Subject: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Sun, 21 Jan 2007 01:20:03 GMT

Roleplay 2 many of you have probably heard about, if not it is a good time to take a look at all that it has to offer. I have been putting together the last few additions for this beta for a few months and all alone, although i do work quite fast in my opinion.

The map doesn't have cnc mode (atleast yet) but can make for a good map to just fool around on, chat with buddies, deathmatch, or do roleplaying games. There is really no goal yet other then to mess around, but that's the most fun thing to do in a game if you have no limits.

There is alot more planned, so even if this isen't up to par there is always time to sculpt it into a real city eventually with all you would expect to see in an ordinary one. Anyways, i have exported the final cut of this beta and it has been sent to canadaCdn who is going to try to put together a mix format of it so we can all try it out ingame together. This will be fully public so no need to ask etc.

Here is some pictures of the latest cut.

Interior for stripclub.

And a bunch of New world pics.

I will announce the beta soon as it becomes available.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Sun, 21 Jan 2007 01:30:20 GMT
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Will there be VIS?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Sun, 21 Jan 2007 02:45:34 GMT
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Vis doesn't really help an open map like this, It probably would actually slow it down more then it would help.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 21 Jan 2007 03:27:20 GMT
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No, but all the lag areas have been fixed, and you get a very smooth performance.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by OWA on Sun, 21 Jan 2007 03:36:55 GMT
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Canadacdn wrote on Sun, 21 January 2007 03:27No, but all the lag arras have been fixed, and you get a very smooth performance.
Thats great to hear! RP2 is one of my favourite Renegade Maps. Keep it up guys, it's looking good

---

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Sun, 21 Jan 2007 03:46:46 GMT
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Yea i have plans to eventually move nearly all the interiors into the worldspace so i can spruce up the map with plant life, and telephone posts and whatnot. This is in progress while CanadaCdn is making the current release so there is no hold up on the map.

 I am in hopes that some of the more experienced scripters and such could help with stuff like setting up slot machines with a sound/animation, or working with other features like animations for a crane, and the more advanced stuff.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by bisen11 on Sun, 21 Jan 2007 05:24:24 GMT
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What's the current file size at so far?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by icedog90 on Sun, 21 Jan 2007 05:43:09 GMT
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Cool, you got fog in now. It's good you fixed the problem with fog and the bridge.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by IronWarrior on Sun, 21 Jan 2007 06:00:01 GMT
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Looks very nice, that map looks awesome.

But please tell me what is Role Play?

My idea of Role Play is players play acting or some other weird shit..

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 21 Jan 2007 06:11:30 GMT
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dude#1 wrote on Sat, 20 January 2007 23:24What's the current file size at so far?

About 65MB, a 5 minute download if you have a decent connection.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by R315r4z0r on Sun, 21 Jan 2007 06:13:21 GMT
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Playing renegade with no real point.

Do what you feel like.

"I am going to fly up to that skyscraper, and jump! EVERYONE LOOK AT
MEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE"

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by PlastoJoe on Sun, 21 Jan 2007 06:17:29 GMT
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Hey, I'd do it.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Ryu on Sun, 21 Jan 2007 12:01:07 GMT
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Awsome.

I can't wait for the next Beta release, Or finished map release.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 21 Jan 2007 16:55:32 GMT
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This will probably be the last beta, closest to being done.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by JeepRubi on Sun, 21 Jan 2007 17:15:39 GMT
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What building do i get my name on? (I won diddnt I?)

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 21 Jan 2007 17:46:32 GMT
View Forum Message <> Reply to Message

Look for it when the map comes out.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Ryu on Sun, 21 Jan 2007 19:49:52 GMT
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I have this crazy idea, If you have this big light shining on a massive building, And the light shows names on the building!

That would look sweet.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Sun, 21 Jan 2007 22:15:15 GMT
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ME WANTEE ME WANTEE
looks mad.
edit: any pics of more vehs? (please)

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 21 Jan 2007 22:18:55 GMT
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Check the website for an assload of pictures, old and new.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by TSS888 on Mon, 22 Jan 2007 02:08:29 GMT
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Does anyone know how to change the draw distance for renegade? Cause I tried this map and
my draw distance was sooo damn small that I couldn't even see the other end of the bridge!!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Mon, 22 Jan 2007 02:36:35 GMT
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Looking good, texturing tip, giving textures a second pass with "multiply and add" well add a very
nice detail to the texture (Like the roads).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Mon, 22 Jan 2007 03:26:15 GMT
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TSS888 wrote on Sun, 21 January 2007 21:08Does anyone know how to change the draw
distance for renegade? Cause I tried this map and my draw distance was sooo damn small that I
couldn't even see the other end of the bridge!!
You have to get a hex editor and hack renegade.exe I can't remember what line its on. And I think
if you make this change you won't be able to play on line. But I honestly can't remember if thats
the case.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)

Posted by [Blazea58](#) on Mon, 22 Jan 2007 04:23:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Sun, 21 January 2007 21:36Looking good, texturing tip, giving textures a second pass with "multiply and add" well add a very nice detail to the texture (Like the roads).

Yes a second pass would be nice but that also requires having another texture being rendered on that pass, which also means you end up with more repetative textures since they would all use the same pass2. I think some things just gotta be plain, look at any game you play you see textures tile reguardless of how many passes, or what effects are on those.

Otherwise if you can, show me a picture of it with a normal road texture just to compare the visual detail. I am sure no matter what there will always be a repetative look to it, so not much can be done unless i made dozens of road textures with different details in each.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Viking](#) on Mon, 22 Jan 2007 04:25:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Role Play 2 is made of 100% win!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [DarkKnight](#) on Tue, 23 Jan 2007 07:29:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks very nice. any estimated time this will be done?

Also what server will this be on?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [nopol10](#) on Tue, 23 Jan 2007 10:44:24 GMT
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65mb... does that mean that all the textures in the mix have been deleted?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Blazea58](#) on Tue, 23 Jan 2007 14:43:47 GMT
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Quote:any estimated time this will be done?

This beta is near to release, i estimate 1-2 weeks max.

Quote:Also what server will this be on?

There is no set server for it, though a few people already have plans to host dedicated servers for it.

And the file size i decided we didn't really need to have the textures as tga, so all them are Dds now and that alone took down the filesize down to what it is now.

 I'm sure it wont be only 65 mb when the level edit is fully done, so it may get back to 100, but i doubt we will see the 400mb mix's anymore for this map.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Tue, 23 Jan 2007 17:58:37 GMT
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The final build should be about 80? MB with everything included.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Wed, 24 Jan 2007 09:09:46 GMT
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i am guessing you have a giant pile of scrap parts from the map and models?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Wed, 24 Jan 2007 17:26:54 GMT
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Yeah, mostly just old models and other shit. Mabye I'll release it later if anyone wants it.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Thu, 25 Jan 2007 18:00:04 GMT
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Lots of pictures from the test map Blazea and I played last night:

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Thu, 25 Jan 2007 18:00:54 GMT
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[img]http://img.photobucket.com/albums/v160/blazea58/1Update8.jpg[/img]

[img]http://img.photobucket.com/albums/v160/blazea58/1Update11.jpg[/img]

[img]http://img.photobucket.com/albums/v160/blazea58/1Update9.jpg[/img]

[img]http://img.photobucket.com/albums/v160/blazea58/1Update10.jpg[/img]

[img]http://img.photobucket.com/albums/v160/blazea58/1Update12.jpg[/img]

[img]http://img.photobucket.com/albums/v160/blazea58/1Update13.jpg[/img]

Expect the full version out sometime late today or tommorow.
 [img=images/smiley_icons/rockdover.gif]Rocked Over[/img]

Also, thanks a lot to Jerad2142 for boning the Pirmera.

Oh, and sorry for the double post. I can't post that many images in one post.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 25 Jan 2007 18:52:28 GMT
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I am always willing to help, if you need anymore vehicles boned just ask!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Ryu on Thu, 25 Jan 2007 19:42:31 GMT
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Kick-ass.

I can't wait for this map!!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by TD on Thu, 25 Jan 2007 20:00:33 GMT
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The current beta keeps crashing on me whenever I play it for a little amount of time, sometimes just a few seconds in a plane is enough for a crash. That, while the previous beta2 worked fluently without stutters. I just hope that this version (which also seems a lot smaller, estimated size 80mb) does not have this problem so I can finally have some fun in the extended map

Can't wait for the new beta

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Thu, 25 Jan 2007 20:37:38 GMT
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If you are getting crashes, please read the readme that came with it.

It tells you to remove all previous Rp2 maps (Beta2, GT2, GT?) and their .thu files as well for beta3 to work.

This map will make beta3 look like a chunk of shit though. The framerate on this map is excellent.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Viking on Thu, 25 Jan 2007 20:51:33 GMT
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OMG OMG OMG OMG OMG OMG!! Can you add that desert humvee!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 25 Jan 2007 20:56:40 GMT
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Looks like you guys have some pretty shiny buildings in this mod. Have you had the see trough buildings glitch that occurs with 3.0 + yet?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Viking on Thu, 25 Jan 2007 21:03:46 GMT
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SEE THROUGH BUILDINGS?! I need to get 3.0+

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 25 Jan 2007 21:09:04 GMT
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Viking wrote on Thu, 25 January 2007 14:03SEE THROUGH BUILDINGS?! I need to get 3.0+

You can only see objects with a second add pass through other objects ("+" meant "and higher").

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Thu, 25 Jan 2007 21:23:52 GMT
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No, there are no problems causes by 3.+ except for the occasional Z-fight.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 25 Jan 2007 21:29:50 GMT
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Canadacdn wrote on Thu, 25 January 2007 14:23No, there are no problems causes by 3.+ except for the occasional Z-fight.
Which I might add really screws up some of Renhalo's movies.

Also I noticed that RP2 only has 2 civilian vehicles, my mod has 10 civilian vehicles, one of which is the same SUV as your's (you guys must have also got your models from the same site http://www.turbosquid.com/Search/Index.cfm). Any way one is a van, one is a helicopter, and one is a race car the rest are normal civilian cars. If you guys want more of a variety I will give them all to you (I only use them on two levels and they are all already boned).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by IronWarrior on Thu, 25 Jan 2007 21:31:10 GMT
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So... What you do in this then? lol

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Thu, 25 Jan 2007 22:42:51 GMT
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cant get to the roleplay forums anymore, my net must be stuffed (again). australian internet....sucks
edit: that work for food skin made me cry a little at first sight.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Thu, 25 Jan 2007 22:45:31 GMT
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Yeah, the forums' server is down for updates. The website still works though.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Fri, 26 Jan 2007 00:05:31 GMT
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Quote:Looks like you guys have some pretty shiny buildings in this mod. Have you had the see trough buildings glitch that occurs with 3.0 + yet?

 Yea most of the high contrast comes just from the bloom, but i tend to like it, and sometimes i have gotten the see through stuff but seems to only be at the same time i get the light source bug that causes it to move.

