
Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Wed, 31 Mar 2004 14:21:06 GMT
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Please calm down everyone... OK?

AircraftkillerThat can cause FPS issues, since the "modified scorch marks" are shot out like a shotgun.

Flame Tanks cause FPS problems because of that, it eats up CPU usage.

The way how the particle-based weapons are done is flawed.

cowmisfitDude your "mod" will NEVER be near Renalert be played by so many people, downloaded so manytimes, have so much attention and so forth so why not at least help them, get your name somewere on there site for helpen, then that will in turn lead to your mod getting more coverege and perhaps lead to people helping y ou from seeing news post ect. IT ALL WORKS OUT.

It's too early to say anything about Commando at this stage.

It might not succeed, but I enjoy working on this project.

Weapons and units based on real life, the astounding story of Command and Conquer: Tiberian Dawn, and of course; the Commando. What else do you need?

I have tried help them by pointing out how and what things should be like.

I also made some sounds for RenAlert when Aircraftkiller asked me if I could make some, but they were never used in Renegade Alert.

Then I decided to put up those sounds on my website for anyone who wants some RA1 feeling into Renegade.

AircraftkillerYou (Genocide) sound just like Reborn.

And you, Aircraftkiller, sound just like a kid who can't get past his ego and attitude. I'm sorry, but that had just be said.
