Subject: Game Modes
Posted by HeavyX101- Left on Sat, 05 Jul 2008 19:54:29 GMT
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I was just fooling around with game.exe. I used Resource Hacker to soo what kind of dialogs did renegade have and i have found a one that let you chose a Game Mode.
The picture is in the attachment on the bottom.
When i click one if them, nothing happens.
It would of be really realyl nice if TT could of made this, we dont really need all of them, but maybe 3 or 4.
Edit: reformatted the file from BMP to JPG

File Attachments
1) gm.JPG, downloaded 793 times

Game Typ

Deathmatch

Team Deathmatch

Mutation

Capture The Flag

Capture The Mobi

King of the Hill

Cooperative

Command and Co

Challenge

Last Man Standing

Back

Subject: Re: Game Modes
Posted by Nightma12 on Sat, 05 Jul 2008 20:29:50 GMT
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6 of them have been created useing server side scripts lol

Subject: Re: Game Modes
Posted by Caveman on Sat, 05 Jul 2008 20:47:36 GMT
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Most of them have already been done as maps or separate mods.

Subject: Re: Game Modes
Posted by Veyrdite on Sun, 06 Jul 2008 00:24:51 GMT
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Gamemodes.txt

```
-------------------------------------------
gamemodes.txt - Tom Spencer-Smith, Oct 2000
-------------------------------------------
```

This is a brief outline of the 10 different multiplayer game modes.
This document is for development purposes and should not be shipped.
Refer to this when you are unsure about a particular game mode.

DEATHMATCH

Kill the other players!

TEAM DEATHMATCH

There are 2 teams. Kill the players on the opposing team.
Highest scoring team wins.

MUTATION

Game starts with one "Mutant", and the rest of the players are "Regulars".
Regulars have a limited number of lives.
When a Regular loses his last life, he joins the Mutants.
The last Regular alive is the winner.
When the game restarts, a player is randomly selected to be the new Mutant.

CAPTURE THE FLAG

Collect the opposing team's flag and bring it back into your pedestal.
You pick up a flag by running over it.
You can drop it by pressing "B".
A captured flag is worth a lot of points to your team.
When you capture a flag it is returned to the owner team's pedestal.
[Note: designer requests for gameplay modifications not yet implemented]

Options:
- Flag_Cap_Team_Points
  How many points a team gets for capping another team's flag.
- Flag_Loss_Team_Points
  How many points a team loses when it's own flag is capped.
- Flag_Cap_Carrier_Points
  How many points the guy who carries the flag into the pedestal gets.
- Flag_Carrier_Max_Speed
  Limits the speed of anyone carrying a flag. Expressed as a percentage of
  normal maximum speed.
- Is_Team_Able_To_Move_Own_Flag
  Can a team pick up and move their own flag?
- Is_Flag_Carrier_Able_To_Use_Weapons
  Can a guy carrying a flag use weapons?

CAPTURE THE MOBIUS

Dr. Mobius stands around pondering idly until somebody runs up and nudges him.
He will then follow. Lead him back into your team's pedestal for a
points reward. He will then teleport back to neutral territory.
[Note: DrMobius.cpp script is available for designers to modify]

Options:
- Mobius_Cap_Team_Points
  How many points a team gets for capping Dr. Mobius.
- Mobius_Is_Invulnerable
  Whether or not Dr. Mobius can take damage.
- Mobius_Max_Speed
  Limits the speed of Dr. Mobius. Expressed as a percentage of
  normal maximum speed.

KING OF THE HILL

One player, the KOTH, is tinted green, and has increased damaging power.
The one who kills this player takes his place as KOTH. However, as with
all game modes, winning is determined by score. Being KOTH merely conveys
an advantage during play. KOTH is essentially deathmatch with one

advantaged player.

Options:
- Only_King_Can_Score
  Whether or not only the KOTH can score points.
- Koth_Determination
  There are two methods for deciding who gets to be KOTH.
  If "Score leader" is selected, the person with the highest score is always
  the KOTH. This mode is not compatible with the Only_King_Can_Score option.
  The other method is for any person who kills the KOTH to become the new KOTH.
- Koth_Damage_Multiplier
  A factor > 1 that scales all damage done by the KOTH.