Quote:Also I noticed that RP2 only has 2 civilian vehicles, my mod has 10 civilian vehicles, one of which is the same SUV as your's (you guys must have also got your models from the same site http://www.turbosquid.com/Search/Index.cfm). Any way one is a van, one is a helicopter, and one is a race car the rest are normal civilian cars. If you guys want more of a variety I will give them all to you (I only use them on two levels and they are all already boned).

Yea it is sad to say that there isen't many vehicles in total let alone civ ones. I usually take what i can get given they have a set amount of polygons and a decent texture (usually go for photorealistic over anything) so getting them can be tricky.

 I took a look at the pack you sent, and i can only see one Castrol car that might be salvaged since all the rest are ranging from 30-80,000 polygons, and most have no texture at all. I don't quite want 2 cars to equal the entire maps polygon count lol. I try to stick with anything under 3000, so its quite hard to do anything with the others.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Fri, 26 Jan 2007 00:36:07 GMT
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Blazea58 wrote on Thu, 25 January 2007 17:05
 I took a look at the pack you sent, and i can only see one Castrol car that might be salvaged since all the rest are ranging from 30-80,000 polygons, and most have no texture at all. I don't quite want 2 cars to equal the entire maps polygon count lol. I try to stick with anything under 3000, so its quite hard to do anything with the others.

Super Optimize them!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Fri, 26 Jan 2007 01:18:29 GMT
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lol, set the values to 90 and rip!
in a feww of the ss's the gun wielded's image is a Szakolczay Type AS-2 Watchdog Automated Sentry Weapon. what is the actual gun on the character?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Fri, 26 Jan 2007 03:05:29 GMT
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Quote:Super Optimize them!
 That also means super texture since alot of them have none at all or missing parts, so some require more work then it would take to build an entire new model lol.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by PlastoJoe on Fri, 26 Jan 2007 03:37:22 GMT
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That first picture reminds me of the big glass building downtown...

And the dune buggies look kick-ass.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Fri, 26 Jan 2007 03:50:51 GMT
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SpyGuy246 wrote on Thu, 25 January 2007 21:37That first picture reminds me of the big glass building downtown...

And the dune buggies look kick-ass.

They're just the beta Renegade ones, square engine and all. Well, except with bigger shocks.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by PlastoJoe on Fri, 26 Jan 2007 05:55:36 GMT
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Shh, don't ruin my innocent wonder

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Fri, 26 Jan 2007 06:55:07 GMT
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Forums are back now. In case you were wondering...

http://www.rp2.clicdev.com

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Sat, 27 Jan 2007 04:19:26 GMT
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love the pre-beta release topic. lol
just want to know if that brain gun will turn people into chistmas trees in beta 3, or stay as a close-range shotgun with no sound.
edit: are you working on any sounds yet?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 27 Jan 2007 05:15:57 GMT
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What? The "Brain Gun" is just the melee powerup. It's not used in the upcoming map, as all infantry start with melee. As for sounds, yes. The ferarri sounds are back in Prebeta3. Prebeta3 was a bit of a fuckup, as everything was in a mess from Napalmic leaving. It was still better than beta2 though.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)

Posted by [Veyrdite](#) on Sat, 27 Jan 2007 06:47:48 GMT
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in one of your pics you were talking about not having a basketball. i noticed some scripts under mo8_basketball...
dunno how they work

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Canadacdn](#) on Sat, 27 Jan 2007 21:52:57 GMT
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Probably a script for the prisoners to be playing in the basketball court.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Veyrdite](#) on Sat, 27 Jan 2007 23:14:15 GMT
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if you are going to put ai on your map, why not a few basketballers.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [nopol10](#) on Sun, 28 Jan 2007 01:22:11 GMT
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Basketballers...

Will there be PTs in the new beta or will you have to find vehicles for yourself?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Canadacdn](#) on Sun, 28 Jan 2007 02:22:01 GMT
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Well, there will be no AI in the map, as it can mess up some server bots, and lags some people. Vehicles can be purchased all around the map at designated zones, but I left the Warfactory and airstrip in, for people to do c130. The vehicle factories can only buy delorians, though.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Jerad2142](#) on Sun, 28 Jan 2007 02:28:34 GMT
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Canadacdn wrote on Sat, 27 January 2007 19:22Well, there will be no AI in the map, as it can mess up some server bots, and lags some people. Vehicles can be purchased all around the map

at designated zones, but I left the Warfactory and airstrip in, for people to do c130. The vehicle factories can only buy delorians, though.

They can travel back in time right, because if they can't then they are pointless.

Also If you guys are using a multi-scripts loader, and need some scripts for you mod, I can make them.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 28 Jan 2007 02:34:37 GMT
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Jerad Gray wrote on Sat, 27 January 2007 21:28
They can travel back in time right, because if they can't then they are pointless.

Sorry, they're just like, you know...the Rp2 Vehicle. There are Back to The Future references hidden in the map, though. Can you find them?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Sun, 28 Jan 2007 03:06:06 GMT
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Still in my opinion bots dont lag unless you abuse them, like putting tons in each place. I still think it needs bots, but i am not the one doing level edit so i don't have full say on what he does lol.

 Stuff like custom scripts would be really helpful as alot of the stuff i do want seems impossible to get ingame because of the complexity of making them work etc. Things like mini games that actually either pay you or reward you in specific ways, like say you have basketball weapon and you fire it into a hoop it would trigger a message that you got one in, this would be good to make basketball courts with for mini games lol. As well as having stuff like purchasable health that only is used when you go in that slot and click. Or stuff like advanced slot machines with animations on cylinders that would somehow trigger upon the cylinders lining up in a specific rotation, (3 bells/3 7s etc)then having a sound play and giving you your money. As well having new water scripts to enable people to still travel into the water with a vehicle but at the same time use a boat. That alone i am pretty sure cant be done but its a hope lol. These are just concepts in my mind that would make the gameplay more enjoyable, otherwise its just a huge deathmath with cars.

 There is still lots of time though so i dont really worry about these aspects.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Sun, 28 Jan 2007 03:12:54 GMT
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oh, and i might ask if you will fix the bug in prebeta3 of getting stuck in a commanche ontop of the

---

hotel with a pool. it happens in air, and you can only go down to get out of it

---

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by bisen11 on Sun, 28 Jan 2007 06:51:00 GMT
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Are any of the buildings destroyable. Would look pretty cool to have a nice death animation to a skyscraper after a nuke hitting it.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by danpaul88 on Sun, 28 Jan 2007 12:47:10 GMT
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Why not release a server side version with bots added, so server owners can choose between bots and no bots? I enjoyed running round killing bots in one of the earlier versions, then the latest one came out and I was running round looking for bots to kill with no success

---

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by TD on Sun, 28 Jan 2007 13:12:00 GMT
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Yeah, should have a bots version too, there are times you just wanna go play renegade yourself vs bots when you are bored of serious online play.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sun, 28 Jan 2007 17:22:49 GMT
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Or here would be the better way to do it, make it so when the host types something it spawns bots.
Like you would type "Spawn_Bots" and it would send a custom to all spawners and enable them.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 28 Jan 2007 17:31:24 GMT
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I GUESS I will throw in some bots, seeing as you guys all want them so bad.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sun, 28 Jan 2007 17:33:10 GMT
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Just make them spawn under a command, we don't want the game to lag because of bots. If you put bots in don't forget to do pathfind.

If you guys don't have a computer that can do a pathfind really fast I do, I did level 10's pathfind on my new computer in about 7min and that level is 2000 by 2000.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 28 Jan 2007 17:35:50 GMT
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This level is about 50000 by 50000. There is no way in hell I am going to do pathfind.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sun, 28 Jan 2007 17:37:08 GMT
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I think I could probably get that done in about 2 hours and 50 min or something like that (in the end it really matters how much open space there is).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by danpaul88 on Sun, 28 Jan 2007 19:23:19 GMT
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Yeah, but pathfind eats almost a gb of RAM on my machine for a 7500x7500 map, a 50000x50000 map would probably need about 6 gb or more... even if you got all that with virtual memory, it would take a LOT longer as it has to keep going back to the pagefile to find its data.....

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 28 Jan 2007 21:38:31 GMT
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I am just making some civilian bots standing around that you can shoot and run over. Simple as that.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Mon, 29 Jan 2007 02:12:04 GMT

simply put a script zone somewhere (marked hopefully so you cant activate them accidently or not find where to activate them) that enables all the bots. no need to have dif versions.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Mon, 29 Jan 2007 02:19:32 GMT

Simply put some path find blockers around the pathfind human generator. That way, you can still have them run around a bit, in an enclosed area, but it shouldn't kill your computer, I think thats how it works anyways, its been a while.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Mon, 29 Jan 2007 09:02:57 GMT

You still have to generate pathfind.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Mon, 29 Jan 2007 14:29:12 GMT

Cpo64 wrote on Sun, 28 January 2007 19:19Simply put some path find blockers around the pathfind human generator. That way, you can still have them run around a bit, in an enclosed area, but it shouldn't kill your computer, I think thats how it works anyways, its been a while.

Okay even though I have over 8 GB of RAM here is how you could do it, do his idea, and then create your own waypaths with innate enabled connecting these areas. If it is done right they will follow the waypaths on their own.
But as a side note if you have no pathfind at all do not add bots, as much fun as it is to shoot ai that are stuck against walls.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Mon, 29 Jan 2007 17:31:29 GMT

8 GB of RAM? UU Tee Eff?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)

Posted by Jerad2142 on Mon, 29 Jan 2007 18:47:16 GMT
View Forum Message <> Reply to Message

Canadacdn wrote on Mon, 29 January 2007 10:318 GB of RAM? UU Tee Eff?

What?

BTW did you get the scripts to work?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Mon, 29 Jan 2007 20:35:47 GMT
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I plan on setting them up soon, I've been busy with other stuff.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Viking on Mon, 29 Jan 2007 20:46:07 GMT
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LEAVE THE MAN TO HIS L33T WORK!!!

Also, pie.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Tue, 30 Jan 2007 03:48:01 GMT
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nopol10 wrote on Mon, 29 January 2007 04:02You still have to generate pathfind.
Course you do...
Do you know how the human generators work? Or how the path blockers work?
The human generators are where pathfind is calculatedly from, and the path blockers restrict the area where pathfind is generated. So I make the assumption that it won't use as much ram, because the area that is been processed is limited.

Its quite possible I'm wrong, but I don't think I am.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Tue, 30 Jan 2007 03:57:16 GMT
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I have more important things to do than add bots right now, but I will mess around with pathfind after everything else is done.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Tue, 30 Jan 2007 04:33:38 GMT
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Cpo64 wrote on Mon, 29 January 2007 20:48nopol10 wrote on Mon, 29 January 2007 04:02You still have to generate pathfind.
Course you do...
Do you know how the human generators work? Or how the path blockers work?
The human generators are where pathfind is calculatedly from, and the path blockers restrict the area where pathfind is generated. So I make the assumption that it won't use as much ram, because the area that is been processed is limited.

