Subject: GoldenEye Mod
Posted by N1warhead on Tue, 27 Jan 2009 23:11:58 GMT
View Forum Message <> Reply to Message

Hello everybody; as I'm sure most of you already know who I am.
I am N1warhead.

I have aspirations to recreate the Golden Eye 007 Multiplayer with graphical enhancements, the same levels and NEW levels!

Game Types:

DM
TDM
License to kill
CTF

Possibly some more types of game types if we can implement them into the game.

We will try to harbor most of the Characters that we can;

All the guns in the original game will have graphical enhancements; and more!

If you are all ready to experience the best FPS of all time once again, show your proud support for this mod and help it grow; not only with support, but with fans!

If you would like to help contact me on any messenger you like

MSN - GaulEmperor@hotmail.com
AIM - Brucelee7777777
Yahoo - RomanEmperor123@yahoo.com

I hope to see you all interested in this mod!
Thank you,
N1warhead.

Subject: Re: GoldenEye Mod
Posted by DarkKnight on Wed, 28 Jan 2009 03:51:34 GMT
View Forum Message <> Reply to Message

are you aware of the map C&C_Temple_Classic_V2_2.mix its a level from that game.

Subject: Re: GoldenEye Mod
Posted by N1warhead on Wed, 28 Jan 2009 07:31:53 GMT
View Forum Message <> Reply to Message

That's cool; but it's not the same LOL.

I mean the design might be the same; but the all-likeness isn't the same. Like Renegade guns and characters ruins it; ya know?

And gotta have that GoldenEye music playing .

And so on .

Subject: Re: GoldenEye Mod
Posted by ErroR on Wed, 28 Jan 2009 16:13:02 GMT
View Forum Message <> Reply to Message

there's a HL2 goldeneye mod and it's cool   we could rip everything from there and call it our mod. jk

Subject: Re: GoldenEye Mod
Posted by N1warhead on Wed, 28 Jan 2009 19:16:18 GMT
View Forum Message <> Reply to Message

I've played it hehe, it was fun; but nothing like the original lol.

And LMAO that would be sooooo wrong if we did that hahahahahaahha.

I wouldn't do that; that would be sorta messed up lolz.

Subject: Re: GoldenEye Mod
Posted by Gen_Blacky on Wed, 28 Jan 2009 21:19:18 GMT
View Forum Message <> Reply to Message

I have the the gold the sliver and the black pp7 with and without a silencer also the dd7 and the ak47. Plus i been remaking a map called fudplex to look more like the actual 007 complex map.

Edit:
I would like to help in the future just a little busy

Subject: Re: GoldenEye Mod
Posted by samous on Wed, 28 Jan 2009 23:34:13 GMT

if you want, i am more than willing to alpha/beta test for u again.

=samous

Subject: Re: GoldenEye Mod
Posted by Reaver11 on Thu, 29 Jan 2009 08:15:23 GMT

samous wrote on Wed, 28 January 2009 17:34if you want, i am more than willing to alpha/beta test for u again.

=samous

Not to be mean but cant you better help them make the mod?

Testing it for alpha/beta builds is far away. As it was for you on plastic as it is on madracks his as it is for this mod?

By helping them creating the mod you can test it and you can make sure the project finishes.

Subject: Re: GoldenEye Mod
Posted by N1warhead on Thu, 29 Jan 2009 22:38:18 GMT

Gen_blacky; really?

Do you have them in a .MAX format?

W3d will work; but prefer .MAX so it's easier to mess with and stuff.

And he makes a point; why don't you help make the mod, while at the same time test the stuff that's getting made .

Subject: Re: GoldenEye Mod
Posted by mrÃ£Ã§Ä·z on Thu, 29 Jan 2009 22:59:26 GMT

any pics of the mod?

Subject: Re: GoldenEye Mod

Posted by samous on Sat, 31 Jan 2009 03:29:33 GMT
View Forum Message <> Reply to Message

N1warhead wrote on Thu, 29 January 2009 14:38Gen_blacky; really?

Do you have them in a .MAX format?

W3d will work; but prefer .MAX so it's easier to mess with and stuff.

And he makes a point; why don't you help make the mod, while at the same time test the stuff that's getting made .

because i don't consider myself verry good. I'm still learning.