CO-OP

Used for playing the single-player missions cooperatively. You can use this
with saved games too. Co-op mode is limited to 2 players. When the second
player joins he is placed near the first player.
[Note: This mode will require some design and code adjustments to work well]

CHALLENGE

Only two players are active at any time: the reigning "Champion", and a
contender. The champion is distinguished visually, with a cyan color tint.
Other players are queued up to fight, and spectate while waiting.
The long-term goal is to set a record for consecutive wins as Champion.
[Note: spectating camera needs some fixing as it presently does not track
the star properly]

LAST MAN STANDING

This is a non-team game in which you have limited lives. When you lose
your last life you become a spectator and are crossed out in the player
list. The last guy alive wins.
If somebody joins the game late, they will join as a spectator.
[Note: spectating camera needs some fixing as it presently does not track
the star properly]

Options:
- Reaper Timer (seconds)
  If non-zero, the player with the lowest kills has a life "reaped" each time
  this time counts down to zero. Prevents players from running off and hiding.

COMMAND AND CONQUER

Not yet implemented.

Options:
- Starting Credits
  Number of credits (>= 0) given to each team at the beginning of the game.
- Target Credits
  If either team reaches this number of credits, they win. If set to zero then
  there is no credits target.

Subject: Re: Game Modes
Posted by nopol10 on Sun, 06 Jul 2008 01:37:45 GMT
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It would be nice to have them as official game modes launched from the game instead of having them as server side mods. But that's only because it would look cooler. Then again, having too many game modes will detract from the main attraction of Renegade.

Subject: Re: Game Modes
Posted by Ghostshaw on Sun, 06 Jul 2008 09:14:31 GMT
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Funny thing in that gamemodes.txt file is that C&C Mode, the only mode that was included in the end, is the only mode marked as not implemented, so theoretically the other modes should be in there somewhere unless westwood completely deleted all code for it.

Subject: Re: Game Modes
Posted by StealthEye on Sun, 06 Jul 2008 09:24:20 GMT
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Quote:This document is for development purposes and should not be shipped.That's the best part, because it in fact got shipped with the game in always.dat.

Also that file seems to have been for reference on how to make the gamemodes. "Not yet implemented." doesn't really make sense, unless they meant that they had no idea what that game mode would look like...

Anyway, I think these are only going to delay the patch and it's not worth the time implementing them.

Subject: Re: Game Modes
Posted by Muad Dib15 on Sun, 06 Jul 2008 18:49:36 GMT
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What is C&C mode anyway? Is it what Reborn (the guy and game) is going to try to do with the building the buildings part of the game?

Subject: Re: Game Modes
Posted by BlueThen on Sun, 06 Jul 2008 19:08:55 GMT
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Muad Dib15 wrote on Sun, 06 July 2008 13:49What is C&C mode anyway? Is it what Reborn (the guy and game) is going to try to do with the building the buildings part of the game?
Quote:COMMAND AND CONQUER

Not yet implemented.

Options:
- Starting Credits
Number of credits (>= 0) given to each team at the beginning of the game.
- Target Credits
If either team reaches this number of credits, they win. If set to zero then
there is no credits target.I guess that's it.

I know that Kamuix's Server is themed off of the Command & Conquer RTS games.

Subject: Re: Game Modes
Posted by _SSnipe_ on Sun, 06 Jul 2008 19:54:48 GMT
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why so he game has more modes for online?

Subject: Re: Game Modes
Posted by cnc95fan on Sun, 06 Jul 2008 20:24:02 GMT
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We came up with a geniunly good way to have buildings (with a basement) buildable on any part of the map. Though it has one small problem which can't easily be fixed.. Actually, it's not really a problem, more of an annoyance.

Subject: Re: Game Modes
Posted by Veyrdite on Mon, 07 Jul 2008 06:05:52 GMT
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C&C mode is what we play today on renegade! Destroy the enemy base before they destroy yours!
hence the C&C_ at the beginning of all of the mix files.

Subject: Re: Game Modes
Posted by grant89uk on Wed, 16 Jul 2008 18:49:56 GMT
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Co-op mode is something I would enjoy very much.

Subject: Re: Game Modes
Posted by Veyrdite on Thu, 17 Jul 2008 02:54:15 GMT
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grant89uk wrote on Thu, 17 July 2008 04:49Co-op mode is something I would enjoy very much.
Already done server-side

Subject: Re: Game Modes
Posted by grant89uk on Mon, 21 Jul 2008 19:00:54 GMT
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If you look closely at what i meant by co-op you would see its not what we have server side at this point in time.

From what has been previously posted the proper co-op mode is the actual single player missions done with another player over the internet, not those faggoty mission servers where its just retarded lol.