Note: Alot of readingThis is a bit thinking out of the box but. We can have a air war mod, it has 2 bases that have AA, Vehciles that consist of Fighter Type (Fast manuverable, Bullets and missiles) Bomber (Like the A-10 that will be slow, strong and used to destroy the enemy air base), and the exsisting Heli copters to transport infantry to destory enemy bases. There will be no ground between bases so that all destroyed pilots will splat into the void so non of them can try to land and not die. There should be a customized Air strip for both teams insteaf of the war factory, and obviously the aircraft models. There should be a repair Strip instead of a pad, so planes can heal quickly by moving across the strip.I thought of the aircraft that should go in this Dogfight Mod.for GDI-Orca (Gun and missile, Cheap to buy)-Transport (no guns)-Blackhawk (transport, Guns)-Hornet (Guns only, and fast,)-Harrier (Guns and Missiles,)-Tomcat (Strong, Guns and Missiles)-A-10 (Strong, Bombs only)-B52 (Drops a nuke Baby!, Does 25\% damage to buildigns)Nod-Apache (Gun and missile, Cheap to buy)-Transport (no guns)-Commache (Strong, Guns Missiles, 1 Flyer)-MiG (Guns only, and fast,)-Black Eagle (Guns and Missiles)-Stealth Fighter (Stealth, Guns, Missiles)-Stealth Bomber (Stealth, Bombs only)-C 130 (Drops a nuke Baby!, Does 25\% damage to buildigns)Now Nod ahs the stealth tech once again, but GDI as useual has stronger aircraft to battle themCommpairisonsOrca/Apaceh will now be the Cheaptest units at 350 Creds Due to theri lack of speedTransports will be 450 Creds No guns.Commmanche will basicly be a stronger Heli for nod, while the Blackhawk will be an armed Transport for GDI. Both at 600The Black Hawk and Harrier are Equivilant, good for saught out dogfights, such as tank battles. (800 Creds?)Tomcat will be one of the strongest aircraft for GDI, Fast, and has Guns and missiles, Stealth fighter will be basicly liek the tomcat, but weaker and stealthy (1000)A-10/Stealth Bomber. the A-10 will be stronger, while the Stealth bomber will be weaker. but are also the only means to bomb the enemy base. They will hold 10 Bombs each that will bring a building down about 1.5 Blocks (1100)Finnaly the B-52 and the C-130 are slow, Strong, but also have a nasty habit of busting up bases with its drop Nuke bomb.Each bomb has large splash, and does aobut 25\% dmaage to buildigns (3 blocks)...(1500), Lone Reload Rate to make sure they don't spam.Others.-There will be plent of air defecnes such as Samsites and AA gun like things.-There will be a Repair Strip instead of a repair Pad so that a pilot can fly acorss a stretch while gettign patched up.-Since there are only 1 passenger for most of these fighters, ti is recommended that Teamplay is of upmost importance if you want to infiltrate a base. and have fighters and bombers coordinated to make your team win...I was alo thinking up allowign paratroppers, but I haev no idea how to make parachutes so... ALso we could amek a crazy suiidal Guided Cruise Nuke missile I think tis possible to drive and stuff, and fire when to explode, because I've seen a workking nuke demo truck Please Reply Here or on our forums here:http://www.planetcnc.com/rmnm/board/topi c.asp?topic_id=65912&forum_id=4030&Topic_Title=2+Mod+ideas&forum_title=New+Idea\%27s& M=0&S=TrueWhatcha gusy think,Phew thats alot of typeing, but anyhow we need some Modelers. WHos up for grabs? [June 10, 2002, 22:15: Message edited by: Assault_Mech]

one question... if theres no between ground land, then how will people get money to buy the aircrafts? and instead of having people fall into the void, which will make them have to suicide thus losing all money, make some deathzones on the inbetween land... or make the bases air bases and make the land be way too low... and if they do survive, make a death zone down there... just some suggestions...