Its quite possible I'm wrong, but I don't think I am.
You are correct.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by bisen11 on Tue, 30 Jan 2007 04:46:08 GMT
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Haven't tried this without pathfind but you could try it. Give the bots the script m08_goto_star. Or maybe it's m03. It makes the bot go directly after a human controlled player (no matter what team). I used it to make some very deadly Hum-Vee bots in my map Mutant's Revenge.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Tue, 30 Jan 2007 05:04:32 GMT
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No they will still get stuck on wall if there is no pathfind.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Tue, 30 Jan 2007 05:49:13 GMT
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Yea i do remember a long time ago Napalmic had started setting up the pathfinding and he did have a ton of areas that had pathfind blockers as you would put it, The areas in green were the areas bots could go, where as red was a totally restricted area for the bots far as i can remember atleast. I am sure it wont kill anyones computer by having just a few bots in seperate locations itself that cannot stray. Like having them inside interiors only wouldnt take much if you made your own pathfinding blockers?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Tue, 30 Jan 2007 06:18:40 GMT

i dont think you need to have pathfind for gostar. i forgot to generate a level, but it still worked.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Tue, 30 Jan 2007 06:23:04 GMT

dthdealer wrote on Mon, 29 January 2007 23:18i dont think you need to have pathfind for gostar. i forgot to generate a level, but it still worked.

It will get stuck on walls.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Tue, 30 Jan 2007 06:55:33 GMT

Yea with a map this size that is a huge problem, where as most people make a map based on the 300 metre view range, as well as having an open area for the bots to explore, where as roleplay 2 has things from tiny curbs, to bus stops, benches, buildings etc that it would have to dodge. That's kinda why i think we should only have them indoors just to avoid having problems. This can still simulate that they are in their working environment and thats where they belong.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Tue, 30 Jan 2007 14:12:20 GMT

Blazea58 wrote on Mon, 29 January 2007 23:55Yea with a map this size that is a huge problem, where as most people make a map based on the 300 metre view range, as well as having an open area for the bots to explore, where as roleplay 2 has things from tiny curbs, to bus stops, benches, buildings etc that it would have to dodge. That's kinda why i think we should only have them indoors just to avoid having problems. This can still simulate that they are in their working environment and thats where they belong.

Pathfind would keep them form getting stuck on any of that stuff, the only problem is the amount of time it would take to generate.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)

Posted by Veyrdite on Wed, 31 Jan 2007 06:45:56 GMT
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convince local uni to allow you to use their computers!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Wed, 31 Jan 2007 14:35:36 GMT
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You can't divide pathfind up over multiple computers unfortunately.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Thu, 01 Feb 2007 22:20:23 GMT
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Sorry for all the delay here, folks. Exams take priority over Renegade.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 01 Feb 2007 23:34:08 GMT
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He is right, exams and work, but besides that not much.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 03 Feb 2007 16:25:32 GMT
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Big update: Visible Drivers and Flashlights are done! Thanks a million to Jerad2142 for the
scripting.

[img]http://img78.imageshack.us/img78/3539/rp2bikevisiblemq6.jpg[/img]

[img]http://img78.imageshack.us/img78/1849/rp2buggyvisiblewh1.jpg[/img]

[img]http://img129.imageshack.us/img129/3075/untitledrg8.jpg[/img]

[img]http://img128.imageshack.us/img128/1562/untitledzp7.jpg[/img]

In case you are wondering, yes. All the characters are visible in vehicles, but only the SWAT guy
has the flashlight.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sat, 03 Feb 2007 16:35:05 GMT
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Happy to see you got the flash light working.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SeargentSarg on Sat, 03 Feb 2007 16:47:15 GMT
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They should have these type of things in regular aow.. Flashlights, visible drivers. etc. Nice work.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sat, 03 Feb 2007 17:03:18 GMT
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I thought you had a map of RP2, on closer inspection it turned out to be links head.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 03 Feb 2007 17:26:03 GMT
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...?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by FynexFox on Sat, 03 Feb 2007 18:58:09 GMT
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The radar background is link's head(From Zelda)

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 03 Feb 2007 19:12:35 GMT
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No, that's just my custom HUD.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Viking on Sat, 03 Feb 2007 19:37:36 GMT
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ZOMG FLASHLITE!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Sat, 03 Feb 2007 23:24:22 GMT
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idea-no pathfinding i think.
make bots walk in a straight line off buildings and give them extremely bloody death explosions!!
even if you have to do pathfinding for this you only need to do the top of some buildings.

maybe a zombie in the graveyard....

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Sun, 04 Feb 2007 00:54:03 GMT
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Thanks alot for your contributions Jerad, i cannot be more happy to see all these features make it
into the map. Now to just find a good practical use for the flashlight.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Sun, 04 Feb 2007 01:54:24 GMT
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Cool flashlights!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sun, 04 Feb 2007 03:05:41 GMT
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Blazea58 wrote on Sat, 03 February 2007 17:54Thanks alot for your contributions Jerad, i cannot
be more happy to see all these features make it into the map. Now to just find a good practical
use for the flashlight.
Yay I got credit, now I am extra happy!
But seriously now:
Actually the flash light took me 2 days to work right, so I made sure only to let one other good mod
use it.
And you will need to install multi-scripts loader to use some of the more advanced features of
RP2, if you have a problem with this, talk to Jonwil.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)

Posted by Canadacdn on Mon, 05 Feb 2007 00:20:30 GMT
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Update! Dual-Wield pistols:

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Ryu on Mon, 05 Feb 2007 00:30:47 GMT
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!rec renrp2 10000000!!!!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Gen_Blacky on Mon, 05 Feb 2007 01:00:24 GMT
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OmGz dual pistols, nice

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by JeepRubi on Mon, 05 Feb 2007 02:07:13 GMT
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What about 3rd person?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Mon, 05 Feb 2007 02:22:32 GMT
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It's in the works, which is why there is no picture.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Mon, 05 Feb 2007 02:48:27 GMT
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The scripts for the dual pistol should be done by tonight, but it will probably make the dual pistols first person view look funny.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Mon, 05 Feb 2007 03:51:15 GMT
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How funny will the 1st person view look, on a scale from 1 to 10 with the new script?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Mon, 05 Feb 2007 10:10:27 GMT
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I sense Tomb Raider for Renegade...
APB could use this dual wielding thingy for Tanya.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Tue, 06 Feb 2007 04:27:54 GMT
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Update! A new sewer system allows quick routes to areas of the map without the use of a car.
Also a great place to use the new flashlight!

Ignore the white around the water, that's been fixed now.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Tue, 06 Feb 2007 16:04:06 GMT
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Unfortunately, there have been a few preset linking errors popping up, and up till recently I have
been fixing them as I go. But yesterday there was one that if you attempted to fix it level editor
would not load up any more. The situations is stabilizing and will be fixed before the end of today.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Tue, 06 Feb 2007 21:02:58 GMT
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sry guys for stupid question (im noob homo) but whare i can download this maps?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Tue, 06 Feb 2007 21:59:02 GMT
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Click any of the Roleplay 2 signatures around the forums, and head to the site's "Downloads" page.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Wed, 07 Feb 2007 09:17:54 GMT
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Oo its nice ty!!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Wed, 07 Feb 2007 22:23:06 GMT
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one more question mate,say pls how you made this water texture? omg im broke my head when i trying find file...(its from _RP2Work.pkg) say pls

File Attachments
1) ScreenShot01.jpg, downloaded 457 times

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Wed, 07 Feb 2007 22:25:39 GMT
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Scrin wrote on Wed, 07 February 2007 15:23one more question mate,say pls how you made this water texture? omg im broke my head when i trying find file...(its from _RP2Work.pkg) say pls
Bump effect and two (or possibly three textures).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Thu, 08 Feb 2007 06:00:48 GMT
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mate? sounds a thing an aussie like me would say
the pre-beta been updated?

oh and why do you need a script for dual wield, dont you just do 2 guns with seperate muzzles ans hand pos bones?

underground sewer area needs to be darker, sewage looks to simple and isn't brown enough any chance of some simple low-poly junk animated to follow the river

---

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 08 Feb 2007 07:07:01 GMT
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dthdealer wrote on Wed, 07 February 2007 23:00
oh and why do you need a script for dual wield, dont you just do 2 guns with seperate muzzles ans hand pos bones?

3rd person.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Thu, 08 Feb 2007 15:32:16 GMT
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Jerad Gray wrote on Wed, 07 February 2007 16:25Scrin wrote on Wed, 07 February 2007 15:23one more question mate,say pls how you made this water texture? omg im broke my head when i trying find file...(its from _RP2Work.pkg) say pls
Bump effect and two (or possibly three textures).
no its not dump_water and noone of these texture files...any other ideas?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Thu, 08 Feb 2007 16:38:25 GMT
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Scrin wrote on Wed, 07 February 2007 17:23one more question mate,say pls how you made this water texture? omg im broke my head when i trying find file...(its from _RP2Work.pkg) say pls

Well as Jerad pointed out it does involve using 3 textures and one of these is custom and doesn't come with ren either as to why it looks a bit different. If your familiar with renx , i can Pm you some screnshots of the UVw mapping args etc, and textures used. The reflect within is SpecularmapZ.tga,though that appears to be the older release so i am not certain its the same texture.

Otherwise i do agree sewers aren't dark enough, but i had to show the pics somehow lol, but also being more murky would be nice though its just hard to get the effect your going for, i am hoping maybe for a script zone much like renalert that makes it look tinted as you go under also.

 Anyways, i uploaded some more progress pics , so here they are.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 08 Feb 2007 18:47:35 GMT
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Blazea58 wrote on Thu, 08 February 2007 09:38
Otherwise i do agree sewers aren't dark enough, but i had to show the pics somehow lol, but also being more murky would be nice though its just hard to get the effect your going for, i am hoping maybe for a script zone much like renalert that makes it look tinted as you go under also.

I will redo the script to be activated by zone today (it is being done by custom, and would be way

more simple if done by zone).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Thu, 08 Feb 2007 18:55:35 GMT
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Blazea58 wrote on Thu, 08 February 2007 11:38Scrin wrote on Wed, 07 February 2007 17:23one more question mate,say pls how you made this water texture? omg im broke my head when i trying find file...(its from _RP2Work.pkg) say pls

Well as Jerad pointed out it does involve using 3 textures and one of these is custom and doesn't come with ren either as to why it looks a bit different. If your familiar with renx , i can Pm you some screnshots of the UVw mapping args etc, and textures used. The reflect within is SpecularmapZ.tga,though that appears to be the older release so i am not certain its the same texture.

Otherwise i do agree sewers aren't dark enough, but i had to show the pics somehow lol, but also being more murky would be nice though its just hard to get the effect your going for, i am hoping maybe for a script zone much like renalert that makes it look tinted as you go under also.

 Anyways, i uploaded some more progress pics , so here they are.

o ok lets talk pm, ty for helping me

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 08 Feb 2007 19:54:12 GMT
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Okay I have the script done now, now I just have to test it when I get home, then I will send it to you guys via pm to Canadacdn.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by sharra on Thu, 08 Feb 2007 23:49:51 GMT
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pm me to

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Fri, 09 Feb 2007 01:41:46 GMT

If more then one person needs to know how the water is setup ill just post it here anyways.

