

Hi all, anybody know what's happen in this idea

<http://www.dwc.dsgaming.us/Renegade.html>

-C&C Server -

Server Description : a modded C&C server you can buy weapons and vehicles or buy a character in the middle of the field, or pick up a crate that might give your killer an explosive surprise or maybe disable all vehicles within 20 meters of you or your enemy's base.
or maybe a few nukes might get parachuted in you sure as hell have a 1 in 100 chance of winning another pbot. (pbots described below)

PBots : PBot means Partner Bot, each player gets a Partner bot upon one of the following conditions

- * purchasing it for \$5000, if you purchase it it will NOT respawn
- * reaching veteran level 5, it WILL respawn and you will always have this 1 when you join or a new game starts.
- * buying one with 1500VP or vetpoints, this is an additional player bot that you will receive when you receive your one from reaching vet level 5
- * Winning one from a crate, same as buying one with money.

partner bots can be ordered to do just about anything from changing their character to attacking a building or player.

PBot Commands :

`!pb-guard` makes your bots guard their location.
`!pb-come` makes your bots come to your location.
`!pb-follow` makes your bots follow you.
`!pb-stop` makes your bots stop all actions (guarding, moving, attacking)
`!pb-kill <player name or building name>` makes your bots attack specified player or building. EX:
`!pb-kill pp` - bots go to kill enemy powerplant.

Building Names & Abbreviations

PowerPlant pp
Refinery ref
WarFactory wf
AirStrip as
HandOfNod hon

Barracks bar
A.G.T & Obelisk def

Dark AI : each team has about 6 special bots that Darknes2 personally scripted, they are semi-intelligent meaning that they make decisions and try to act like... well just another player. they will decide whether or not to guard their base or to attack the other guys, they pick a building to attack and they also pick prioritys so if there is an agt or an obby they will take it or the powerplant out first, they might take a vehicle and a beacon or they might just go bomb the mct with a hotwire, these bots will also respawn in the bases buildings when killed.
Dark AI cannot be controlled but by the Team commander.

VP : (Veterain Points)

you can get veterain points for killing stuff (players, vehicles, buildings)
the ammount of points received varys BUT the points your receive are displayed in the upper left hand corner of your screen IF you have scripts 2.9 or above, 3.4.4 is preferred.

Respawning :

When you respawn a colored message will appear in orange telling you your vet level and total VPs

also a pulsating blue ring will be attached to your feet ITS OK its just a marker that symbolizes some anti spawn killing scripts

- Building Server -

to build its recommended you use the cursor, you need ATLEAST scripts 2.9 for this AND key config.

to control the cursor you use the numberpad (the number pad doesnt exist on laptops! that i know of)

press 5 on the numberpad to activate the main menu and then press other numbers to go from there if your not a complete n00b

youll figure it out very quickly.

press 5 then 7 to goto the cursor menu.

The Jail : The jail is a form of punishment if you are banned and you join you are automaticly jailed.

most times instead of kicking we will simply "jail" you meaning we will put you in the jail Darknes2 has scripted evrything in his servers can personally tell you that there is NO way to permanently escape from the jail and i am shure many of our old players will tell you the same. The building server is actually lots of fun you can build most anything you want and then save it to a file of your choice and load it up later and modify it and save again.

some preview

the new base- <http://pl.youtube.com/watch?v=HQDD0f6c-P8&feature=channel>
Orca Assault Attack-
<http://pl.youtube.com/watch?v=wle8jBM383M&feature=channel>
general lee-
<http://pl.youtube.com/watch?v=Zl16SlhBPoA>

Subject: Re: [DWC] / Dark World Community mods
Posted by [samous](#) on Fri, 12 Dec 2008 01:02:35 GMT
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Quote:

ok, this is JUST like the atl4ntis server, almost everything matches up, did you either buy it from w4rning, u r w4rning, or did u seriously make this urself? The "Jail" i have only seen on atl4ntis, the actual pic above (in quote) i have only seen in atl4ntis, in fact, thats atl4ntis's main building for cnc_islands and M03 (i think it's 3, it's the lvl with valcano, and is one big island with the sub...).

An other thing thing that makes me think this is atl4ntis, is that:

is Atl4ntis's STARGATE! w4rning made that exact, let me empisize:
[SIZE=7]EXACT![/SIZE]

desine. What are you asking? I might of type more than i had to if ur jast asking what happened to it, lol.

