
Subject: Submit your Ideas...

Posted by [Brandon](#) on Tue, 01 Apr 2008 20:20:32 GMT

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Work on my next Survival Mode on C&C_Complex has been initiated.

I'm feeling generous and want to hear YOUR ideas. If you have a cool idea that you want to see added into my next Survival Mode please post your reply here.

Keep in mind that your idea could be a wave, bonus wave, storyline for the mission, or minor modification.

This Survival Mode will be against Nod this time and you will be on team GDI. We will make this Survival Mode difficulty HARD. There will be no map re-makes so keep in mind things must be done server-side and NOT client-side. So far FPS and SFPS handle really well and all known bugs have been fixed. I will prevent spawn killing by using random spawn points for the AI Bots. I'll also be practicing a new spawning method to go easy on clients and the server to ensure maximum FPS.

Subject: Re: Submit your Ideas...

Posted by [reborn](#) on Tue, 01 Apr 2008 20:26:19 GMT

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Get Zack to make you a spawn manager. Depending on how many players are in the server it spawns x amount of bots. Or it makes the bots a little more or a little less hard.

His spawn manager should also choose spawn locations that are at least x distance from a player. So if the distance from the player is less than x, it does a goto: and chooses another spawn location instead.

Subject: Re: Submit your Ideas...

Posted by [cnc95fan](#) on Tue, 01 Apr 2008 20:26:47 GMT

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Make a proper NOD base at the end of it. I've always admired how the bases were set up in C&C95

Maybe some walls aswell?

Subject: Re: Submit your Ideas...

Posted by [Brandon](#) on Tue, 01 Apr 2008 20:47:39 GMT

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Hmm... interesting idea Reborn, would be very useful for a Stealth Black Hand sneek attack party

As for the AI Bot spawners, I'll see how my system works and if I feel Zack could do a better job then I'll have him go ahead and start on it. However, I do want my spawners in certain locations, not exactly spawning near every player. SBH spawns would be okay, but other AI Bots I'd prefer to control.

cnc95fan, I vaguely remember how a "proper Nod base" was set up in C&C95. Could you enlighten me a little? As for some walls, I could do that.

Subject: Re: Submit your Ideas...
Posted by [mrÅ£Å\\$Å·z](#) on Tue, 01 Apr 2008 20:57:59 GMT
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Remember to many Ideas / Objects / AI's etc. will drop more and more FPS, and many Renegade Players dont have a Good Computer

Subject: Re: Submit your Ideas...
Posted by [cnc95fan](#) on Tue, 01 Apr 2008 21:03:51 GMT
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Well, IMO a good NOD base has at least 2 Obelisks, these were usually brought down by MRLSs', which were more powerfull in C&C95 then they were in Renegade
A CON YARD The basic buildings (i.e PP, Ref etc) were ALWAYS built around the conyard, which should be included IMO. How many bases are built without a con yard?
And a temple.. which fires nukes randomly at targets =]
I suppose that's all I can say.

Subject: Re: Submit your Ideas...
Posted by [Lone0001](#) on Tue, 01 Apr 2008 21:12:54 GMT
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Considering the size of complex I think one Obelisk would work better.

Subject: Re: Submit your Ideas...
Posted by [Brandon](#) on Tue, 01 Apr 2008 22:50:07 GMT
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O_O

We're making a "server-side" modification, I can't add in all that. :S

I'll consider the Obelisk but we'll probably stick with what we've got. Perhaps a good "map" idea for the Reborn maps R315r4z0r and I are making, but not a server-side modification.

Madrockz, I realize not everyone has excellent computers, mine would be one of them. So I'm making sure that we don't overdo it and that we keep things less stressful as possible.
