Subject: Remaking carnage club!
Posted by jngdwe on Thu, 15 Mar 2007 07:35:01 GMT
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Yo im remaking carnage club in an attempt to revive roleplaying along side roleplay2 and ive got the original LE completed and restored along with changes of my own to increase playability and minimize spawn killing, aswell as increase overall looks of the interior, But i was wondering if anyone would like to help out! All credit goes to the original maker of the carnage club, and anyone else who helps redo it with me!

Edit: I now have imported the w3d into RenX and am currently fixing errors aswell as retexturing!

Help i need:

Skin/texture artist
Beta tester
(possibly someone to animate a stripper for stripper poles!)

My current addons to the map are:

RC Hell Mammoth

New music (maybe will be changed to better suit the map later)

New spawn points and each team has more convenient locations for PTs

Backroom where volt used to be is now a prison for owned players, also has a keycard to open incase you do not have nightregulator.

Planned additions/fixes not yet implemented:

Several fixes on the terrain

Polygon optimization

Stripper poles (sorry, but i cant actually animate strippers lol)

More weapons, probably most that were used on roleplay2 (originally from some mod which i cannot remember the name of)

An exterior parkinglot and maybe a parking garage

Most likely gona retexture the map with higher res!

Indoor pool in the lobby area near office!

Much more to come!

SCREENSHOTS WILL BE POSTED WHEN THERE IS MORE TO SHOW!

Subject: Re: Remaking carnage club!
Posted by Ryu on Thu, 15 Mar 2007 07:57:08 GMT
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Should make a outside carpark along with it.

Subject: Re: Remaking carnage club!
Posted by dippy on Thu, 15 Mar 2007 11:58:28 GMT
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Don't get me wrong, I love the idea, not sure about the "jail" myself. Locking players up is a great way to make them leave.

Sounds like a great idea though.

Subject: Re: Remaking carnage club!
Posted by bisen11 on Thu, 15 Mar 2007 12:13:26 GMT
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Alex wrote on Thu, 15 March 2007 02:57Should make a outside carpark along with it.
That's what I thought when i read this topic.

Anyway, I'd beta test.

Subject: Re: Remaking carnage club!
Posted by Creed3020 on Thu, 15 Mar 2007 12:56:43 GMT
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Why would you replace the best Renegade map soundtrack ever? I doubt any mix you can make will even come close to touching it.

My only problems with the maps are the reverse spawn points, other than that the map is the most entertaining DM ever.

Subject: Re: Remaking carnage club!
Posted by jngdwe on Thu, 15 Mar 2007 18:33:47 GMT

Almost everyone i talked to has told me that they hated the music on the map, so i will probly add the old music in as a replacement given the player wants to use it by placing it in data!

Yeah i was gona add a exterior parkinglot sort of place, with a small bit of a downtown area in some city, so its got a bit of exploring room.

Unfortunately, my LE has eaten the last bit of work i did on the map and spit it back out, so i lost all of the LE work, atleast it was no more than an hours work at most. Good thing i didnt start the more time consuming stuff yet.

The maps gmax file has been updated with a few terrain fixes, like the ramps, the bathrooms flooring being sort of buddy and uneven, and that small but very noticable gap in the map where the backstage room connects with the main room. Also i changed the texturing a bit so its much easier to see while still holding alot of its old look. And of course no more stretchy textures lol.

Subject: Re: Remaking carnage club!
Posted by jngdwe on Fri, 16 Mar 2007 00:01:05 GMT

ok from now on, all my updates on thnis project will be at this URL.
http://meltingice.clicdev.com/f/index.php?trk=meltingice&showforum=9

i dont wanna be posting the same updates on two forums, so look there if yur interested1

Subject: Re: Remaking carnage club!
Posted by Viking on Fri, 16 Mar 2007 03:11:45 GMT

I was gonna do this, well w/e. Good luck hope it is fun!

Add a boss room with cameras in it (can be done "use" key to look through monitor saw it in a mod) Also it requires a key to enter or someone on the other side can hit a button to open the door!

Subject: Re: Remaking carnage club!
Posted by Halo38 on Tue, 20 Mar 2007 19:27:45 GMT

Should be quite popular, good luck

Subject: Re: Remaking carnage club!
Posted by Viking on Tue, 20 Mar 2007 20:43:10 GMT
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Any way I can help?   I enjoy that map.

Subject: Re: Remaking carnage club!
Posted by Sniper_De7 on Tue, 20 Mar 2007 23:10:23 GMT
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speaking of old maps, anyone remember where the renegade instagib? Anyone have it/know
where to get it

Subject: Re: Remaking carnage club!
Posted by Viking on Tue, 20 Mar 2007 23:31:34 GMT
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instalgib? wtf is that?! Seriously I have no freakin clue?

Subject: Re: Remaking carnage club!
Posted by Slave on Wed, 21 Mar 2007 00:06:35 GMT
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http://en.wikipedia.org/wiki/Instagib

Subject: Re: Remaking carnage club!
Posted by Spice on Wed, 21 Mar 2007 05:32:23 GMT
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I started a remake of this map a long time ago but never go past making the map mesh and
setting up vehicles for it. I hope you get farther than I did.

Subject: Re: Remaking carnage club!
Posted by Canadacdn on Wed, 21 Mar 2007 05:39:20 GMT
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Sniper_De7 wrote on Tue, 20 March 2007 17:10speaking of old maps, anyone remember where
the renegade instagib? Anyone have it/know where to get it

You mean this?