripts 2.9 readme and found an interesting script Idea 6:

JFW Aircraft Fuel

What it does is make the vehicle useable for only a small amount of time. So pit stops may be

important and implemented.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by jnz on Thu, 27 Jul 2006 10:45:31 GMT

View Forum Message <> Reply to Message

i could do testing and racetracks maby.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by LR01 on Thu, 27 Jul 2006 13:16:53 GMT

View Forum Message <> Reply to Message

yes, the multiplayer part...

but there arn't that many Renegade players...

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by PaRaDoX on Thu, 27 Jul 2006 13:24:22 GMT

View Forum Message <> Reply to Message

Hmm i have to go though my hard drives and find the stuff i did and thanks alot oblivion. im busy with <SEUSSBEBUSSENSS> for APB and reborn and dont have alot of time and with recently upgradeing my computer and formating one of my hard disks i need to download alot of software still so if anyone would like to be a part of this mod you can ask here or go to the site, www.renegade-help.com yeah its one of those dead sites but i will add a FE section into the fourms today.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by OWA on Thu, 27 Jul 2006 16:15:39 GMT

View Forum Message <> Reply to Message

I could beta test and maybe do some modelling. But i am pretty tied up. I need to talk to a few ppl before i can work for other projects.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Tue, 01 Aug 2006 04:14:01 GMT

View Forum Message <> Reply to Message

Thanks to Oblivion's map, you can expect screenies + videos soon!

Plus I made a spectator drone that can fly over the map but i think my texture sucks...

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Fabian on Wed, 02 Aug 2006 17:51:47 GMT

View Forum Message <> Reply to Message

Why are you making a racing mod in a game that has very primitive vehicle physics? Wouldn't a.. oh, I don't know, RACING GAME be a better fit? Or are there no easily moddable racing games?

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Carrierll on Wed, 02 Aug 2006 20:25:55 GMT

View Forum Message <> Reply to Message

Need sounds? All I can do (besides storing stuff cos of my oversized external drive)

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Thu, 03 Aug 2006 05:12:44 GMT View Forum Message <> Reply to Message

Sounds would probably be needed sooner or later, so your help is welcome! Screenies should be in tomorrow.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Fri, 04 Aug 2006 09:46:37 GMT View Forum Message <> Reply to Message

As promised, not so nicely textured examples of the spectator camera...

The odd thing is, I can't enter it...

File Attachments

1) ScreenShot09.png, downloaded 605 times



2) ScreenShot10.png, downloaded 605 times



Subject: Re: Formula Evolution Mod needs YOUR help! Posted by LR01 on Fri, 04 Aug 2006 09:58:55 GMT

View Forum Message <> Reply to Message

Well, that's a odd camera Can't enter it? transitions correct?

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Blazea58 on Fri, 04 Aug 2006 12:25:36 GMT

View Forum Message <> Reply to Message

The day i saw this posted, i decided to try designing a realistic looking race track for my own pleasure and as well maybe you'de like to take it when i have finished up with it.

There is still quite a bit of work to do, but this has been a solid 4 days of work already.

I have done it with many extra polygons for better alpha blending overall and smoothness.

Basically just needs the outside terrain and of course most importantly textures.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Halo38 on Fri, 04 Aug 2006 18:46:31 GMT

View Forum Message <> Reply to Message

mjfabian wrote on Wed, 02 August 2006 13:51Why are you making a racing mod in a game that has very primitive vehicle physics? Wouldn't a.. oh, I don't know, RACING GAME be a better fit? Or are there no easily moddable racing games?

I agree that your not going to get Gran Turismo out of a mod for this game, however there are many features in this game that can be exploited to create an interesting racing based game

Burnout3 didn't have the most realistic physics but wasn't it fun

Maybe thats what i'm working on now

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Carrierll on Sat, 05 Aug 2006 10:15:33 GMT

View Forum Message <> Reply to Message

Engine sounds? Crash sounds? Which ones?

