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Subject: Re: C&C FarCry

Posted by [Dante](#) on Mon, 12 Jun 2006 20:38:48 GMT

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we will be having an ingame playtest this weekend most likely, i will be sure to snap some shots to put up.

those screenshots that are up there are just for reference for future map makers to see how easy the entity setup system is for the buildings and controllers, essentially being able to make any object on the map a building with C&C rules.

And as for the 70%, we are basing it off of FarCry's assets for now so that we can get a speedy release and people can start playing it. We are choosing some base models that have a good feel for "C&Cish" buildings, such as the hangar for a vehicle factory, an actual barracks from ingame for the infantry factory, we are currently scouting the files (or user submissions ) for a good mining facility and power plant that fits with the FarCry look and feel.

85% of this mod is coding and GUI, 5% maps, 5% models, and 5% balancing.

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