
Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Tue, 14 May 2002 20:53:00 GMT

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The new version of my mod is out. I have fixed many bugs, and have also added much. I have changed the name to Tiberian Evolution because i plan to make some single player missions. Read the readme file in the zip to get more info. I have currently uploaded the new new version to <http://www.renegademods.info> and <http://www.cncmatrix.com> I'm going to leave my computer on as a dedicated server while im at school so people will have a server to play on. If u want to e-mail me my address is CRaZy_iKe@ookpik.ca My WOL name is CRaZy5iKe

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Tue, 14 May 2002 21:56:00 GMT

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Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Tue, 14 May 2002 22:18:00 GMT

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maybe I should d-load it or check the site, but what's your mod about. Does it got new units? or new characters?

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Wed, 15 May 2002 09:25:00 GMT

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it has new units, a new map, new characters, helipads, repairpad, and more

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Wed, 15 May 2002 09:48:00 GMT

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I can't find it on the site's. Could you put down the download link? Greetz

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Wed, 15 May 2002 09:59:00 GMT

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http://www.renegademods.info/users/CRAzy_iKe/Tiberian_Evolution_X4.zip and it's been uploaded to cncmatrix but it hasn't been posted on the site yet. if u want it on your website just download it from another site and post it on yours.

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Wed, 15 May 2002 14:53:00 GMT

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come on i need some feedback

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Wed, 15 May 2002 15:43:00 GMT

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You know crazy, you probably won't be ABLE to do single player missions. For some strange reason, WW never got had the brains to figure out that people wanted to do a single player mod. Until this situation is resolved, the only way to make a single player mod is to hack it HEAVILY. That means screwing around with the source code without the proper tools. (I am sorry if any WW employee felt offended by this post. I only speak the truth.)

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Wed, 15 May 2002 15:50:00 GMT

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how about posting some screenshots?

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Wed, 15 May 2002 16:03:00 GMT

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i don't have screenshots so can't post them but i plan to get some soon. i'm waiting until they release an update that allows sp mods. if they don't release 1 then i can't make 1

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Wed, 15 May 2002 16:57:00 GMT

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Okay, here's some major feedback. I've just reviewed this Mod. It's totally bug-arific! First on all, In Jungle and Fortress the GDI A10 and Hovercraft get stuck in The Factory. They don't even come out. Second of all, The Lear Jet is dumb. Its bombs do no damage and its missiles fire too slow to

do any real damage. Definately not worth 1200. It also should not stealth. There should be no stealth flying units, as they are too powerful. But it doesn't really matter now since the Lear Jet causes no damage. The New MRLS for GDI and the New "Hovercraft" are completely stupid. Take them out, they were a very bad idea. They just look cartoony and dumb compared to the other vehicles. The Nod SSM launcher is useless. The missile goes 2 feet in front of you and if your even on the very SLIGHTEST of inclines the missile will insantly blow up and kill you. Solve this problem and make the SSM worth the money by 1) Making its missile fly in the air and hit buildings like the MRLS 2) Make the SSM missile do WAY more damage. Only Nod should get the Comanche; with the SSM useless, the Lear Jet not worth the money, and the extra vehicles completely stupid, this Mod HEAVILY favors GDI. They should not get the Comanche. Also, make the Comanche's gun do more damage to infantry and the missiles do more to buildings. They just don't do enough damage. The Recon Bike is too weak to be of any use. 125/125 !? It died in 3 tank shots at 150/150, now it is COMPLETELY useless. At least make it fire faster and do more damage. The armor is fine as is, but it just doesn't do any damage. The Cost is also very appropriate. And the most major flaw of this Mod: Your choice of maps. Ther are all dumb and unsuited for this Mod. First of all, 1) Labyrinth, all vehicles are too wide to fit through it. They just get stuck. 2) Jungle, the A10 and Hovercraft get stuck. 3) City, Just doesn't fit it. Its too plain of a map. 4) Fortress, although this is in itself a simply awesome map, the A10 and Hovercraft get stuck here. 5) Warzone this map would be totally perfect if you put the Obelisk and AGT back in. They were better then these numerous invincible defenses. I do, however, like the new secondary for the A10 and Lear Jet. A Anti tank missile is much easier to use than that machinegun. But it just doesn' do enough damage. Well that's my feedback! I hope the next version takes these observations into consideration, and chooses better maps. [May 15, 2002: Message edited by: celica330] [May 15, 2002: Message edited by: celica330] [May 15, 2002: Message edited by: celica330]

Subject: New versaiion of DaeMoNiC mod, huge update including name chan

Posted by [Anonymous](#) on Wed, 15 May 2002 17:05:00 GMT

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thx for the feedback, i know of most of these bugs and im hopefully going to get them fixed soon. i didnt get a chance to playtest my mod until recently and ive been noticing many of these problems. also i just used the .isd and .idd from the others mods for the new maps and ill use the w3d to fix those bugs. i am going to restore the old obelisk agt but ill tweak them so that they're more balanced, but ill still include the GDI guard towers (but maybe remove the agt guns). i know my maps arent that good, it's because i suck at using GMAX and if someone could plz make some maps or give me maps for your mod i would be very happy =] The main problem i have with playtesting is i cant get a game more than 3 or 4 ppl because no one joins my server =]

