Subject: Program something w3d
Posted by reborn on Sat, 16 Oct 2010 11:33:57 GMT
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Program something w3d!

This is the first in a series of competitions being run by MP-Gaming. This first competition is aimed at programmers, but before I start explaining, I'd like to let our Special guest announcer introduce the competition. Please click on the link below for the audio file to begin playing.

Introduction

How kick-ass was that?!

The competition officially starts today, and I will stop accepting submissions on Nov 17th, with the announcement of who won to be expected on Nov 24th.

The competition is pretty flexible, the idea being you have to submit a piece of software/application/plugin/tool etc that's been designed for the w3d engine. This could range from tools designed for the game, to adding extra functionality to the game itself.
As you can see, you're able to get pretty creative and go almost anywhere you want with your submission. The idea can be as far outside the box as you like, but it has to be based around the w3d engine.

The winner of the competition will have the most creative, most useful and most practical submission. These are the qualities it's being judged on.

Quote:The rules:

No cheat will be accepted.
The submission must not contain malicious code.
The submission must include the source code with an understanding that it will be released as open source software (unless there is a high chance of the code being used for malicious purposes).
The submission can include open source code, but must contain a significant amount of your own contribution.
The submission must not already be previously released or in the public domain already.
You must be willing to submit your name and address if you win (this will be treated confidentially).
You must include a picture or movie demostrating the software.

The submission can be written in any language.
You can submit more than one piece of software to include a higher chance of winning.

To enter, please post your submission here.
Updates, pictures, movies and other WIP's are very encouraged, so please post as you go so we

can all watch the progress!

Now for something to be a competition, surely it must contain a prize? Have no fear, as my friend Havok already mentioned, there are prizes to be won! There are Two places, 1st and 2nd.

1st place prizes:
Three Command & Conquer Renegade styled mouse pads
One Command & Conquer styled drinking mug
One new and sealed copy of "The First Decade"
19 SRA3 professionaly printed Command & Conquer styled posters
One autographed picture of Jo "Kane" Kucan (that's right, not only does Havok endorse the compeition, but the messiah has also rubber stamped his authority over this!).

2nd place prizes:
19 SRA3 professionaly printed Command & Conquer styled posters
One new and sealed copy of Command & Conquer Renegade
One autographed picture of Jo "Kane" Kucan

Check out the pictures below to take a look at the prizes!

Toggle Spoiler

Subject: Re: Program something w3d
Posted by reborn on Sat, 16 Oct 2010 11:35:08 GMT
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Photo's continued...

Toggle Spoiler

Below is the photo that you'll receive with Jo "Kane" Kucan's autograph!

Subject: Re: Program something w3d
Posted by Tupolev TU-95 Bear on Sat, 16 Oct 2010 11:36:08 GMT
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Damn those are some big a** pictures
You should start a store, selling renegade related items

Subject: Re: Program something w3d
Posted by danpaul88 on Sat, 16 Oct 2010 11:48:04 GMT
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Audio link = fail FYI

The requested URL /"http://game-maps.net/staff/reborn/Competition/CompetitionB.wav" was not found on this server.

Ditto for the submission link

EDIT;
Also, when stripping the broken URL out of the submission link I get;

Quote:
The error returned was:

Sorry, you do not have permission to edit that message

Might want to fix that

Anyway, looks like an interesting competition.... not sure I will have time to work on anything brand new though...

Subject: Re: Program something w3d
Posted by reborn on Sat, 16 Oct 2010 11:54:23 GMT
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Thank you, it's fixed.

I hope you enter!

Subject: Re: Program something w3d
Posted by danpaul88 on Sat, 16 Oct 2010 12:02:28 GMT
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Trouble is, I am not very good at coming up with original ideas and all the stuff I have done
previously is already released

Subject: Re: Program something w3d
Posted by reborn on Sat, 16 Oct 2010 12:23:29 GMT
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I'm pretty sure you could whip up a patcher, or some type of tool for building cinematic text files
easily, there's so much that could be done!

Subject: Re: Program something w3d
Posted by danpaul88 on Sat, 16 Oct 2010 12:25:35 GMT
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reborn wrote on Sat, 16 October 2010 13:23I'm pretty sure you could whip up a patcher

I made one of those years ago, APB and AR use it. Patches .MIX files withour having to download
the whole file.