First you need these 3 textures

Then make a plane, Press M and setup 2 passes, do the 2nd pass changes first, then when done that apply the stage 1 texture and its settings.

BumpRotation=0.3

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Fri, 09 Feb 2007 02:40:28 GMT

Sorry for the delay, here's the 3rd person gun for the dual pistols:

[img]http://img244.imageshack.us/img244/5712/untitleduv5.jpg[/img]

Once again, thanks to Jerad2142 for his awesomely handy attaching script.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Fri, 09 Feb 2007 02:44:27 GMT

Look good

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by PlastoJoe on Fri, 09 Feb 2007 03:24:48 GMT

How does it look when firing?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Fri, 09 Feb 2007 03:31:21 GMT

SpyGuy246 wrote on Thu, 08 February 2007 22:24How does it look when firing?

He posted pics on page 5 for that.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by PlastoJoe on Fri, 09 Feb 2007 03:32:25 GMT

No, in 3rd person when firing.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by sharra on Fri, 09 Feb 2007 03:40:53 GMT

pm me when the game is done when do you think it will be done

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Fri, 09 Feb 2007 04:42:55 GMT

It'll be released this weekend, hopefully.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Fri, 09 Feb 2007 05:30:29 GMT

SpyGuy246 wrote on Thu, 08 February 2007 20:32No, in 3rd person when firing.
My I ask how you would know.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)

Posted by PlastoJoe on Fri, 09 Feb 2007 06:08:26 GMT
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What? I was asking how it looks in 3rd person when you're actually firing your dual weapons.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Fri, 09 Feb 2007 06:14:24 GMT
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he mean a pic of the muzzle flahes (when in use) and the hand pos when firing. make a short avi to make us all happy

edit:drewling, check out the fps in the last ss
also, would it be possible to dazzle the trees so they look less like two planes with alpha-channeling?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Fri, 09 Feb 2007 07:11:53 GMT
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Or instead of wasting a hour making the avi, they could work on the map, and release it

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Fri, 09 Feb 2007 07:59:48 GMT
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Blazea58 wrote on Thu, 08 February 2007 19:41If more then one person needs to know how the water is setup ill just post it here anyways.

First you need these 3 textures

Then make a plane, Press M and setup 2 passes, do the 2nd pass changes first, then when done that apply the stage 1 texture and its settings.

i havent this prog meybe you pls just made full working files archive and post them :)pls

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Fri, 09 Feb 2007 08:05:38 GMT

Scrin wrote on Fri, 09 February 2007 00:59Blazea58 wrote on Thu, 08 February 2007 19:41If more then one person needs to know how the water is setup ill just post it here anyways.

First you need these 3 textures

Then make a plane, Press M and setup 2 passes, do the 2nd pass changes first, then when done that apply the stage 1 texture and its settings.

i havent this prog meybe you pls just made full working files archive and post them :)pls

Start bothering us after mod release (you keep everyone waiting when you ask one for help).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Fri, 09 Feb 2007 13:18:24 GMT

im ask about it cos its very nice...problems with it?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Fri, 09 Feb 2007 14:05:56 GMT

You unsatisfied, salivating dogs, always wanting more, more, MORE!

I'll make a preview video or something later today.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Fri, 09 Feb 2007 15:04:53 GMT

O! nice :0
heh im just want only water after i can dessapeared ^^^^:)

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Spice on Fri, 09 Feb 2007 15:13:53 GMT

Jerad Gray wrote on Fri, 09 February 2007 00:30SpyGuy246 wrote on Thu, 08 February 2007 20:32No, in 3rd person when firing.
My I ask how you would know.

SpyGuy246 wrote on Fri, 09 February 2007 01:08What? I was asking how it looks in 3rd person when you're actually firing your dual weapons.

haha.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Fri, 09 Feb 2007 15:44:19 GMT
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I am making scripts to improve how the pistol firing animation looks today (when I'm done I expect that it will be a perfect first person animation and the best third person animation).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Fri, 09 Feb 2007 23:24:11 GMT
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no, we dont want more more more, I WANT MORE MORE MORE

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Sat, 10 Feb 2007 12:23:20 GMT
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 ^^ well im just want full works water texture file   pls

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Sun, 11 Feb 2007 08:45:37 GMT
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renhelp.net texture tut there
get the textures by using xcc on always in ren/data and copying all the textures as tga (takes a while, but is tonnes better than downloading those packs with half of the textures and doing this extracts all the games images and your pkgs images that were historically/now in the data folder) now you just have to find the textures in the the big pile of gunk, skins, and images that dont even work...

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Di3HardNL on Sun, 11 Feb 2007 09:38:18 GMT
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Scrin wrote on Sat, 10 February 2007 06:23 ^^ well im just want full works water texture file   pls

LoL i will try to make it for you mate

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Gen_Blacky on Sun, 11 Feb 2007 09:59:07 GMT
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what kind of gameplay is roleplay2

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Sun, 11 Feb 2007 10:02:02 GMT
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Its a open ended world.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Gen_Blacky on Sun, 11 Feb 2007 10:08:32 GMT
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like is there tanks and what is your objective

or are they just big maps

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Sun, 11 Feb 2007 10:09:52 GMT
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Its just a big city, that you get to wander around in. There are different kind of vehicles, all sorts really. Its open ended, you can do what ever you want.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Sun, 11 Feb 2007 18:00:57 GMT
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Di3HardNL wrote on Sun, 11 February 2007 03:38Scrin wrote on Sat, 10 February 2007 06:23 ^^

well im just want full works water texture file   pls

LoL i will try to make it for you mate

OO!! ty mark!!
and here i just show up what i want for homos who not want help me...

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 11 Feb 2007 19:51:20 GMT
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This is for discussion of Roleplay 2. Ask about water bumps or whatever somewhere else.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Sun, 11 Feb 2007 22:19:46 GMT
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Canadacdn wrote on Sun, 11 February 2007 19:51This is for discussion of Roleplay 2. Ask about water bumps or whatever somewhere else.
sorry.. but its from RP2 that means its good place to ask it
(say is this so hard post this water effect files here?)

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Mon, 12 Feb 2007 03:20:39 GMT
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Its off subject and it annoys people.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Mon, 12 Feb 2007 05:40:24 GMT
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Scrin wrote on Sun, 11 February 2007 17:19Canadacdn wrote on Sun, 11 February 2007 19:51This is for discussion of Roleplay 2. Ask about water bumps or whatever somewhere else.
sorry.. but its from RP2 that means its good place to ask it
(say is this so hard post this water effect files here?)

 The problem now is that i have already explained every step of doing the bump mapping/reflecting and even the textures required to do it, and yet you ignore that.

Go back to page 6 and look , save the 3 textures as Tga and insert into renx folder then do as the pics show.

Really all you need is XCC mixer like many have already suggested, and then you can extract all the stuff from roleplay2 itself. The version you have is older so i probably did something different with "experimentation" being the key word lol.

As well the renhelp.net tutorial is no different then the way i set it up, other then i use different arg settings/textures.

Quote:like is there tanks and what is your objective

or are they just big maps

It is a very diverse map and the goal is to just have fun, death match, roleplay, cnr you name it. The actual concept on the other hand is based on Gta san andreas, so i want somewhat that style of gameplay in the end, where you buy all your stuff seperate, you work at jobs,gamble in casinos,steal cars and sell them off for money, and many other things that involve working through stuff to get rewards. Not everything is done in terms of modding though its getting there. The map itself changes by the week , as i add new buildings, worldspaces, textures/items etc.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Mon, 12 Feb 2007 08:08:17 GMT
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Blazea58 wrote on Sun, 11 February 2007 23:40Scrin wrote on Sun, 11 February 2007 17:19Canadacdn wrote on Sun, 11 February 2007 19:51This is for discussion of Roleplay 2. Ask about water bumps or whatever somewhere else.
sorry.. but its from RP2 that means its good place to ask it
(say is this so hard post this water effect files here?)

The problem now is that i have already explained every step of doing the bump mapping/reflecting and even the textures required to do it, and yet you ignore that.

Go back to page 6 and look , save the 3 textures as Tga and insert into renx folder then do as the pics show.

Really all you need is XCC mixer like many have already suggested, and then you can extract all the stuff from roleplay2 itself. The version you have is older so i probably did something different with "experimentation" being the key word lol.

As well the renhelp.net tutorial is no different then the way i set it up, other then i use different arg settings/textures.

Quote:like is there tanks and what is your objective

or are they just big maps

 It is a very diverse map and the goal is to just have fun, death match, roleplay, cnr you name it. The actual concept on the other hand is based on Gta san andreas, so i want somewhat that style of gameplay in the end, where you buy all your stuff seperate, you work at jobs,gamble in casinos,steal cars and sell them off for money, and many other things that involve working through stuff to get rewards. Not everything is done in terms of modding though its getting there. The map itself changes by the week , as i add new buildings, worldspaces, textures/items etc.

im not ignore your page 6, my english is crap not understand what you say there...big text...you can make this work for me with renx... and post here full working water file in rar?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Tunaman on Mon, 12 Feb 2007 19:54:12 GMT
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Scrin, he's saying that its not just one file.. Its 3 mixed togethor.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Mon, 12 Feb 2007 20:37:48 GMT
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well i dont know how make them working correctly...extracting from pkd mod not helps...
and im havent renx plugins for gmax!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Mon, 12 Feb 2007 20:58:32 GMT
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The you had better get them, because no one is going to explain how to do it with out them.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Tue, 13 Feb 2007 05:37:54 GMT
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Bla*cheat name removed*! Delay!

I will release it this week. I'm totally cereal.

EDIT: (Since when was "Blar.gh! a cheat name?!)

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Ryu on Tue, 13 Feb 2007 06:41:49 GMT
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Remove the "." and you have your answer.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Tue, 13 Feb 2007 07:22:01 GMT
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Canadacdn wrote on Tue, 13 February 2007 06:37Bla*cheat name removed*! Delay!

I will release it this week. I'm totally cereal.

EDIT: (Since when was "Blar.gh! a cheat name?!)
o! nice

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Thu, 15 Feb 2007 01:58:23 GMT
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heh, silly word filter.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Thu, 15 Feb 2007 07:51:40 GMT
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well?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Fri, 16 Feb 2007 07:13:39 GMT
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this is getting really off topic, and id rather not want this topic locked. if your english is bad, dont complain we hacent given you a tutorial and if you dont have renx, then why the heck are you asking us?

now all you need are some cop cars at the police station that spawrn a neutral cop when you steal one of them...or an a10 if you steal a hummer. too bad you would probably have to do pathfinding. oh well.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Fri, 16 Feb 2007 08:04:55 GMT
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dthdealer wrote on Thu, 15 February 2007 23:13this is getting really off topic, and id rather not want this topic locked. if your english is bad, dont complain we hacent given you a tutorial and if you dont have renx, then why the heck are you asking us?

now all you need are some cop cars at the police station that spawrn a neutral cop when you steal one of them...or an a10 if you steal a hummer. too bad you would probably have to do pathfinding. oh well.

lma0

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Fri, 16 Feb 2007 09:05:41 GMT
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Where is Beta 4?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Fri, 16 Feb 2007 14:13:07 GMT
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nopol10 wrote on Fri, 16 February 2007 02:05Where is Beta 4?
It has not been released to the general public.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Fri, 16 Feb 2007 16:33:50 GMT
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It's coming soon. There are still things that need to be done. Trust me, the delays are worth it.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 17 Feb 2007 02:53:42 GMT
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Update!