Subject: New versaiion of DaeMoNiC mod, huge update including name chan

Posted by [Anonymous](#) on Wed, 15 May 2002 18:10:00 GMT

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quote: Originally posted by CRaZy666iKe: thx for the feedback, i know of most of these bugs and im hopefully going to get them fixed soon. i didnt get a chance to playtest my mod until recently

and ive been noticing many of these problems. also i just used the .lsd and .idd from the others mods for the new maps and ill use the w3d to fix those bugs. i am going to restore the old obelisk agt but ill tweak them so that they're more balanced, but ill still include the GDI guard towers (but maybe remove the agt guns). i know my maps arent that good, it's because i suck at using GMAX and if someone could plz make some maps or give me maps for your mod i would be very happy =]The main problem i have with playtesting is i cant get a game more than 3 or 4 ppl because no one joins my server =]Yer welcome. Tell me the name of your server or just post it on the forum for all to see. I'll be glad to playtest this Mod. It's not a bad Mod, don't get me wrong. Nobody else took the initiative to add over 10 new units into the game. They just need....help)Well like I said if you ever need a playtester, I'm here.

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Wed, 15 May 2002 18:40:00 GMT
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the server name is tiberian evolution, im hosting it on WOL, my WOL name is CRaZy5iKe

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Wed, 15 May 2002 19:10:00 GMT
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to me it just sounds like the Adreniline expansion and that is sweet!!! Can It Be At That???????

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Wed, 15 May 2002 20:45:00 GMT
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have u even played my mod?

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Thu, 16 May 2002 07:11:00 GMT
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bump, dont let my thread die

Subject: New version of DaeMoNiC mod, huge update including name change
Posted by [Anonymous](#) on Thu, 16 May 2002 13:20:00 GMT
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Great mod =). Also I just posted it up at www.cncsector.com .

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Thu, 16 May 2002 13:34:00 GMT

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quote:Originally posted by CRaZy666iKe:the server name is tiberian evolution, im hosting it on WOL, my WOL name is CRaZy5iKeI'll be there. My WOL name is warrsaw.

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Thu, 16 May 2002 13:42:00 GMT

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I just noticed another fun bug in this Mod.You cannot join servers hosting it online. Its impossible. I tried it with over 20 WOL friends, the game crashes or simply doesn't work.

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Thu, 16 May 2002 14:08:00 GMT

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i have had people join my servre before so i dont why u couldn't

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Thu, 16 May 2002 15:21:00 GMT

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Its a nice mod, I had an older version of it posted up at Battlefield Command, I guess I should update that

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Thu, 16 May 2002 20:05:00 GMT

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Subject: New versaiion of DaeMoNiC mod, huge update includingname chan
Posted by [Anonymous](#) on Fri, 17 May 2002 00:32:00 GMT

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does anyone else have anything to say about my mod?

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan

Posted by [Anonymous](#) on Fri, 17 May 2002 07:30:00 GMT

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i want more feedback

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan

Posted by [Anonymous](#) on Fri, 17 May 2002 08:25:00 GMT

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Im downloading it now (just finished) I'll try it and goive you feedback as soon as I am done

EDIT:I dont know if it is just my computer but the read me looks very BAD, Just needs to be tidyed up a little thats all.[May 17, 2002: Message edited by: Super Dan]

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan

Posted by [Anonymous](#) on Fri, 17 May 2002 10:58:00 GMT

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Well... your map had a LOT of bugs but I'm sure I will be able to list a few... (hundered)Right lets start from the first map (the maze)GDI:The Commache (something like that) gets stuck in the Weapons Factory sometimes but not all the time.To solve the problem I can only think of removing it (This also goes for the hovercraft)Nod: (not NOD)The stealth Aircraft (sorry forgot it's name) spend too long hovering above the red part of the Air Strip this can cause problms because it can be hard to get inside.Another bug from the stealth Aircraft is that if you are under it when it finally lands you seem to teleport to another building (I went to Tiberian Refinery and Hand of Nod)Also The missiles that it drops dont do any damage to building (havent been able to test them out on infantry) and if you are too low they will fall through the floor.The recon bike is too weak, it needs a little more health.Whole Map:Fly too high and you will get stuck and have to press E to go back down.You can fly off the map and ven go under it.The maze Is not that great and the walls look like the paper in my printer, I would remake the maze with a new model and make it bigger.with more secrets in.The Trench map:TOO many guns it is very hard to get past but not inpossable, I got behind the PP and used deffence to my advantage by making them destory the Power plant, Tiberian Refinery and Helepad.The city map:Needs more detail and stuff because it is a little boring, it would be nice to scrap the whole of th middle and replace it with a building with a maze inside that gose up and down, the only bug I found was that the recon bike gets stuck if you drive by the ladder into the building on the right exit to Nods base (didnt try the others) also GDI Weapons factory and Tiberian refinery are too close together.I didnt have time to try any other maps but I will later.Also on one level a PP was right up against the wall giving just enough room to get in.Apart from that everything else looks ok to me but I have pronbally missed stuff.If you want any more info my e-mail address is super_dan023@hotmail.com (also my MSN) and my AOL messenger name is Super Dan023EDIT:My fingers really really really hurt now lol.[May 17, 2002: Message edited by: Super Dan]

Subject: New versaiion of DaeMoNiC mod, huge update includingname chan

Posted by [Anonymous](#) on Fri, 17 May 2002 11:19:00 GMT

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Bump^