Subject: Re: Program something w3d
Posted by CarrierII on Sat, 16 Oct 2010 13:17:42 GMT
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Some time ago, I offered to take stab at writing a 64-bit tool for generating VIS data for maps, but I
needed more info about the file format before I could get anywhere.

I've decided I could "cheat", and just write a (64-bit) DLL that lets you describe the terrain (by just
taking X, Y, Z coordinate arguments for every vertex of every mesh present) then taking zone size
info (and the vis clipping distance, which is 300 by default, right?), and using it to calculate

visibility info and dumping the info out in a text file or something similar that could then be used to compile the .mix complete with VIS info. If I tried hard enough, I could write one that was technically capable of unlimited size maps (something that the Roleplay2 people might like).

Problems:
1) This approach is slow (the translation to my arbitary format and back again will take ages).

2) I don't quite know how to write VIS algorithms exactly, but I can work round that.

I could also maybe make the computation of the VIS info multithreaded, so it can run a lot faster.

Does anyone want to collaborate with me on this? (Yrr, I'm looking at you here, because you know stuff about the LE <--> MIX conversion process.)

Subject: Re: Program something w3d
Posted by danpaul88 on Sat, 16 Oct 2010 13:28:19 GMT
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Out of interest, why does it have to be 64 bit?

Subject: Re: Program something w3d
Posted by CarrierII on Sat, 16 Oct 2010 13:33:34 GMT
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danpaul88 wrote on Sat, 16 October 2010 14:28Out of interest, why does it have to be 64 bit?

LE (a 32-bit program) frequently reports running out of memory whilst attempting to calculate higher precision VIS, or VIS for larger maps, or at least, that's my understanding of the problem.

Subject: Re: Program something w3d
Posted by jonwil on Sat, 16 Oct 2010 13:33:50 GMT
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YRR has left the renegade community.

Also, the actual calculations for VIS (including taking into account all manual VIS points) are likely VERY complex.

If I get some spare time, I might go and take a look at the VIS code since we have already reverse engineered big bits of the physics system for 4.0 which would help with a VIS implementation.

I took a look a while back at the pathfinding code a while back (thinking about a 64 bit tool for that) and basically gave up due to the vast quantities of math code that would need to reverse

engineered.

Subject: Re: Program something w3d
Posted by CarrierII on Sat, 16 Oct 2010 13:36:04 GMT
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Judging from my playing experience (I can get portions of the map to not render when they should, C&C Complex is the easiest to do this on), the VIS system renegade uses is zone based, no? That just means you have to consider if any part of any other zone can be seen from your current zone, no?

Subject: Re: Program something w3d
Posted by jonwil on Sat, 16 Oct 2010 13:46:25 GMT
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There is a LOT of code in the culling system classes that has to do with VIS.

If you think you can produce usable VIS output, go ahead. But dont expect it to be easy (and dont expect much in the way of help, all the people who know anything usefull are either gone from the community or uber-busy)

Subject: Re: Program something w3d
Posted by CarrierII on Sat, 16 Oct 2010 13:50:38 GMT
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I'll see if I can get some form of proof of concept done then.

Subject: Re: Program something w3d
Posted by trooprm02 on Sat, 16 Oct 2010 17:17:15 GMT
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Cool, I think i'll submit something

Subject: Re: Program something w3d
Posted by halo2pac on Sun, 17 Oct 2010 07:45:14 GMT
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Bah my best ideas are already released. And my other ideas I really don't want open source. And

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then my super ideas are in progress and would take too long

Subject: Re: Program something w3d
Posted by InternetThug on Sun, 17 Oct 2010 07:58:01 GMT
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ok not trying to be a prick but could have possibly made the pictures a little larger? i just bought an HD projector so i can read forums on the side of my house and i had to bust out a magnifying glass to see them ...

Subject: Re: Program something w3d
Posted by reborn on Sun, 17 Oct 2010 08:44:33 GMT
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halo2pac wrote on Sun, 17 October 2010 03:45Bah my best ideas are already released. And my other ideas I really don't want open source. And then my super ideas are in progress and would take too long

If the source could be used for malicious purposes, then there is a valid reason to not post the code.