=samous

File Attachments

1) [portal_stargate.jpg](#), downloaded 788 times



Subject: Re: [DWC] / Dark World Community mods
Posted by [Altzan](#) on Fri, 12 Dec 2008 01:53:37 GMT
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This is a neat idea. Anything become of it?

Subject: Re: [DWC] / Dark World Community mods
Posted by [samous](#) on Fri, 12 Dec 2008 02:07:51 GMT
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start renegade, go to multi-player, log on, follow:

click this:

then, at the top of the list, join this:

,Thats the Atl4ntis server, and what heis talking about. Anyone go there and they won't be able to say it isn't almost exact to this topic. The only dif, is that Atl4ntis won't let you kill anymore, and is now just a build server, not what is said above.

=samous

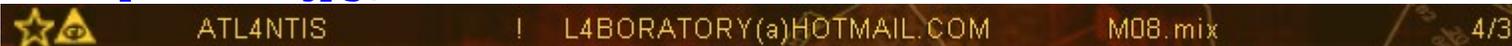
-this was directed at altzan, b/c he asked what became of the idea.

File Attachments

1) [clickthisfirst.jpg](#), downloaded 794 times

Game Name 

2) [topoflist.jpg](#), downloaded 802 times



Subject: Re: [DWC] / Dark World Community mods
Posted by [marcin205](#) on Fri, 12 Dec 2008 04:51:49 GMT
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so this is atlantis,dunno im find this site somewhere in net lol

Subject: Re: [DWC] / Dark World Community mods
Posted by [MGamer](#) on Fri, 12 Dec 2008 05:13:44 GMT
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This isnt atantis this is a cheap copy made by darkness

Subject: Re: [DWC] / Dark World Community mods
Posted by [u6795](#) on Fri, 12 Dec 2008 11:35:16 GMT
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Okay.

I find myself unable to care.

Subject: Re: [DWC] / Dark World Community mods
Posted by [samous](#) on Fri, 12 Dec 2008 22:54:57 GMT
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doesn't matter if it copy, it still here. If you want to play the closest thing to whats listed above, follo previos instructions.

BTW:if u see "samous" in-game, yes it is me. Im council in that server (council like a mod, but will a few less abilities, there are no mods in atl4ntis but w4rning, the owner)

Subject: Re: [DWC] / Dark World Community mods
Posted by [MGamer](#) on Fri, 12 Dec 2008 23:40:25 GMT
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Admin(W4RNING)>Council(Most of People)>Guests(NewBs)

Subject: Re: [DWC] / Dark World Community mods
Posted by [samous](#) on Sat, 13 Dec 2008 00:51:51 GMT
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MGamer wrote on Fri, 12 December 2008 15:40Admin(W4RNING)>Council(Most of People)>Guests(NewBs)

what he said

Subject: Re: [DWC] / Dark World Community mods

Posted by [Darknes2](#) on Sat, 13 Dec 2008 18:00:39 GMT

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hi, this is not a "cheap" copy of atlantis, in my opinion its a better version of it, my jail looks a lot different form w4rning's

i made that atlantis preset over the course of 3 weeks, w4rning made something similar before i did, although im pretty shure i HAD the idea before him but he MADE it all first

w4rning and my server are both pretty close but if you look there are some big differences. or there were, i currently have NO host and am waiting to buy a new computer that will host it,

www.darkworld.dsgaming.us

those are our forums, peace out.

Subject: Re: [DWC] / Dark World Community mods

Posted by [samous](#) on Sun, 14 Dec 2008 01:16:35 GMT

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if u do host it, PM me when it's up, i would like to play on it

=samous

Subject: Re: [DWC] / Dark World Community mods

Posted by [marcin205](#) on Sun, 14 Dec 2008 23:47:41 GMT

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haha

Subject: Re: [DWC] / Dark World Community mods

Posted by [BlueThen](#) on Mon, 15 Dec 2008 00:40:42 GMT

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Darknes2 wrote on Sat, 13 December 2008 12:00hi, this is not a "cheap" copy of atlantis, in my opinion its a better version of it, my jail looks a lot different form w4rning's

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So.. you happened to "have the idea first," so you're the one that should be credited for everything?

Anyways, it's pretty cool that you managed to make a replica of ATLANTIS in 3 weeks. But seriously, no one likes rip-offs. If you want a practical server that people won't hate as much, try and think of something original.

Subject: Re: [DWC] / Dark World Community mods
Posted by [MGamer](#) on Mon, 15 Dec 2008 19:31:32 GMT

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I dont hate it, its a good server.
