
Subject: Dawn battle released... *updated with screen shots*

Posted by [idebo](#) on Fri, 13 May 2005 12:33:05 GMT

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NaamloosI will not remove the Nod APC because Nod had them in TD.

Aircraft are not added yet, however i did do some tests with the GDI orca on the field map and it still there in the extra's menu. And snipers will do minor damage to aircraft, it would make no sense if it didn't even get damaged 1 point from a bullet. Remember that commandos did do damage to vehicles in TD. They just couldn't hit aircraft, like most other units. The reason they will do now is an RTS to FPS balance thing.

I'll look into the engineers C4, 3 engineers should be able to take out 1 structure.

That model looks bad IMO but i can do it in a second.

I will be making real base layout's on maps that look a lot like in TD... And to understand what i mean beter take a look at renalert's maps.

Anyway, after thinking about re-texturing ("skinning") models i do think the chem warrior needs a new look... Not a big red head that no one ever misses.

Oh lol, then I accedently used the Orca on that field map...

Yes, 3 engineers can take out a building, but I noticed that the first C4 an engineer uses, does less damage than the second one (don't know if that's a bug?). I think 2 engineers should be able to take out a structure.

The "Logan" model fits better than Havoc or the Black Hand Sniper.

I can edit the chem-warrior texture, but if you wan't it to have a different look, I think you should call in someone who could make a new model.

I will be doing to commando textures anyway for the public to download, there will be a Nod version and a GDI version. Note those are only edits of the current texture.