=samous
-also, i'm running out of time to mod now, MUCH more schoolwork this term

EDIT: does that mean I can put i'm a tester for GOLDEN EYE mod in sig now?

Subject: Re: GoldenEye Mod
Posted by Reaver11 on Sat, 31 Jan 2009 10:00:11 GMT
View Forum Message <> Reply to Message

Dude with a list of mods that you 'tested' you arent gona achieve anything. Especially since you didnt test anything at all.

And if you arent good at modding yet that can come by actually start doing it in a mod team. Since you will learn a lot from the others in the mod team. By testing you will learn not much.

Not to be rude but if I had a starting mod I wouldn't recruit testers on start up. Testing is really something in the last phases. (where you test gameplay, small bug hunt etc).

In some cases the begin phase of a mod is very important. Which makes sure that a mod actually starts. And if you ask me samous this is a perfect oppertunity for you to start the modding

Subject: Re: GoldenEye Mod
Posted by Gen_Blacky on Sat, 31 Jan 2009 11:44:38 GMT
View Forum Message <> Reply to Message

you cant even think about testing a mod without having the assets and setting up those assets. then once you have that you can test it to balance it out and fix bugs ect.

Subject: Re: GoldenEye Mod
Posted by LR01 on Sat, 31 Jan 2009 12:03:45 GMT

yea, join a mod, you will learn incredibly much form that.

Subject: Re: GoldenEye Mod
Posted by samous on Sun, 01 Feb 2009 20:30:18 GMT

yeash! ok ok! I just suck at W3D modleing (i'm good at sketch up though   ), know nothing about dll scripting (know about txt\ini scripting and HTML, and DOS, but all those are uselles for the mod), and aren't too good at textures, but I can do textures. So, I guess I will ask to be a tester and to be an aid to a texture person.

=samous
-can't make a website for you though, sry. Actually learning HTML now, literally taking a class on it (for collage credit)

Subject: Re: GoldenEye Mod
Posted by Omar007 on Sun, 01 Feb 2009 21:39:56 GMT

samous wrote on Sun, 01 February 2009 21:30yeash! ok ok! I just suck at W3D modleing (i'm good at sketch up though   ), ...

=samous
-can't make a website for you though, sry. Actually learning HTML now, literally taking a class on it (for collage credit)

Just make something in Sketch Up (supposing you talk about google sketch up) and export to *.3ds
Than use 3DSMax or GMax to import and than export to W3D

Subject: Re: GoldenEye Mod
Posted by ErroR on Mon, 02 Feb 2009 12:39:33 GMT

Omar007 wrote on Sun, 01 February 2009 23:39samous wrote on Sun, 01 February 2009 21:30yeash! ok ok! I just suck at W3D modleing (i'm good at sketch up though   ), ...

=samous
-can't make a website for you though, sry. Actually learning HTML now, literally taking a class on it (for collage credit)

Just make something in Sketch Up (supposing you talk about google sketch up) and export to *.3ds
Than use 3DSMax or GMax to import and than export to W3D
as i do

Subject: Re: GoldenEye Mod
Posted by mrÃ£Ã§Ä·z on Mon, 02 Feb 2009 14:40:25 GMT
View Forum Message <> Reply to Message

Any pics now?

Subject: Re: GoldenEye Mod
Posted by samous on Tue, 03 Feb 2009 01:12:00 GMT
View Forum Message <> Reply to Message

ErroR wrote on Mon, 02 February 2009 04:39Omar007 wrote on Sun, 01 February 2009 23:39samous wrote on Sun, 01 February 2009 21:30yeash! ok ok! I just suck at W3D modleing (i'm good at sketch up though   ), ...

=samous
-can't make a website for you though, sry. Actually learning HTML now, literally taking a class on it (for collage credit)

Just make something in Sketch Up (supposing you talk about google sketch up) and export to *.3ds
Than use 3DSMax or GMax to import and than export to W3D
as i do

lol, didn't know you could do that ok, I will try, but first, what do you whant built?

=samous
-yes, google sketch up (i use it for RCT3 CS)

Subject: Re: GoldenEye Mod
Posted by mrÃ£Ã§Ä·z on Tue, 03 Feb 2009 12:21:24 GMT
View Forum Message <> Reply to Message

Any Pictures now?