AK-47

And if anyone wants to bitch, this is not the APB rifle.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Sat, 17 Feb 2007 03:14:18 GMT
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I was gonna say that.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Sat, 17 Feb 2007 04:11:39 GMT
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Shouldn't the butt of the rifle be in the shoulder?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 17 Feb 2007 04:30:32 GMT
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That's how females in Renegade hold rifles. Strange, huh? It looks normal on a male.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by M1Garand8 on Sat, 17 Feb 2007 08:14:12 GMT
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Uh... that AK-47 is from Red Alert: A Path Beyond, I hope you have asked for permission from Chronojam to use it in your mod.

If not.... RAGE!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Spice on Sat, 17 Feb 2007 08:18:26 GMT
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That's the APB AK-47 texture if not model too. (It looks like you slightly edited the texture)

http://mods.moddb.com/gallery/image/52631/

I hope you asked for permission to use that.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by _ToXiN_ on Sat, 17 Feb 2007 08:18:59 GMT
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Left one is 'your' one. Right one is from APB.

So yours isn't from APB and just happens to look exactly the same?

Nice job, cockfags.

```
File Attachments
1) lolstolen.JPG, downloaded 790 times
```

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by drunkill on Sat, 17 Feb 2007 08:20:37 GMT
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But tocsin! All ak47's look the same! they are mass produced!

Oh wait, this is a video game, yeah, you did a great job on the texturing guys, nice and authentic.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Chronojam on Sat, 17 Feb 2007 08:27:49 GMT
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Oh my.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Coolrock on Sat, 17 Feb 2007 08:29:05 GMT
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Everyone just loves stealing things from APB these days.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Sat, 17 Feb 2007 11:23:35 GMT
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   To be honest i had no idea canadaCDN added this gun to the map, and to top it off it was found on Turbosquid.com/or one of those free sites and i am sure of it, so you should go tell them to take it off. The gun will be removed asap if that's the problem, otherwise it was a mistake and we do tend to use things that are downloaded. (were not professionals btw, so we don't create many of our own vehicles/weapons)

 So don't jump on others backs just because there was a mistake made.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sat, 17 Feb 2007 13:39:22 GMT
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Toxin, what the hell man they're good people. Apparently they do look very alike but I'm not saying anything until we hear what canadacdn has to say about it.

Subject: lollers
Posted by GEORGE ZIMMER on Sat, 17 Feb 2007 13:40:51 GMT
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Hey, it's the APB team. Anything even REMOTELY close to something they have it's stolen.

Take AR for example. I seem to remember a certain someone whining about AR having a few traits that APB had.

Am I the only one getting sick of APB (Mainly Chronojam) whining about EVERY OTHER MOD?! It's getting tiring, and they only stopped whining about Reborn because they pretty much had to.

Seriusly, all these mods make no profit. Why should you even care? It's an AK-47, for the most part, they look alike.

Let's say, hypotheticly, he DID steal it. How on EARTH does this affect you, hm? It doesn't. Not one little bit. You don't make money, rp2 doesn't make money. Now, if this were something that involed money, then you'd have every right to be suspicius. But it doesn't, so what's your problem?

Oh, and by the way, rp2 doesn't steal stuff from other mods. They may take stuff from a public 3d model hosting stuff, but that's what they're there for. How hilarius, you're ranting on about it being yours, when infact, theres a good chance it isn't.

Again, even if I'm wrong, and you DID make these models, then who cares? It doesn't affect you one ltitle bit.

I think it's just the APB team's special time of the month...

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sat, 17 Feb 2007 13:44:32 GMT
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That was a bit harsh cabal but I think the reason people care so much about possibly stolen models is the fact that they aren't getting credit for their work.

The outstanding question here though is if it is theirs or not, we'll find out when Canadacdn gets online I guess...

Anyways, I highly doubt he would just go into APB's always folder and take out the model and stick it in RP2. I'd be willing to bet money that some asshole stole it from APB, stuck it on turbosquid or some other site, Rp2 blundered into it. It looks good, Canadacdn takes it and uses it. Ohshit, that looks exactly like APB's! Who's fault would it be anyway? Nobody knows because it's the person who put it on the site in the first place. From any angle its just one big mix up...

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by GEORGE ZIMMER on Sat, 17 Feb 2007 13:47:40 GMT
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u6795 wrote on Sat, 17 February 2007 07:44That was a bit harsh cabal but I think the reason people care so much about possibly stolen models is the fact that they aren't getting credit for their work.

The outstanding question here though is if it is theirs or not, we'll find out when Canadacdn gets online I guess...

If it's theirs I see no reason not to apologize and take it off but if its not then its going to be interesting to prove how it isn't.

Yeah, I suppose so. But, rp2 hasn't stolen anything from other mods. Now, I honestly think, that this was gotten from turbosquid.

Either you BOTH got it from there, or APB made it and someone put it up there on turbosquid.

If the latter, then whine to that person who did it. Not us.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Sat, 17 Feb 2007 14:06:14 GMT
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Hiyo, well anyway, since this is a "pic update" thread, and not a "where did you get that gun?" thread, I have here an exclusive video, made by me, concentrating specifically on the motorcycle.

Yes, it still has the HUD and stuff, but that's not what's important. Concentrate on the bike.

Vid

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 17 Feb 2007 14:39:01 GMT
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Napalmic had given me that model and told me that it was a different one. I'll remove it if you want, but geez. Talk about overreacting.

You APB snots didn't give a flying fuck about Roleplay 2 before, an excellent map/mod for Renegade that has been in development for two years by just two people, and if an accident like this happens, guess what? Shit hits the fan and you want the Rp2 team dead or something. I bet not a single one of you APBers took the time to look through this thread to see all the other original content in Roleplay 2.

I'll remove the model.. but I mean, damn. I wouldn't care if anyone took something from Rp2 and used it so long as they credited us.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Ryu on Sat, 17 Feb 2007 15:22:36 GMT
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@SlikRik: Awsome!

@Canadacdn: Don't beat yourself up over that ak-47 model, It's nothing special, If it's possible, make a Counter-Strike: Source replica, Then it would be something very special.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sat, 17 Feb 2007 15:36:19 GMT
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SlikRik19 wrote on Sat, 17 February 2007 09:06Hiyo, well anyway, since this is a "pic update" thread, and not a "where did you get that gun?" thread, I have here an exclusive video, made by me, concentrating specifically on the motorcycle.

Yes, it still has the HUD and stuff, but that's not what's important. Concentrate on the bike.

Vid
Lol. "I need that report by Friday, Maxton".

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 17 Feb 2007 15:50:29 GMT
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Well, whatever. I guess I'll try to find an alternative for that gun. I just don't want anymore uglyness between two good Renegade mods.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by M1Garand8 on Sat, 17 Feb 2007 16:15:03 GMT
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I'm sorry about the commotion but the only reason we overrected was the fact that too many of our models were "stolen".

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sat, 17 Feb 2007 16:29:05 GMT
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M1Garand8 wrote on Sat, 17 February 2007 11:15I'm sorry about the commotion but the only reason we overrected was the fact that too many of our models were "stolen".

Cool, that made me feel much better.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sat, 17 Feb 2007 17:29:44 GMT
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M1Garand8 wrote on Sat, 17 February 2007 09:15I'm sorry about the commotion but the only reason we overrected was the fact that too many of our models were "stolen".
APB entire game play idea was "stolen" from Red Alert.
And I am sure we would have given credit for the AK47, so stop crying.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Sat, 17 Feb 2007 17:46:16 GMT
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Wouldn't it benefit the entire Renegade community if different mod teams worked together instead of bickering over stupid shit?

For example, if this AK-47 is indeed from APB, can't we at RP2 just use it with credit to you, since it is in fact a good model, with the condition being that if you saw something that we had, for example a vehicle or something, you could use it in your mod so long as you credit us?

Wouldn't it benefit the Renegade community as a whole if we could all just get along and share stuff, giving credit where credit is due? After all, aren't you (any modder in general) making these mods for the community? So who cares how certain parts of the mod get out there, as long as they get out there (with credit of course)?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 17 Feb 2007 17:48:02 GMT
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No, the Renegade community revolves around having something awesome, and not sharing it so you can be on top of the mountain.

[/Sarcasm]

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Sat, 17 Feb 2007 17:58:20 GMT
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Yea i don't know honestly why everything is such a huge deal, i could give two shits less if someone stole every damn asset from rp2 and claimed as their own because guess what? i know i made the stuff so thats where i get my satisfaction.

Anyways this topic had a point, so i will post some more pics from ingame.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Scrin on Sat, 17 Feb 2007 18:16:00 GMT
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my fucking god,how you get 102 fps? O_0_o

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Sat, 17 Feb 2007 18:19:10 GMT
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Windowed mode has its advantages, as well as a decent gfx card and lots of RAM.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sat, 17 Feb 2007 18:20:55 GMT
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That second to last screenshot is totally awesome.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 17 Feb 2007 20:19:15 GMT
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Roleplay 2! Now with 80% more blood!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by GEORGE ZIMMER on Sat, 17 Feb 2007 20:20:49 GMT
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Canadacdn wrote on Sat, 17 February 2007 14:19Roleplay 2! Now with 80% more blood!

LOL.

Now slicin someone with the knife is gonna be alot more rewarding

---

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Sat, 17 Feb 2007 21:09:14 GMT
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That blood looks totally awful. Oh well its super none the less.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Sat, 17 Feb 2007 22:24:46 GMT
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Less black in the blood please.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 17 Feb 2007 23:46:34 GMT
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Yeah, the blood isn't very good right now, it's being improved to make it less dark and to remove that stupid white outline.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Chronojam on Sat, 17 Feb 2007 23:46:38 GMT
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Cabal's a fucking tool. Also, RP2 can use both the current AK, and the *next* M16 we release, too.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sat, 17 Feb 2007 23:53:03 GMT
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That's his Wild Side showing, CJ

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Cpo64 on Sun, 18 Feb 2007 00:32:20 GMT
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Chronojam wrote on Sat, 17 February 2007 18:46Cabal's a fucking tool. Also, RP2 can use both the current AK, and the *next* M16 we release, too.
Is that genuine permission or sarcasm?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Chronojam on Sun, 18 Feb 2007 00:59:10 GMT
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Genuine permission; I know it's not as eloquent as I can be and was rather blunt and to-the-point but sometimes that's required of the situation. I was busy at the time but wanted to quickly put an end to this and help both mods move on.