I've now resized the photo's so it doesn't make your head explode to see them.

Subject: Re: Program something w3d
Posted by halo2pac on Sun, 17 Oct 2010 16:13:48 GMT
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reborn wrote on Sun, 17 October 2010 09:44If the source could be used for malicious purposes, then there is a valid reason to not post the code.
It could possible. Not saying that I ever tried it for malicious purposes... I just know its possible.

But you also said in the rules it had to be unreleased.
And Rene-Buddy is released.
But on the other hand I was redoing it in a different language... and naming it Rene-Buddy 2.
If that's expectable I'm good.

Subject: Re: Program something w3d
Posted by trooprm02 on Sun, 17 Oct 2010 16:17:38 GMT
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Samurai8 wrote on Sun, 17 October 2010 02:58ok not trying to be a prick but could have possibly

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made the pictures a little larger? i just bought an HD projector so i can read forums on the side of my house and i had to bust out a magnifying glass to see them ...

LOL

Subject: Re: Program something w3d
Posted by halo2pac on Mon, 18 Oct 2010 04:53:56 GMT
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trooprm02 wrote on Sun, 17 October 2010 11:17Samurai8 wrote on Sun, 17 October 2010 02:58ok not trying to be a prick but could have possibly made the pictures a little larger? i just bought an HD projector so i can read forums on the side of my house and i had to bust out a magnifying glass to see them ...

LOL

that's not the only thing he had to bust a magnifying glass out to see.
...not trying to be a prick or anything.

i lol'd. Hard too.

But what ya think aboot me ideaz reb?

Subject: Re: Program something w3d
Posted by reborn on Mon, 18 Oct 2010 04:55:53 GMT
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Sounds like a plan to me!

Subject: Re: Program something w3d
Posted by reborn on Tue, 26 Oct 2010 10:56:25 GMT
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We had our first entry yesterday from Roshambo AKA jnz!
He released his LUA plugin version 5 bundled with a bot made in entirely in LUA, called YaLB!
Very kick-ass!

Subject: Re: Program something w3d
Posted by halo2pac on Tue, 26 Oct 2010 13:50:58 GMT
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reborn wrote on Sat, 16 October 2010 06:33The submission must not already be previously

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released or in the public domain already.

I'm confused. Roshambo released v5 many months ago. As well as yalb. I thought we can only release new versions/products... Hence why I am totally redoing renebuddy and making it better as a new version 2.

halo2pac wrote on Sun, 17 October 2010 11:13But you also said in the rules it had to be unreleased.
And Rene-Buddy is released.
But on the other hand I was redoing it in a different language... and naming it Rene-Buddy 2.
If that's expectable I'm good.

reborn wrote on Sun, 17 October 2010 23:55Sounds like a plan to me!

Btw I wrote this on an itouch. You try to acomplish that in under 10 minutes

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Subject: Re: Program something w3d
Posted by reborn on Tue, 26 Oct 2010 14:10:57 GMT
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Are you sure? He said it was previously un-released.

Subject: Re: Program something w3d
Posted by halo2pac on Tue, 26 Oct 2010 17:43:20 GMT
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For the lua v5 plugin im definite... since I couldn't wait for the socket support, the hooks.dll support, and a few other things. and when it came out I wasn't able to use it since I didn't have a server anymore. and kinda dropped using it before so.

YALB im kinda certain... this was all right before dcom shut down.

unless im remembering an alternate universe? I'm pretty sure I can pull the LUA plugin outta my old mydocuments folder... I will check later. YALB want my cup of tea to download.. just to hear about.

Subject: Re: Program something w3d
Posted by danpaul88 on Tue, 26 Oct 2010 21:14:31 GMT
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So... new versions of released stuff qualifies?

Polishes off the latest BRenBot dev. code....

Subject: Re: Program something w3d
Posted by Sir Kane on Tue, 26 Oct 2010 23:08:00 GMT
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BRenBot isn't W3D, though!

Subject: Re: Program something w3d
Posted by danpaul88 on Wed, 27 Oct 2010 08:28:00 GMT
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It's loosely related

I wasn't really being serious about submitting BRenBot anyway, considering it's not just my work thats gone into it and it's not exactly the best program in the world...