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Sat, 05 Aug 2006 10:30:39 GMT

View Forum Message <> Reply to Message

Engine sounds first. And by the way Blazea, nice map.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Aprime on Sat, 05 Aug 2006 10:43:39 GMT

View Forum Message <> Reply to Message

I'm still available.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Carrierll on Sat, 05 Aug 2006 18:02:02 GMT

View Forum Message <> Reply to Message

Rightio then! Where do I send them to?

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Sun, 06 Aug 2006 10:33:10 GMT View Forum Message <> Reply to Message

Get to www.renegade-help.com and try to get Paradox to put them somewhere... and Comrade, what area will you be working on for teh mod?

More updates should be available on www.renegade-help.com 's forums so get down there!

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Carrierll on Wed, 09 Aug 2006 13:11:17 GMT

View Forum Message <> Reply to Message

Forums link didn't work when I tried, i'll try again. I PMed Paradox with the sample engine sounds.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Blazea58 on Sun, 13 Aug 2006 05:28:09 GMT View Forum Message <> Reply to Message

Well id hate to just revive a dead topic, but my computer was in the shop all last week, so i didn't have time to post. I have finished the terrain for the track i was working on and texturing is still needed but i can do that as well. This currently runs at 43,000 polygons with no optimization.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by LR01 on Sun, 13 Aug 2006 09:34:56 GMT

View Forum Message <> Reply to Message

Nice,

Looking forward to it...

But, where is that patch leading to? also, little Question:
How will the spawning go? (also the start of the race)

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Mon, 14 Aug 2006 10:34:00 GMT View Forum Message <> Reply to Message

I was discussing with ben a few weeks ago and we decided that it is supposed to start only when all players have joined.

As for spawning positions, I think maybe everyone spawns in this neutral zone and when they move out, they get teleported to the race area and that's where everything else goes on... Just an idea.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by PaRaDoX on Tue, 15 Aug 2006 00:57:15 GMT

View Forum Message <> Reply to Message

we need a daytona map for sure.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by thrash300 on Wed, 16 Aug 2006 01:19:58 GMT

View Forum Message <> Reply to Message

When this map is completed would anybody here host it? I'll play it, I like the concept. As long as NOD can kill GDI and GDI can kill NOD.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Wed, 16 Aug 2006 09:45:54 GMT

View Forum Message <> Reply to Message

Erm... Its a racing mod not a map. And its Nod not NOD.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Halo38 on Wed, 16 Aug 2006 15:56:09 GMT

View Forum Message <> Reply to Message

nopol10 wrote on Wed, 16 August 2006 05:45Erm... Its a racing mod not a map.

For small mods like this using the idea of "mod maps" is the best way to do it as it gives the end user the easist job when installing as it's a .mix making it also easy to add to any rotation (as no one plays .pkg any more)

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by thrash300 on Thu, 17 Aug 2006 06:54:45 GMT View Forum Message <> Reply to Message

Well I hope that when this "MOD" is compeleted I will see a game with somebody hosting it. I played another racing map (Yes it was a map) and it turned out to be fun. Perhaps this will be: "The next big thing" in Renegade.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Thu, 17 Aug 2006 12:09:58 GMT View Forum Message <> Reply to Message

No this won't be the next BIG thin gin Renegade. Not until Reborn finishes...

Let's hope someone will host it a server for this mod when it comes out.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Halo38 on Thu, 17 Aug 2006 12:56:52 GMT View Forum Message <> Reply to Message

nopol10 wrote on Thu, 17 August 2006 08:09

Let's hope someone will host it a server for this mod when it comes out.

Thats just why I was suggesting the mod uses the idea of "mod maps" that way the many players that want something diffrent (and there are many) make their own servers and put a range of diffrent maps on them if you keep it .mix then thay have the freedom to have DM's, racing, roleplay, you name it on their server. it's a much more attractive format for the mod all the .mix could be called stuff like C&C_FE_Desert or maybe C&C_FE_Track1 etc.... creating your own style in your maps would also help to re-enforce the C&C_FE maps from other C&C maps

Have you considered how you will deliver the final mod? (.pkg .mix?)