As it stands, we do indeed need a new AK47; but so it doesn't seem we're just giving out the old garbage, I suggested RP2 also benefit from our *new* M16 as well. We'll have to see how that goes, though.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by M1Garand8 on Sun, 18 Feb 2007 01:59:18 GMT
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Jerad wrote on Sun, 18 February 2007 01:29M1Garand8 wrote on Sat, 17 February 2007 09:15I'm sorry about the commotion but the only reason we overrected was the fact that too many of our models were "stolen".
APB entire game play idea was "stolen" from Red Alert.
And I am sure we would have given credit for the AK47, so stop crying.

Lol, what is the world getting into? I get called "crying" for apologising. Let's just say this, you guys got it from another site, I'm sure Jerad2142 would have played APB once or twice or seen most of the screenshots and notice the similarities between the two (in fact, he did) and not put it in and instead let us know about it. Just a simple one line, you know, it could have saved us all the grief.

Seriously, it's just a matter of principles, I just don't like the idea of anybody's hardwork being taken away and not get any credits for it. You don't spend hours and days to just get your work all copied/taken and given any credits. I really want and hope this mod can be as good as APB or Reborn, it shows a lot of promise.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 18 Feb 2007 03:03:03 GMT
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It's all fine now. Everyone just drop it. Please.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by M1Garand8 on Sun, 18 Feb 2007 05:38:48 GMT
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Anyway, it's looking good atm, except the for the blood (too big, really :E)...

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Sun, 18 Feb 2007 06:38:36 GMT
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is that blood on the terrain or related to death syndrome?
how did you get the camera in the bike avi? oh and, whos maxton? why is he in the chatbox?
edit: one more thing, do you have perm for the advertising?sorry if i am being annoying, but i mean the games in the shops as billboards, eg windos and warcraft?
id would have expected the recon to finally pay from going crazy in rens engine. i guess its one of those always standing vehicles.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sun, 18 Feb 2007 07:28:06 GMT
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dthdealer wrote on Sat, 17 February 2007 23:38is how did you get the camera in the bike avi?
Go into Renegade's options, click controls look around for a while and tell us what you find.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Sun, 18 Feb 2007 14:16:55 GMT
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dthdealer wrote on Sun, 18 February 2007 01:38how did you get the camera in the bike avi? oh and, whos maxton? why is he in the chatbox?
I'm not 100% sure what you're referring to. The viewpoint was just from my viewpoint as a player. You tell me, who is maxton? I don't remember any maxton.
dthdealer wrote on Sun, 18 February 2007 01:38edit: one more thing, do you have perm for the advertising?sorry if i am being annoying, but i mean the games in the shops as billboards, eg windos and warcraft?
First of all WinDos is a 100% made up program made for the sole purpose of that billboard. 2nd, what is perm? 3rd, the games in the shops, omg liek we have a picture of the game box. That's not advertising, thats just prop modeling. If you are so concerned about advertising, please also go to the 93198631786231832 other sites that have the same pictures on their websites.
dthdealer wrote on Sun, 18 February 2007 01:38id would have expected the recon to finally pay from going crazy in rens engine. i guess its one of those always standing vehicles.
Yup, it's good stuff.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sun, 18 Feb 2007 18:47:56 GMT
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Maxton was a joke I said when Canadacdn was sitting in an office chair as a Ninja.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Mon, 19 Feb 2007 11:13:14 GMT
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Yea i personally dont think its against any law if i get a picture thats already on the net or having someone scan in box photos etc. I am not making any money on this, so on the other side of the argument i probably could get sued. The thing is, i highly doubt that will happen, secondly "spoof" ads are really common and i never hear of those people being sued for making them.

 So if it came down to it, i couldn't say weather or not all my textures are to "legal standards" but ill wait till some lawyer comes in with his internet lawbook before i jump to conclusions.

 Anyways, thanks for the permission for using the gun, trust me i always put credit where due, hence all the signs in the map with peoples ren names on them, and an extensive readme that will follow with the map release. There is never a shortage of credit, heck even acks name is in the map a few times, so regaurdless of who it is they still have their credit even if they just helped me with a simple texture process.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Goztow on Mon, 19 Feb 2007 11:23:53 GMT
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Can someone please explain me the concept of RPG in Renegade again? I'm a bit lost on that.

Other than that: nice work.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Mon, 19 Feb 2007 12:57:20 GMT
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Hardcore "Roleplayers" usually do stuff like getting "Jobs" and buying "Houses" Which is almost the intention of this map. A lot of people just use the map to just plain mess around, many things to do. Usually you just see people running around, talking and doing some sort of game, there's plenty of different things you could do such as "Hide and seek" which is actually pretty fun.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Goztow on Mon, 19 Feb 2007 13:34:48 GMT
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Ah yes, I remember that game from when I was 5 .

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Mon, 19 Feb 2007 14:16:45 GMT
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Goztow wrote on Mon, 19 February 2007 06:23Can someone please explain me the concept of RPG in Renegade again? I'm a bit lost on that.
The term "Roleplay" or "RPG" (role-playing game, not rocket propelled grenade) is used somewhat loosely here, especially with this map, Roleplay 2. If you are not already aware, the previous map made by Blazea58 was Roleplay.mix. It had a small city or 2, a car dealership, some houses, a hospital, etc. The point of this, as someone explained, was so that people who wanted to play an RPG could do so, with jobs and cars and homes and such. However the typical RPG in Renegade has grown a smidge more than that in the past years. RPG can now often refer to a game where people are just messing around, such as trying things that ought not to be tried (like driving vehicles inside buildings, or attempting outrageous jumps with vehicles (as you see in my motorcycle movie(yes, parenthesis within parenthesis within parenthesis))). RPG can also be used for people who just wanna come to hang out somewhere online other than AIM or a forum. Other RPG games can be used to make movies (as I do, btw, please look for upcoming movie about ninjas).

Now you're probably thinking, well why would you want to do all that in a game that's meant for sniping and base-destroying? There are games for that, right?

Well you're right about there being other games for it, however sometimes not all your friends have games, and sometimes these games even cost a monthly fee to play on (aka MMO). Also, sometimes the standard, shoot kill explode gameplay of Renegade, to some people, can get a bit monotonous after a while. For example, me. Don't get me wrong, I love the occasional competitive game, but after a long while of it, it just grows tiresome. Plus I hate dealing with n00b teammates who use up all their money on a n00bjet, a beacon, and a mammoth tank, rush in by themselves, think they can take on the world, and end up dying, losing 3500 credits in the process. To some, RPG is like breaking the rules. Like I said above, for example, just messing around and seeing which little bumps in the map make the best for spectacular jumps.

RPG is all in the beholder's eye.   It is what you make of it. To some, it's fun. To others, like you Goztow, you may find it quite boring. (Nothing personal, just making a statement based on your posts.)

About the work: Thanks, we like it too!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Goztow on Mon, 19 Feb 2007 15:37:15 GMT
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I can't same it would be boring, I must honestly say I never tried it. It seems to me it's something to do when you got some spare time and are a bit bored. Nothing wrong with that though .

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Mon, 19 Feb 2007 23:32:10 GMT
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Guess so. To me, it just seems like there's two types of Renegade players: those who like to seriously kick some ass in sniping and AOW, and those who like to mess around, aka RPG'ers.

No guarantees on you liking the whole roleplay thing, but I DO guarantee you'll like Roleplay 2.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Tue, 20 Feb 2007 03:09:14 GMT
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The map is not strictly roleplaying. You can do that if you want, or else you could just go and get the Hydra or a tank and blow the map to shit. It's up to you.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)

Posted by SlikRik on Tue, 20 Feb 2007 15:44:40 GMT
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K well, I got this week off, and I was REALLY bored, so I was like, "Hey, maybe I should finish the new Roleplay 2 site." So I did, at least what I could. The downloads and history still have to be compiled.

So soon as I get Canada to change the link, it will be at renrp2.tk, but until then please go here.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Fri, 23 Feb 2007 05:12:25 GMT
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woops, forgot the existance of V, the smoothness of the turn of the camera put me off roleplay, i am sorry to put you off, but split the word. we need more things to shoot and blow up ....

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Fri, 23 Feb 2007 06:12:13 GMT
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How fast do you want this to run, super jerky or smooth. If you pick the first one I will mod it and put in 97 bad ai infantry who get stuck on walls and make even the newest computer run slow.

If there is even 4 people in the mod can be tremendously fun, but more people = more fun.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Sat, 24 Feb 2007 04:11:02 GMT
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Yea this map isen't quick full of gimmicks yet but perhaps in time we will have some more intresting things to do. As my skill/inspiration for stuff gets higher, i always want to make more impressing things for the map itself. So what i have done now is made an asian temple which is just an exterior shell which will lead you into the dojo(replica matrix dojo) as well as other rooms just for standard living.

 So what i am showing now is just the work on the dojo itself, the exterior is done but still being worked on textures. I wanted it to look as close as possible to the temple seen in the matrix, so i had to add alot more polygons to do so.

 Still only comes to 1309 polygons, and has just a few more details to do in terms of prop models.

Its not exact but close enough

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Viking on Sat, 24 Feb 2007 04:14:14 GMT
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A big HURR!!! for you blazea!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Sat, 24 Feb 2007 05:51:58 GMT
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clap clap clap, now thats well done meat

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by JasonKnight on Sat, 24 Feb 2007 15:11:31 GMT
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SlikRik19 wrote on Mon, 19 February 2007 17:32Guess so. To me, it just seems like there's two types of Renegade players: those who like to seriously kick some ass in sniping and AOW, and those who like to mess around, aka RPG'ers.

No guarantees on you liking the whole roleplay thing, but I DO guarantee you'll like Roleplay 2.

Something we used to do in the original roleplay map was hunt down players, they had to hide and the hunter had to well, hunt them.

i used to have fun with that cause they could hide ANYWHERE on the map, volcano, airport, city

---

1, city 2, under the bridge, and if you killed some one else other then the target, then you lose. and the prey wins.

yea, kinda dumb if you think about it, but still fun.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Sat, 24 Feb 2007 17:54:27 GMT
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JasonKnight wrote on Sat, 24 February 2007 10:11but still fun.

Bingo.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 24 Feb 2007 18:11:28 GMT
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Holy crap! You've really outdone yourself there, B58. Great work.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by GEORGE ZIMMER on Sat, 24 Feb 2007 18:18:39 GMT
View Forum Message <> Reply to Message

Canadacdn wrote on Sat, 24 February 2007 12:11Holy crap! You've really outdone yourself there, B58. Great work.
Indeed. I shat bricks when I saw it.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Spice on Sat, 24 Feb 2007 18:20:18 GMT
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THAT MAYRICKS!!!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by OWA on Sat, 24 Feb 2007 18:23:31 GMT
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Thats some cool trix mate.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 24 Feb 2007 22:30:19 GMT
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Yeah, it's modeled after the one in The Matrix. There's gonna be some awesome ninja battles in there.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Sun, 25 Feb 2007 01:24:30 GMT
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And I'll finally get to finish my ninja movie....