Subject: Re: Program something w3d
Posted by jnz on Wed, 27 Oct 2010 11:26:23 GMT
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I'm not entering the LuaPlugin, it was YaLB I was entering. It has never been officially publicly released and I only did it for a bit of fun. I think, however you might find it in my zip file I released ages ago with all my projects in. Anyway I'll leave it up to whoever is judging it, I have plenty of other projects and code I can submit.

Subject: Re: Program something w3d
Posted by reborn on Wed, 27 Oct 2010 12:57:11 GMT
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To be fair, a brenbot release is pretty much a patch update rather than a new release. I would definately accept it, but I would probably judge it on the changes fromt he previous release, rather than a whole new product.

As far as I am concerned, YaLB has never been released, and it's certainly a fine submission.

As long as the release is directly related to the w3d engine it's fine to submit. From a bot to modding tool... Variety is the spice of life.

Subject: Re: Program something w3d
Posted by danpaul88 on Wed, 27 Oct 2010 15:28:00 GMT
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Maybe I will submit my .mix file patcher... not the most polished code in the world but it's very effective at what it does and the source has never been released before. AR and APB have been using it for a while but we have never really released it for everyone to use... pkg mods like roleplay2 might be able to use it to deliver MUCH smaller update packages to players for instance, rather than having to redownload the entire thing all the time.

Subject: Re: Program something w3d
Posted by reborn on Wed, 27 Oct 2010 20:07:52 GMT
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That sounds like a great idea!

I love how the Brits are dominating TBH...

Subject: Re: Program something w3d
Posted by halo2pac on Wed, 27 Oct 2010 23:34:54 GMT
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jnz wrote on Wed, 27 October 2010 07:26I'm not entering the LuaPlugin, it was YaLB I was entering. It has never been officially publicly released and I only did it for a bit of fun. I think, however you might find it in my zip file I released ages ago with all my projects in. Anyway I'll leave it up to whoever is judging it, I have plenty of other projects and code I can submit.

I hope you know I wasn't trying to knock you down. Reborn should rephrase that to "yalb was entered which needs lua 5 bundled to run" to clarify more.

Subject: Re: Program something w3d
Posted by reborn on Fri, 05 Nov 2010 18:54:35 GMT
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When you've got friends in high places, it helps...
Luckily for me, there is no place higher than the head of the Brotherhood... My main man Jo Kucan came through for me!

Subject: Re: Program something w3d
Posted by reborn on Wed, 17 Nov 2010 14:32:19 GMT
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Today is the last day of submissions, and I've only received Two. They're both very ghood submissions, but it's a bit of a two horse race at the moment.
If someone really needs me to hold off a couple of days then I will, but I kinda need to know now.

Subject: Re: Program something w3d
Posted by Omar007 on Wed, 17 Nov 2010 15:11:24 GMT
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reborn wrote on Wed, 17 November 2010 15:32Today is the last day of submissions, and I've only received Two. They're both very ghood submissions, but it's a bit of a two horse race at the moment.
If someone really needs me to hold off a couple of days then I will, but I kinda need to know now.
I PM'ed you the other day on your forum and MSN

Subject: Re: Program something w3d
Posted by trooprm02 on Wed, 17 Nov 2010 18:18:30 GMT
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reborn wrote on Wed, 17 November 2010 08:32Today is the last day of submissions, and I've only received Two. They're both very ghood submissions, but it's a bit of a two horse race at the moment.
If someone really needs me to hold off a couple of days then I will, but I kinda need to know now.

My life has been pretty crazy this week, I if don't end up going out this weekend, expect atleast 1 (maybe 2) submissions.

Subject: Re: Program something w3d
Posted by saberhawk on Wed, 17 Nov 2010 23:00:48 GMT
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reborn wrote on Wed, 17 November 2010 09:32Today is the last day of submissions, and I've only received Two. They're both very ghood submissions, but it's a bit of a two horse race at the moment.
If someone really needs me to hold off a couple of days then I will, but I kinda need to know now.

Please do, I've been swamped by beta crunch at work and have been unable to finish my exporter yet.