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by PaRaDoX on Fri, 18 Aug 2006 23:29:02 GMT

View Forum Message <> Reply to Message

This topic shall never die!

this is a Mod not a map. nothing in renegade will be in this so there for its a mod not a map.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Kamuix on Fri, 18 Aug 2006 23:59:38 GMT View Forum Message <> Reply to Message

PaRaDoX wrote on Fri, 18 August 2006 19:29This topic shall never die!

this is a Mod not a map. nothing in renegade will be in this so there for its a mod not a map.

lle help

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Veyrdite on Sat, 19 Aug 2006 11:05:12 GMT

View Forum Message <> Reply to Message

any chance anyone can put in a drive by weapon style scheme (i.e. primary fire will make a uzi pop in the left window and secondary the right) oh, and any chance you could script a boost section on the track

these are just suggestions, not orders

i really like the un-named car stats.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Sun, 20 Aug 2006 07:29:42 GMT

View Forum Message <> Reply to Message

This isn't a war game so there won't be weapons on the vehicles. Boost section is a good idea actually. But it definitely needs a script.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by LR01 on Sun, 20 Aug 2006 08:16:23 GMT

View Forum Message <> Reply to Message

the boost sections, if they only speed you up for a sec and then back to you normal speed, if you could do that, (on this engine) that would amaze me...

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Halo38 on Sun, 20 Aug 2006 12:00:44 GMT

View Forum Message <> Reply to Message

PaRaDoX wrote on Fri, 18 August 2006 19:29 this is a Mod not a map. nothing in renegade will be in this so there for its a mod not a map.

Was that a response to my post?

If so, your completely missing my point

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Sun, 27 Aug 2006 11:40:57 GMT

View Forum Message <> Reply to Message

Now that the Renegade Help Forum is back up, anyone who is serious on helping must go there to apply or else not much work will be done.

http://www.renegade-help.com/forums/

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by PaRaDoX on Mon, 28 Aug 2006 06:56:18 GMT

View Forum Message <> Reply to Message

just clearing any misconceptions with the mod

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Veyrdite on Sat, 30 Sep 2006 05:08:18 GMT

View Forum Message <> Reply to Message

could it be possible that you put in a spherical gravity script and make the map attach to a round planet?

oh and anyone thought of hydrolics as secondary?(wooohooo)

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Halo38 on Sat, 30 Sep 2006 10:02:18 GMT

View Forum Message <> Reply to Message

dthdealer wrote on Sat, 30 September 2006 01:08oh and anyone thought of hydrolics as secondary?(wooohooo)

Thats a good idea and with a bit of tweaking it can be done

you would need to place a muzzle bone at the front of the car facing down, create a weapon that when fired shoots an invisable round with no explosion or damage but you would set a recoil value to this weapon when fired, with a bit of tweeking you could pimp your rid like this...

http://www.youtube.com/watch?v=pFgo9GS-Vhk

someone do this and you will be a legend

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Zion on Sat, 30 Sep 2006 22:02:59 GMT

View Forum Message <> Reply to Message

LOL!

I can't belive they got the back suspension so high!

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Halo38 on Sat, 30 Sep 2006 22:43:16 GMT

View Forum Message <> Reply to Message

I know you all love rock and all that, but does anyone know the song in the video above?

Edit: Maybe someone from the US?

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Veyrdite on Sun, 01 Oct 2006 00:03:05 GMT

View Forum Message <> Reply to Message

for the hydrolics cant you just script a suspension raiser that makes the car ollie so you dont have to script a hyrdrolics script? of course you would have to script it so the wheels go inwards to avoid the suspension having that "stretched" look that you get with the ren engine.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Zion on Sun, 01 Oct 2006 00:13:02 GMT

View Forum Message <> Reply to Message

Halo38 wrote on Sat, 30 September 2006 23:43I know you all love rock and all that...