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Wed, 28 Feb 2007 02:31:49 GMT
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Fuck. Another delay. This time I was too sick to finish the map this weekend. It will be done this month, though. Trust me, this next release is better than all the old ones put together.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Wed, 28 Feb 2007 02:34:38 GMT
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Because I am helping with the graphics, or is that a bad thing?
Guess you guys well have to hold your breath (I will not be held responsible if you choke to death).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Wed, 28 Feb 2007 03:26:56 GMT
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How are you helping with the graphics?

Anyway, Blazea58 is finishing up some purchase terminals, and the dojo.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Wed, 28 Feb 2007 04:51:39 GMT
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1 thing the nuke.

Previous comment was mainly a joke.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Wed, 28 Feb 2007 05:25:19 GMT
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True, the new nuke does look badass ingame.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Wed, 28 Feb 2007 05:31:47 GMT
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I actually never saw it go off in game, pictures would be nice...

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Fri, 02 Mar 2007 22:25:25 GMT
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Update! The Gravity gun has been added, just for the fun of it.

Demo video filmed by Blazea58: http://www.youtube.com/watch?v=WnIPYV8pDz8

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by PlastoJoe on Sat, 03 Mar 2007 05:25:17 GMT
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Does it actually grab and move things around, or does it just lift things straight up?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Gen_Blacky on Sat, 03 Mar 2007 07:44:39 GMT
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gravity gun is old been done before

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sat, 03 Mar 2007 09:26:57 GMT
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Gen_Blacky wrote on Sat, 03 March 2007 00:44gravity gun is old been done before
And you point is...

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Sat, 03 Mar 2007 12:39:51 GMT
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Great one.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by HORQWER on Sat, 03 Mar 2007 21:08:31 GMT
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does Roleplay 2 is downloadeble? if it is give me the website

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sun, 04 Mar 2007 01:36:47 GMT
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ferkhat wrote on Sat, 03 March 2007 14:08does Roleplay 2 is downloadeble? if it is give me the
website
I hate to say this but click on their signature.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Slave on Sun, 04 Mar 2007 01:56:42 GMT
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lol, could i have a look at the gmax scene used for the ammo?

edit: missed a letter, doh

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 04 Mar 2007 02:10:08 GMT
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It's a secret!

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Slave on Sun, 04 Mar 2007 02:11:33 GMT
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Ah, so that's how sharing knowledge works in here...
Allright, have it your way, forget about it.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sun, 04 Mar 2007 02:12:30 GMT
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If you want to see it so bad, just take a look at it with W3D importer when the map is released.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Ryu on Sun, 04 Mar 2007 02:14:11 GMT
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Holy crap, I thought the Gravity gun was only possible on the Source Engine, Sexy work. ;-D

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Slave on Sun, 04 Mar 2007 02:16:13 GMT
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I never said i was desperate to see it, i just assumed since we are now both working with a gravity gun in a mod, we could help eachother out.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Spice on Sun, 04 Mar 2007 03:55:12 GMT
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Looks like JFW_CarryAll.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by HORQWER on Mon, 05 Mar 2007 04:19:24 GMT
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there is only prebeta3

Subject: Re: Roleplay 2 Coming Soon (Update Pics)

Posted by Jerad2142 on Mon, 05 Mar 2007 04:32:28 GMT
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We have not released the newest version yet.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Mon, 05 Mar 2007 06:03:08 GMT
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Its just the same exact thing in tiberium evolution if anyone remembers that mod,(2002-2003) and it had the phase tank that could lift vehicles, well i forgot about it till recently i brought it up and well now we got it for repair gun simply put, its not secret

---

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Mon, 05 Mar 2007 06:15:21 GMT
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You're talking about the gravity gun, yeah. It uses the ammo model from Tiberian Evolution X12's Microwave tank which could lift vehicles slightly. The roleplay 2 one has been changed around a bit leveledit-wise to make it work better.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Crow3333 on Mon, 05 Mar 2007 17:19:33 GMT
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so please give the author credit. It is his work The same for the other models you use in the map. Apart from that keep u the good work.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Slave on Mon, 05 Mar 2007 17:20:55 GMT
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Being realistic and knowing the pimped grav gun will be much more of a use in a RP styled map, i won't find i a problem to share what i have so far. Just give me a call when interested.

Im talking about sound, and the cosmetic part, the rest of our guns are already virtually the same.

I have the urge to spam this topic with funny situations done with it, but ill resist.

edit: lol dammit, fixed a typo wich wasnt a typo after all

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by HORQWER on Mon, 05 Mar 2007 23:04:30 GMT
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when i play RP2PreBeta3 and it is so lagging and then i cant even walk it stays like a pictute and mothing moves

---

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Mon, 05 Mar 2007 23:30:15 GMT
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ferkhat wrote on Mon, 05 March 2007 18:04when i play RP2PreBeta3 and it is so lagging and then i cant even walk it stays like a pictute and mothing moves

 It's quite hard to run this map with an outdated computer/graphics card. This map is by far not for the average computer and more so is setup for people with lots of ram/good cards. Not much can be done about the lag, other then turning down your graphics detail.

 And crow , credit is all given in the readme which will be released with the map. As well lots of signs and billboards have been created soley for the purpose of giving credit back to the authors.

 And slave why not post some pics, it is roleplay related anyways and your grav gun has some neat effects. The most important thing is having the gun not effect fps so much, otherwise the blue glow is nice and adds a bit more realism i guess.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Mon, 05 Mar 2007 23:54:15 GMT
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Trust me, the next map will run a lot smoother. We removed all the major causes of lag in prebeta3, which were the interiors, and we moved them all to seperate worldspaces to eliminate the lag, without losing any interiors.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Wed, 07 Mar 2007 08:42:04 GMT
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Well ever since i made the dojo i wanted to make a housing section to it, so here is the progress on this. It will be in the new release as all i need to do is fix its water.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Zion on Wed, 07 Mar 2007 14:31:46 GMT
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Nice, i like it alot

Also, when you pick up vehicles with the physgun and flip them upside down will they still explode?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by GEORGE ZIMMER on Thu, 08 Mar 2007 03:48:41 GMT
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Yup

Which is why it's a ton o fun to have the grav gun and flip people around.

One problem I noticed during internal beta testing, is that they don't go that high up. I think it's because they're too heavy. But I don't know if that's what it is. If it is, could you make them lighter? Kthx.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Thu, 08 Mar 2007 06:07:33 GMT
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yea i wish there was a way to avoid the vehicles from blowing up but i dont think there is at all

Either way it is still pretty cool to use and has some practicle uses such as flipping other peoples vehicles back over for them or getting them unstuck, or just being an ass and tossing them around lol.

 Anyways , i added some extra details to the fish tank such as swimming pleco fish also , the map is all exported and were just gonna do some tests before anything official.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Thu, 08 Mar 2007 06:35:23 GMT
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I guessed that you were going to add in some plecos, almost every time Canadacdn PMed me he said something about buying or getting plecos, It was kind of funny actually.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Thu, 08 Mar 2007 06:48:55 GMT
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yea he has a pleco fetish o.O

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Sat, 10 Mar 2007 01:39:33 GMT
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Anyways here is some more ingame shots from the latest test.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by jamiejrg on Sat, 10 Mar 2007 03:20:20 GMT
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The hand position for kane look a little messed up.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Veyrdite on Sat, 10 Mar 2007 07:42:12 GMT
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if you have 3dsmax, any chance you could use one of their modifiers to animate the water flowing out of the tank when you shoot it.

Lol, would indefinately need a new script, but when you make a bullethole on the tank the water drains down to that level, and a custom bullethole with an emitter that stops when the water is at the right hieght. dought that ren supports it, but i know 3dsmax has a ragdoll script, you could do that to the seaweed inside so they sag when the water box is lowered.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sat, 10 Mar 2007 15:11:21 GMT
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dthdealer wrote on Sat, 10 March 2007 00:42if you have 3dsmax, any chance you could use one of their modifiers to animate the water flowing out of the tank when you shoot it.

Lol, would indefinately need a new script, but when you make a bullethole on the tank the water drains down to that level, and a custom bullethole with an emitter that stops when the water is at the right hieght. dought that ren supports it, but i know 3dsmax has a ragdoll script, you could do that to the seaweed inside so they sag when the water box is lowered.

Renegade could do it, but I don't want to be the one to put the time into it (I suppose you would have to break the tank into several different objects, so when one was shot that tank would no which one and therefore what height it was at, and then in could play an animation to the point of where that object was at. Each object would send a different custom to the tank when damaged, and only a lower custom could make the tank animate again). I think it would work something like that (a lot of scripting though).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by HORQWER on Sun, 11 Mar 2007 05:47:43 GMT
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i think that this mod is ganna me the bestest

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by crazfulla on Sun, 11 Mar 2007 05:54:26 GMT
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ferkhat wrote on Sat, 10 March 2007 23:47i think that this mod is ganna me the bestest
I thunk your engrish is the worstest.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by HORQWER on Mon, 12 Mar 2007 00:26:57 GMT
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i have a trouble with english because of that i'm russian and i haveta acsent

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Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Mon, 12 Mar 2007 00:30:21 GMT
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ferkhat wrote on Sun, 11 March 2007 18:26i have a trouble with english because of that i'm
russian and i haveta acsent

Just visiting or what? Because you flag says your American.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Mon, 12 Mar 2007 01:53:32 GMT
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Ah, who cares? It's readable. That's all that matters.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Mon, 12 Mar 2007 02:32:00 GMT
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It is readable, but I can see this being asked later so why not ask now (plus I get +1 post).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Titan1x77 on Mon, 12 Mar 2007 04:56:15 GMT

Nice work blazea, the mod has come along well, I look forward to playing around with it.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Mon, 19 Mar 2007 01:22:33 GMT

Update! Several new videos have been added to the Media section of the website.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by jamiejrg on Tue, 20 Mar 2007 04:41:12 GMT

This is possibly the greatest map i have ever seen.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Fri, 23 Mar 2007 05:08:33 GMT

Roleplay 2 is now finished for the most part, and will be released whenever the hell scripts 3.2 comes out.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Fri, 23 Mar 2007 06:42:39 GMT

Why can't you just release it now?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by TSS888 on Fri, 23 Mar 2007 10:53:10 GMT

Since you can't release it until scripts 3.2 is out, do you have any idea when 3.2 will come out?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Fri, 23 Mar 2007 13:31:52 GMT

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nopol10 wrote on Fri, 23 March 2007 00:42Why can't you just release it now?
It can not be released because I did scripting for RP2.