Subject: Re: Program something w3d
Posted by halo2pac on Thu, 18 Nov 2010 01:09:05 GMT
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Yes a few days would be super. If a week, that would be awesome.
The contest started at a bad time, as I said in my post on the contest's forums its midterms month
and the work is piling on from college.

Subject: Re: Program something w3d
Posted by reborn on Mon, 13 Dec 2010 06:16:08 GMT
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I'm going to close it on the 17th

Subject: Re: Program something w3d
Posted by danpaul88 on Mon, 13 Dec 2010 08:58:41 GMT
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Wait, what? This is still open? I was busy during the original competition time and since I assumed
it was shut now I have not been working on anything for it... not sure I will have time to polish
anything off for the 17th, but I will give it a shot...

Subject: Re: Program something w3d
Posted by reborn on Mon, 13 Dec 2010 09:07:42 GMT
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I kept it open as there was so few entries (and one entrant was banned due to a cheat) and Two
people asked for it to be kept open as they had something they was working on and wanted a few
extra days...

I will keep it open a little later if you really are going to enter something.

I'm quietly pleased that all the entrants are actually fellow countrymen.

Subject: Re: Program something w3d
Posted by halo2pac on Mon, 13 Dec 2010 21:44:58 GMT
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Rene-Buddy is coming along nicely. I had a memory issue for a few days but then i realized its
just .net that causes it. but here is a couple of images:
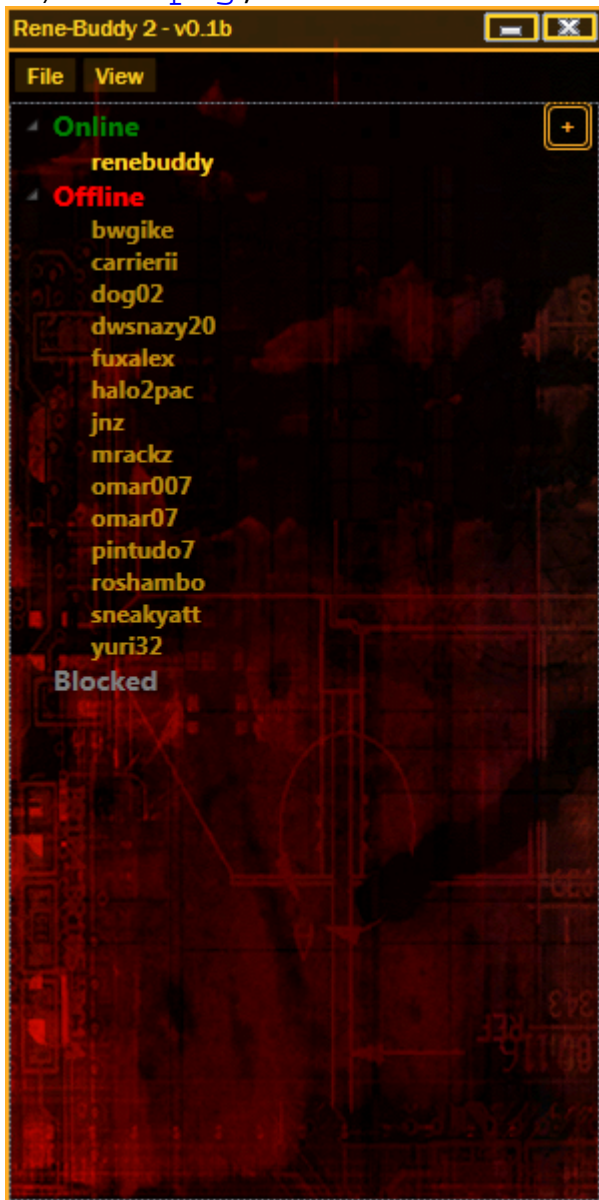
Toggle Spoiler

\-\-

But hey if you want to prolong the deadline more I'm totally cool with. I can make my projects better.

File Attachments

1) rb2.png, downloaded 516 times

2) rb1.png, downloaded 483 times

Rene-Buddy 2 - v0.1b

File   View

Settings
Sign Out
Exit

Nickname:
a0000000a

Password:
••••••••

Serial:
****

[X] Mask Serial (Cover-Up)

[X] Remember Nickname
[X] Remember Password
[X] Remember Serial
[ ] Automatic Signin

Login