Not everyone is into "Rock" and "Metal". That stuff gives me major headaches. I'm more of an BGM listener (BackGround Music (the music from games etc)) than "regular" music, but that's just me.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by crazfulla on Sun, 01 Oct 2006 01:36:11 GMT

View Forum Message <> Reply to Message

ooh ooh pick me pick me... I like making maps Ive got 2 on the UN server rotation sofar and am currently working on um about 3 different projects with even more ideas bursting out of meh head lol. depends on availability as I might be starting a new job soon, but il let you know if anything changes.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by escelade3 on Sun, 01 Oct 2006 03:30:57 GMT

View Forum Message <> Reply to Message

This looks like a sweet mod. I would love to beta test for it.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by nopol10 on Mon, 02 Oct 2006 10:00:05 GMT

View Forum Message <> Reply to Message

Quote:ooh ooh pick me pick me... I like making maps Ive got 2 on the UN server rotation sofar and am currently working on um about 3 different projects with even more ideas bursting out of meh head lol. depends on availability as I might be starting a new job soon, but il let you know if anything changes.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by crazfulla on Mon, 02 Oct 2006 10:13:00 GMT

View Forum Message <> Reply to Message

Dawn Raid (kinda n00by and laggy cus i didnt know how to do vis at that point) and Arctic (forgot to change the BG settings so it ended up as blinding as alpine lol)

Most of my ideas I never finish, atm I'm remagking Arctic to include a bunch of new units and defences, and also address the b2b problem. Because other than that it isnt a half bad map.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by crazfulla on Sat, 07 Oct 2006 09:42:38 GMT

View Forum Message <> Reply to Message

Something random:

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by LR01 on Sat, 07 Oct 2006 09:45:24 GMT

View Forum Message <> Reply to Message

Do the lights on car work to?

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by crazfulla on Sat. 07 Oct 2006 09:48:20 GMT

View Forum Message <> Reply to Message

I haven't got that far lol, I haven't even boned it yet. Um I have no idea if thats even possible, anyone have any ideas? I mean, would i have to make an emitter or something? I was going to make a weapon with no physical or visable effect but have a sound of a siren so when you click it wails Tis my first crack at making a unit rather than a map, so not bad imho. Still gotta figure out this boning thing though:\ maybe I'll get someone else to do it

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Oblivion165 on Sat, 07 Oct 2006 18:01:08 GMT

View Forum Message <> Reply to Message

That model reeks of n64 export.

Someone that would be able to model and unwrap/texture a car would have the know-how on weather the car could be boned.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Veyrdite on Sat, 07 Oct 2006 22:16:17 GMT

View Forum Message <> Reply to Message

the tutorial on renhelp doesn't help as half of the wheel bones dont exist oh, and if you ask me, the skin is a bit blurry, but ok

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Jaspah on Sun, 08 Oct 2006 00:45:16 GMT View Forum Message <> Reply to Message

Trackmania Nations > Formula Evolution.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by crazfulla on Tue, 10 Oct 2006 11:16:57 GMT

View Forum Message <> Reply to Message

I've read the boning tut, have yet to attempt it though.

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by Veyrdite on Sat, 14 Oct 2006 05:43:15 GMT

View Forum Message <> Reply to Message

any chance you can release another beta? v0.05 is getting boring

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by PaRaDoX on Sat, 14 Oct 2006 09:19:47 GMT

View Forum Message <> Reply to Message

This mod died awile ago... like 6 months+

Subject: Re: Formula Evolution Mod needs YOUR help! Posted by LR01 on Sat, 14 Oct 2006 11:30:54 GMT

Why?

Page 17 of 17 ---- Generated from Command and Conquer: Renegade Official Forums