
Subject: Re: CnC Assault 0.3 - build, command, conquer
Posted by [GraYaSDF](#) on Tue, 21 Sep 2010 21:59:00 GMT
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TNaismith wrote on Tue, 21 September 2010 06:39 Those screenshots look pretty awesome, brings back memories of playing the first GDI mission -- and it's pretty sweet to see even part of that mission turned into Renegade-form.

Yep, funny moment is a porting of cnc maps into Renegade ^_^

TNaismith wrote on Tue, 21 September 2010 06:39
Any chance for a download/release?

It closed, I mean, I have deleted all two test missions and it is not for public anyway.

Altzan wrote on Tue, 21 September 2010 18:45
Yes, that kind of map is exactly what I was suggesting, low-poly but functional.

Do you like low-poly terrain? Oh, poor guy... XD

Mi-28 Havoc wrote on Tue, 21 September 2010 18:52
Can you add Act on instinct from Tib dawn 95?

It is not solved question yet. Music depends on atmosphere of modification. I try to add RA2 soundtrack, that is much serious, but unappropriate to tiberium atmosphere. TD soundtrack is too old, at least it must be mixed with RA1 soundtrack. This closed mission on screenshots was with my own music theme 'Catch Him', where I copy Frank Klepacki's style. Sometimes I add my music into Renegade mods.