Subject: Looking for this Old Apache

Posted by rrutk on Wed, 30 Apr 2008 01:52:12 GMT

View Forum Message <> Reply to Message

I'm looking for this Old Apache, some guys here from the forum have it...:

Subject: Re: Looking for this Old Apache

Posted by Stefan on Wed, 30 Apr 2008 01:57:53 GMT

View Forum Message <> Reply to Message

what's the difference between that one and the one in your mod? (aka, the one i posted here http://www.renegadeforums.com/index.php?t=getfile&id=6475&rid=20925)

Subject: Re: Looking for this Old Apache

Posted by rrutk on Wed, 30 Apr 2008 02:05:24 GMT

View Forum Message <> Reply to Message

cool, thanks

the one in my mod actually is an older model then the actual apache, with transparent cabin.

this one here with the wheels seems to be mutch older.

there are still a lot of assets out, e.g.:

- the advanced PP there must have existed a model, because of existing renders
- nod adv com center / radar dome
- all Ren2-Buildings

Subject: Re: Looking for this Old Apache

Posted by Stefan on Wed, 30 Apr 2008 02:26:27 GMT

View Forum Message <> Reply to Message

there is ALOT of stuff was cut out

## maps

game modes (capture the mobius, death match, CTF, and some mode where you could capture the science fac. to buy mutants)

character models (like the seth model that's still floating around)

a ton of tank models

lots of code (dynamic lightning for example, or the ticket system similar to the Battlefield one)

some buildings (Nod shrine, comcentre, advanced powerplant, conyard)

a huge amount of weapons

the better looking HUD

better looking explosions (most of them are still in Renegade)

Subject: Re: Looking for this Old Apache

Posted by rrutk on Wed, 30 Apr 2008 02:32:02 GMT

View Forum Message <> Reply to Message

Stefan wrote on Tue, 29 April 2008 21:26there is ALOT of stuff was cut out

maps

game modes (capture the mobius, death match, CTF, and some mode where you could capture the science fac. to buy mutants)

So it should be possible to have an alternate purchase terminal screen only for the mutants! and to have 3 teams playing.

this purchase settings for the mutant PT's are in level edit, but i dont know, how to activate it??? any ideas?

Subject: Re: Looking for this Old Apache

Posted by Gen\_Blacky on Wed, 30 Apr 2008 02:39:16 GMT

View Forum Message <> Reply to Message

reaver has advance pp

Subject: Re: Looking for this Old Apache

Posted by \_SSnipe\_ on Wed, 30 Apr 2008 02:42:23 GMT

View Forum Message <> Reply to Message

Gen\_Blacky wrote on Tue, 29 April 2008 19:39reaver has advance pp

Subject: Re: Looking for this Old Apache

Posted by Stefan on Wed, 30 Apr 2008 02:45:11 GMT

View Forum Message <> Reply to Message

gdi (team 1) can acces it, but the mutant side ( team -1 ) can't :/ it's probably hardcoded into renegade's engine... you could try to redo the mutant PT or something... another idea is to make an invisible block with the same size as the PT and give it the JFW\_Character\_buy\_poke script

@blacky, that's the one reaver made... not the original one. it looks pretty cool tho

Subject: Re: Looking for this Old Apache

Posted by Canadacdn on Wed, 30 Apr 2008 03:14:30 GMT

View Forum Message <> Reply to Message

Gen\_Blacky wrote on Tue, 29 April 2008 21:39reaver has advance pp

Wasn't that a model he made based on Westwood's screenshots?

Subject: Re: Looking for this Old Apache

Posted by Gen\_Blacky on Wed, 30 Apr 2008 07:42:59 GMT

View Forum Message <> Reply to Message

Canadacdn wrote on Tue, 29 April 2008 23:14Gen\_Blacky wrote on Tue, 29 April 2008 21:39reaver has advance pp

Wasn't that a model he made based on Westwood's screenshots?

i don't think so because it looked different

Subject: Re: Looking for this Old Apache

Posted by Reaver11 on Wed, 30 Apr 2008 11:43:22 GMT

Nope it is not based on the westwood pp I more based it on the tiberium dawn ->

I also have a multiplayer variant this one is based on the singleplayer (the screenie from blacky is the single player pp)

Only i dont have the map working yet as one person lan it works great even on lan with more peeps (the mod is an pkg)

When i host it on the server it will kick the players but the map remains loaded.

Anyways back to the adv pp

The old adv pp was skipped due to technical reasons as modders will know ren visibilty is nothing compared to quake/unreal

I will release the multiplayer adv pp's as soon as they are working.

The big singleplayer gdi pp will have to wait it is kinda broken

Subject: Re: Looking for this Old Apache
Posted by Jerad2142 on Wed, 30 Apr 2008 15:04:32 GMT
View Forum Message <> Reply to Message

Gen\_Blacky wrote on Wed, 30 April 2008 01:42

i don't think so because it looked different

That one looks cool too, I want both.

Subject: Re: Looking for this Old Apache

Posted by rrutk on Wed, 30 Apr 2008 18:59:14 GMT

View Forum Message <> Reply to Message

There are some gigantic building models i want. unfort., that they only put the conyard, gdi ref and gdi com into the filepackage:

Adv PP:

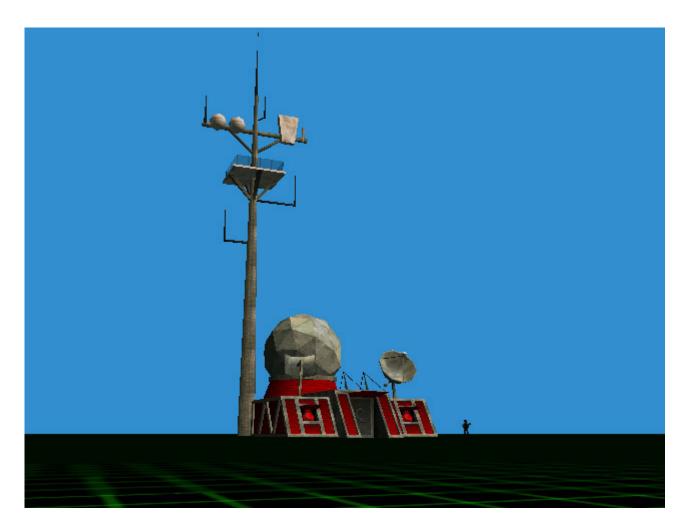
N	hol	Com	Cer	nter:
ıν	IL JULI	CUII	ICACI	11671.

Nod Ref 1:

Nod Ref 2:



2) Concept\_Nod\_ComCenter.jpg, downloaded 353 times



3) Concept\_Nod\_Refinery-1.jpg, downloaded 352 times



4) Concept\_Nod\_Refinery-2.jpg, downloaded 350 times



Subject: Re: Looking for this Old Apache Posted by Reaver11 on Wed, 30 Apr 2008 19:08:23 GMT

View Forum Message <> Reply to Message

You missed the gdi airstrip rrutk

Subject: Re: Looking for this Old Apache Posted by rrutk on Wed, 30 Apr 2008 19:10:08 GMT

no, dont missed i just posted the things i dont have...not those which are in the buildings.zip

Subject: Re: Looking for this Old Apache

Posted by Gen\_Blacky on Thu, 01 May 2008 04:18:20 GMT

View Forum Message <> Reply to Message

any one have a front ss of adv pp and i want that ref