
Subject: Omaha Beach

Posted by [Spike](#) on Mon, 26 May 2003 17:52:28 GMT

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I was makn a map that looks like omaha beach but i keep finding errors, should i keep working on this map or not?

Pics...

http://erc.qmuc.ac.uk/psc/imageup/1053971198__Omaha2.jpg

http://erc.qmuc.ac.uk/psc/imageup/1053971307__Omaha.jpg

http://erc.qmuc.ac.uk/psc/imageup/1053971373__Omahaa.jpg

Subject: Omaha Beach

Posted by [maytridy](#) on Mon, 26 May 2003 17:55:33 GMT

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I say finish it!

We always welcome new maps!

Subject: Omaha Beach

Posted by [Spike](#) on Mon, 26 May 2003 17:56:29 GMT

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I would but one of the main problems is when i export it all the textures get messed up and distorted:/

Subject: Omaha Beach

Posted by [maytridy](#) on Mon, 26 May 2003 17:59:38 GMT

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Whats the problem? maybe I can help.

Subject: Omaha Beach

Posted by [Spike](#) on Mon, 26 May 2003 18:16:36 GMT

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These are pics of water, renx vs commando

http://erc.qmuc.ac.uk/psc/imageup/1053972959__OmahaWater1.jpg renx

http://erc.qmuc.ac.uk/psc/imageup/1053973042__OmahaWater2.jpg commando

Subject: Omaha Beach

Posted by [Spike](#) on Mon, 26 May 2003 18:21:23 GMT

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another prob is w/ the ai

AI Troubles

A few days ago i started having trouble with getting my AI to work. They used to work just fine but now they do hardly anything. They spawn, and look at u then turn away. If u go up to an enemy AI he will just turn toward u and start yelling stuff like " Enemy Spotted" and stuff. You can do anything and they wont move or shoot. Iv tried attaching all kinds of scripts and attaching no scripts. Like i said it just started a few days ago so i know im doing the right things.

Anyone know y they wont work?

Another thread...

Subject: Omaha Beach

Posted by [pulverizer](#) on Mon, 26 May 2003 19:18:53 GMT

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Quote:another prob is w/ the ai

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Anyone know y they wont work?

Another thread...

I have the same problem

Subject: Omaha Beach

Posted by [Spike](#) on Mon, 26 May 2003 19:28:43 GMT

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weird..

Subject: Omaha Beach

Posted by [bigwig992](#) on Mon, 26 May 2003 20:03:56 GMT

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Try giving them some waypoints and generate pathfinding, that usually gets em going.

Subject: Omaha Beach

Posted by [Spike](#) on Mon, 26 May 2003 20:19:41 GMT

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i already tried that...

Subject: Omaha Beach

Posted by [Deafwasp](#) on Tue, 27 May 2003 15:53:58 GMT

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play MOH:AA there omaha beach map is fun!

Subject: Omaha Beach

Posted by [maytridy](#) on Tue, 27 May 2003 19:23:08 GMT

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Yeah.....In Return to Castle Wolfenstein, the demo multiplayer map is Omaha Beach.

Subject: Omaha Beach

Posted by [bigwig992](#) on Tue, 27 May 2003 23:24:43 GMT

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Return to Castle Wolfenstein is the best game next to Renegade. I think someone should try to base a map off it. Which also gives me the idea, people should start making more objective based maps, like "Capture the War Documents" or "Destory the Chemical Facility".

Subject: Omaha Beach

Posted by [maytridy](#) on Tue, 27 May 2003 23:27:26 GMT

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Cool idea .

Subject: Omaha Beach

Posted by [BobJones](#) on Wed, 28 May 2003 06:40:11 GMT

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I did a new mode a loooong time ago, doubt any of you were even around then. It was within the first weeks of the tools' release, before much was known, before temp presets, animations, new models, and all that. It was an Assault map, the first and only one. GDI on the boat, would make their way up the beach, up to the top of the landing where they would climb one of two towers to place a beacon atop the giant cannon to destroy it. Nod would defend the cannon and hold off GDI advance. It was perfect, especially considering how long ago it was released.

It is ashame that this game was so poorly done- performance was not on par with Assault mode in games such as UT, or as you said RtCW, but hell, at least I actually made something that broke away from "CnC_redundancy.mix"

In addition to the poor performance of renegade compared to other FPS, people here seemed like this was the first FPS they ever played, which was probably the case as it is one of the only FPS rated T, which convinced parents that this game should be alright for their 13 year old because "it doesn't have all that nasty stuff like that quake game does" (/sarcasm: I know Quake). Therefore, Assault Mode meant nothing to them (or dm, ctf, or anything) all they could say was "how does Nod win, they can't attack anything?" All I could say was why the hell do you think it is called assault mode retards! Even if you don't know games, if you had taken a European History class you should have known... "Operation Over-what?" Despite these disapointments, I recieved countless emails from gamers who could see the potential here, and to me, that was a victory.

and if anyone doesn't believe me, look at the read me. I still have the map too.

Didn't mean to make such a long post, I'd like to see someone put together a successful Assault Mode this game and speed up the horribly slow gameplay! gl to you. Excuse me now, I have to return to my RtCW mapping, I see a game with a future there... I'll take Carmack over Cermack any day. heh

Subject: Omaha Beach

Posted by [Cpo64](#) on Wed, 28 May 2003 07:43:28 GMT

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You are not the only one to make an assult map, I have also made one, C&C_AD_Gateshead. I got the game style from you, and I do thank you for that. I called mine a Attack and Defend map, but they are the samething, no?

Subject: Omaha Beach

Posted by [Spike](#) on Wed, 28 May 2003 21:36:56 GMT

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BobJonesI did a new mode a loooong time ago, doubt any of you were even around then. It was within the first weeks of the tools' release, before much was known, before temp presets, animations, new models, and all that. It was an Assault map, the first and only one. GDI on the

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wasnt that like overlord?

I think overlord was ok but it needed bots or sumthin

Subject: Omaha Beach

Posted by [Dante](#) on Thu, 29 May 2003 18:54:29 GMT

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SpikeBobJonesI did a new mode a loooong time ago, doubt any of you were even around then. It was within the first weeks of the tools' release, before much was known, before temp presets, animations, new models, and all that. It was an Assault map, the first and only one. GDI on the boat, would make their way up the beach, up to the top of the landing where they would climb one of two towers to place a beacon atop the giant cannon to destroy it. Nod would defend the cannon and hold off GDI advance. It was perfect, especially considering how long ago it was released.

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read the readme, it was overlord...

anywayz, there are alot of AD maps, and now scripting support for it properly, problem has always been, no one plays them.

Subject: Omaha Beach

Posted by [Cpo64](#) on Thu, 29 May 2003 19:14:20 GMT

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Scripting support? What do you mean?

Subject: Omaha Beach

Posted by [BobJones](#) on Fri, 30 May 2003 04:18:49 GMT

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heh, so there are people that played it. Yeah, I never finished it, basically for all the reasons you already know. Would have used bots, except for the fact that they are pitiful and make for a terrible opponent (plus we didn't have them then).

Nobody plays the regular maps, let alone mods. heh

Subject: Omaha Beach
Posted by [Cpo64](#) on Fri, 30 May 2003 05:59:08 GMT
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There are normaly at least 2 servers dedicated to overlord...

Subject: Omaha Beach
Posted by [bigwig992](#) on Sat, 31 May 2003 06:06:58 GMT
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Hmm.

ponders about Renegade and what it would be like with RTCW style obective based maps