As you can see:
jonwil wrote on Mon, 19 March 2007 06:05Changelog for scripts.dll 3.2:
Improvements to the glass shader and normal map shader (the normal map shader now actually
WORKS)
Major improvements and cleanups to shaders.dll including better performance across the board.
Anything you have heard about scripts.dll 3.2 being slower is a lie. Scripts.dll 3.2 may actually
(on some graphics cards) be FASTER than stock renegade.
Complete rewrite of post process shader code (they are now called scene shaders)
Big changes to d3d8.dll and bhs.dll to go with the shaders.dll changes
Engine.cpp and shadereng.cpp are now split up into multiple files which means less code
duplication and
easier to manage code.
Cleaned up the way initialization of engine stuff and detection of if we are FDS or client is handled
Fixed a bug in the code for calculating CRC32
Numerous bug fixes to the shader code
Numerous bug fixes to the shader related rendering code (which, for example, calculates Tangent
and Binormal numbers)
Proper fix for all the zbuffer issues (esp on ATI cards)
Numerous bug fixes to engine calls (formerly in engine.cpp)
Numerous bug fixes to various scripts
Numerous other bug fixes
Cleanups to the definition of TextureMapperClass
Cleanups to the definition of the classes that handle vertex and index buffers
New class for cubemap textures
Several functions for shaders.dll to use including ways to get the current projection matrix and
light vector
Definition of TextMessageEnum which will make it easier to see (when inside hooks like the chat
hook) what sort of message it is
Code in shaders.dll to spit out appropriate D3DPERF calls for PIX to pick up
Code to spit out various debugging messages at various times
int Get_Harvester_Preset_ID(int Team); //Get the harvester preset ID for this team
bool Is_Harvester_Preset(GameObject *obj); //Checks if the object has the same preset used for
the harvesters
Improvements to a whole bunch of math code (mainly used by shaders.dll) so that if your CPU
has SSE, it will use
SSE instructions. This will make it faster.
Class definition for GameObjObserverTimerClass
Class definition for GameObjCustomTimerClass
Class definition for TransitionDataClass
Class definition for OffenseObjectClass
Class definition for PhysicalGameObjDef
Class definition for PhysObserverClass
Class definition for CombatPhysObserverClass
Class definition for PhysicalGameObj
Class definition for SpecialEffectsGameObjDef

Class definition for SpecialEffectsGameObj
Class definition for SimpleGameObjDef
Class definition for SimpleGameObj
Class definition for PowerupGameObjDef
Class definition for PowerupGameObj
Class definition for MuzzleRecoilClass
Class definition for ArmedGameObjDef
Class definition for ArmedGameObj
Class definition for CinematicGameObjDef
Class definition for CinematicGameObj
Class definition for BeaconGameObjDef
Class definition for BeaconGameObj
Class definition for C4GameObjDef
Class definition for C4GameObj
bool Get_Is_Powerup_Persistant(GameObject *obj); //Returns if this powerup is persistent
void Set_Is_Powerup_Persistant(GameObject *obj,bool Persist); //Sets if this powerup is persistent
bool Get_Powerup_Always_Allow_Grant(GameObject *obj); //Returns if this powerup is set to always allows grant
void Set_Powerup_Always_Allow_Grant(GameObject *obj,bool Grant); //Change if this powerup is set to always allows grant
int Get_Powerup_Grant_Sound(GameObject *obj); //Returns the sound that is played when this powerup is picked up
void Set_Powerup_Grant_Sound(GameObject *obj,int SoundID); //Set the sound that is played when this powerup is picked up
void Set_Vehicle_Is_Visible(GameObject *obj,bool visible); //works like Set_Is_Visible but for vehicles, makes them be ignored by Enemy_Seen
float Get_Team_Credits(int team); //Count the total credits for a team
extern SList<cPlayer *> *PlayerList; //Current player list
void Change_Team_2(GameObject *obj,int Team); //changes the team of a player given their GameObject without killing the player,passing anything other than 0 = Nod,1 = GDI will crash
int Get_Player_Type(GameObject *obj); //Get the player type of a player from the cPlayer
Bug fixes to JFW_Cinematic
New script JFW_Kill_Message_Display
New script JFW_Kill_Message
Bug fixes to JFW_Radar_Spy_Zone
Bug fixes to JFW_Radar_Jammer
Bug fixes to JFW_Sonar_Pulse
New script JFW_Resource_Collector_2
New script JFW_Low_Power_Message
New script JFW_Message_Send_Zone
New script JFW_Message_Send_Zone_Team
New script JFW_Message_Send_Zone_Player
New script JFW_Message_Send_Death
New script JFW_Message_Send_Death_Team
New script JFW_Message_Send_Custom
New script JFW_Message_Send_Custom_Team
New script JFW_Spy_Switch_Team

New script JFW_Spy_Vehicle_Ignore
New script JFW_2D_Sound_Death_Team
New script JFW_Vehicle_Full_Sound
New script JFW_C4_Sound
Fixed a bug with Get_Armour_Name
Fixed 2 bugs with the definition of ScriptableGameObj which caused a crash on the RH8 LFDS
Improved the math classes
Corrected the definition of Get_Vehicle_Seat_Count
Changed Get_GameObj_By_Player_Name, Send_Custom_All_Players, Steal_Team_Credits and the new Get_Team_Credits engine call to read the player list
fixed a bug with Get_GameObj
fixed a bug with the definition of PlayerDataClass that broke stuff on the LFDS
Improvements to scripts by Kamuix
New scripts by Kamuix
New scripts by zunnie
bumped version number to 3.2 and copyright year to 2007
slight improvements to the win32 build process and compiler options for all projects in the scripts.dll and bhs.dll
Changed the ExpVehFac scripts to call Enable_Engine on flying units that are flying in (makes the rotor blades spin)
small typo fix to Reborn_IsDeployableMech
Fixed a bug to do with the nickname exploit fixes that caused the LFDS to crash when people joined
Working multi-sample anti-alias
Changes so that certain non-shaders code in shaders.dll gets run even with "shaders off" ("shaders off" basically means no loading databases and no creating shader objects)
Moved large parts of the custom hud code to shaders.dll
Added a hud.ini keyword to disable kill messages
added new engine call to send a particular integer to the custom HUD code of a given player from a script
Crashdumps are now output with sequential filenames much like screenshots
Changed the bhs.dll configuration dialog to be more consistent with the other configuration dialogs
Added new console command to check if a given client has a given file in their data folder (e.g. a map)
Fixed bugs with NPatches to make them work again
Big improvements to the turret lag fix
fixed a bug with the cmsgp and cmsgt console commands
Added hud.ini keywords so you can have more armor types that are unsqiushable
fixed a typo with Set_Obj_Radar_Blip_Shape_Player and Set_Obj_Radar_Blip_Color_Player
fixed a bug causing the LFDS to crash anytime a player disconnected without properly leaving the server
Added debug output to d3d8.dll to print if any functions are being called that don't have implementations
(which either indicates a bug or some weird case that is only ever used once in a blue moon or on specific weird hardware)
Bug fixes to JFW_Vehicle_Lock
New script JFW_Vehicle_Effect_Animation
Bug fixes to JFW_Repair_Zone_2

Bug fixes to JFW_Sell_Zone
Bug fixes to JFW_Infantry_Force_Composition_Zone
Bug fixes to JFW_Vehicle_Force_Composition_Zone
New script JFW_Cash_Spy_Zone
New script JFW_Power_Spy_Zone
New script JFW_Blow_Up_On_Enter_Delay
New script JFW_Conyard_Spy_Zone
Bug fixes to RA_Mine
Bug fixes to RA_Demolition_Truck_Improved
Bug fixes to RA_MAD_Tank_Improved
Bug fixes to RA_Conyard_Controller_Improved
Bug fixes to RA_Visible_Driver
New script RA_Thief_Improved
New script RA_Base_Defense_Powered
New scripts for Roleplay 2 written by Jerad Gray
New shaders.dll hook called when a shutdown is happening (as opposed to a device reset)
New shaders.dll hooks for the HUD code
New shaders.dll hooks for direct3d related stuff
New shaders.dll hook to pass the screen fade manager rendering through shaders.dll
Improvements to the way network stuff is sent by bhs.dll
Fixed a bug in the cut/copy/paste code for edit controls
Added a new engine call so that if you are inside the ::Killed event and were killed by C4 or
beacon, you can get the C4GameObj or BeaconGameObj that did the killing and find out stuff
about it.
Added a hud.ini keyword to change the registry key that the WOL URLs (network status, news
etc) are read from
Made 16 bit graphics mode work again
Fixed problems preventing single player from going past the first mission
Fixed it so that it wont crash when you alt-tab anymore

Also, we are looking into a fix to make Reborn_IsDeployableMech work that may get in for 3.2
And, NeoSaber is working on a new set of scripts for the RA:APB Nuke Silo that may get in for 3.2

Other than that, its mainly the final pieces of work on sdbedit.exe for the scene shaders plus a
new example shaders.sdb file that need to be done before we release 3.2

And I suppose we will test it before we release it to you guys.

TSS888 wrote on Fri, 23 March 2007 04:53Since you can't release it until scripts 3.2 is out, do you
have any idea when 3.2 will come out?
No clue, he just said soon.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by nopol10 on Fri, 23 Mar 2007 23:57:08 GMT
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I thought you were releasing it with your own scripts.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Canadacdn on Sat, 24 Mar 2007 00:18:57 GMT
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The Roleplay 2 scripts are built into 3.2. That way, people will have a lot less hassle.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by TSS888 on Sat, 24 Mar 2007 04:04:50 GMT
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Thats great. Just hope that the flickering bullet holes have been fixed.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by SlikRik on Sat, 28 Apr 2007 13:07:13 GMT
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If you are ever looking for the Roleplay 2 website again, you may now find it @ Roleplay2.com.

FYI, Roleplay 2 will be released VERY soon.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Jerad2142 on Sat, 28 Apr 2007 13:41:38 GMT
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We have two main things left to do, fix a problem with client side visible vehicle drivers, and Improve the dual weapons script (fix the first person view).

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Dreganius on Sun, 29 Apr 2007 00:21:50 GMT
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looks... how do i put it... F'KN SW33T!!!
dunno if i'm repeating anyone here but can u post the link to the map once you're done? (drools)...
the city looks big, where are the purchase terminals?

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sun, 29 Apr 2007 01:52:32 GMT
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There are no purchase terminals. Instead, at different areas of the map (Such as the spawnpoint, and the military base) there are terminals that you can press and you get the unit pictured on it.

Just like in APB.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Dreganius on Mon, 30 Apr 2007 06:11:42 GMT
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ok. do you know how long it will be before it's renguard approved and released? also, is it a mod (pkg) or is it a map with extra files? wait... thats a stupid question.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Mon, 30 Apr 2007 20:13:03 GMT
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It'll be a .mix... and I don't think they really care if it's renguard approved. I don't even think you have to get [Imaps[/l]approved anyway.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Dreganius on Fri, 04 May 2007 05:43:01 GMT
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can't w8 for the .mix version, got the .pkg version now though... lucky i have LAN to test it out... RP2 4 LIFE! kinda...

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Blazea58 on Fri, 04 May 2007 05:53:57 GMT
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Lol there is purchase terminals U6 is just blind. There is some at the gas pumps soon as you start, and also in the ammunation just up the ramp as well.

Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by Dreganius on Fri, 04 May 2007 11:31:57 GMT
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but i want the .mix file now! the PTs were so 3 posts ago... jokes,thx for telling me that they actually exist, and where they are

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Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by u6795 on Sat, 05 May 2007 13:23:44 GMT
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I meant for the vehicles