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 10 Jun 2002 23:40:00 GMT
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In my map I plan on creating for the mod, it will be 2 dueling aircraft carriers, and falling into the ocean will result in contact with a death plane. As for money I am thinking respawning money crates, and the only 2 structures will be the barracks and weapons factory, or the control tower and aircraft carrier itself. The main problem here would be getting the aircraft to spawn somewhere and come up (something like an elevator or something but that would cause issues [darn elevator bugs]). Tommorow I'll start work on it, tonight I will dream up fantastical (Is that even a word?) things to add to the level.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 10 Jun 2002 23:55:00 GMT
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Yeh Balduvard 's right, I had that silly Void idea b4, actually the void kill you after falling for liek a second or two, but that won't be the case..anyhow as Balduvard discribed, tehre will be 2 aircraft carriers which operates as the base instead of actual structures.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 02:28:00 GMT
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you know what...i actual have a map i was making just like this... except it has sea units aswelll.... but no-one really cared so i stopped production of it... the aircraft carriers were lined with rocket/cannon/mgun emplacements... maybe i should finish it... i had everything worked out... i had orcas and apaches respawning... though the a-carrier wasnt textured... and i also didnt finish because i didnt have anymore models... and im not a good modeler... and i had underwater vehicles working... and above water vehicles working... the aircraft-carriers were actual buildings too... but i had no pts... so i spawned all my weapons in the control towers... later i was gonna add a beach so that half the team fought carrier to carrier, and the other half faught on land...the vehicles consisted of:GDI-------4 Orcas that spawn in the hull of the carrier1 Transport Helicopter that spawns on the top of the carrier1 underwater orca that spawns in the hull of the ship1 Orca Bomber that spawns next to the transport heliNod-------4 apaches in the hull1 transport heli on the carrier1 underwater apache in hull1 stealth apache on the carrierBoth-------4 emplacementsya think i should finish it? [June 11, 2002, 02:40: Message edited by: Zavian]

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 02:33:00 GMT
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first to downlode

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 04:51:00 GMT
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Assault_Mech umm you can't do this mod its all ready taken from the aaf we started a long time ago so give it up unless you wanna join. contact me. http://aaf.havocide.com/index.htmlthats out site.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 10:30:00 GMT
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Who ever said we were copying your idea? Who even said our idea was the same as your idea? If our mod had the same name and contents as your mod, then you might have a valid point, but otherwise we are free to conjour up whatever we want to.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 10:32:00 GMT
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And Zavian, I think it would be awesome if you would finish that level, I would really like to see it in action

---

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 10:49:00 GMT
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MAN, if only westwood could come up with great things! shoot, if they gave us easier tools to work with, and mod sharing on WOL, the game would be like popular in every house and with those maps you both are talking about that would just put me into a shock or a coma that i can't get out of! it is plain unbelievable that you can actually make something like that! i am not saying that your lying i am just saying that those maps are too awesome to handle, i have to say "I'm not ready" i can't handle this much excitement! [June 11, 2002, 10:50: Message edited by: TestGun]

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 12:11:00 GMT
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sounds like a good idea.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 15:05:00 GMT
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Rockeycore: I'd flame you if Balduvard Hadn't said something in our defence. True you may have had this ACC idea what for a month well thats great for you. please note that the ACC is plannnd to be merly a map out of many for our mod. And there was clearly no way for me to know if youve started months ago.You work on your mod, well work on ours. This post was used to gether ideas on how people are interested in our mod idea, Not try to burn it and for crying out loud Try to recruit us?If your going to post here, make it contsructive comments, or if you want to burn it somemore pick the spam room. Zavian: It Looks liek you done some fancy work there, besides what you already stated what else did you accomplish?Also if you let Balduvard check yer stuff out, and he think its good (and im sure he will) you are welcome to contribute to this mod, by your own free will of course. No you don't ahve to join the team... [June 11, 2002, 15:09: Message edited by: Assault_Mech]

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:03:00 GMT
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BUMP

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:05:00 GMT
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Ok the mod's Initials are ADF (aside from C&C)Our first map is ADF_AircraftCarrierThe following are project members who are assined parts:Assault_Mech (Designing the map in Gmax)Golden Gun (Commando editor and ACC Design layout)Iron_Fist (Plane Modeling , Veru good at making RA2 Stuff)TriggerHappy (Pilot Skins)If you don;t know these people don't worry aobut itandhow, Thats all I can think of the moment, If you would liek to participate or change a certain or just plain give us some friendly CONSTRUCTIVE comments to the aspect of this mod, Just post below.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:29:00 GMT
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i dont want to join a team but i could give the map to ya... i justt need to finish it...

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:38:00 GMT
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k, thx Zavian. You can send it to my email at the bottom (the msn would be best) when you finish it.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:40:00 GMT
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Sounds kool Zavian ,Thanks for your contribution in advance

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:40:00 GMT
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Sounds good

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:44:00 GMT
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okay. one problem im having with finishing it... cause in the water i have a buch of death zones... but i noticed in a ww level they have a tiberium zone thats big... but i dont know how ot make it taller... i can make it bigger north-south-east-west but not taller... cause im using the deathzone to kill any infantry who think they can survive in the water... and the underwater vehicles are immune to it.but if all else fails... then ill just make a death zone on the bottom and one more above that... so the infantry cant just jump their way through...

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:47:00 GMT
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if i can get this map done... then i was thinking of making two land vs sea maps(so 1 is gdi on land and the other is gdi in the sea)... cause it sounds kinda fun... though the ships health would have to be super high... and the ship wouldnt be able to be repaired... but anyways... ill try to finish it soon...

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 11 Jun 2002 21:56:00 GMT
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Hm, that's an odd problem indeed. Keep up the good work and ideas.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 00:41:00 GMT
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bump

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 02:30:00 GMT
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What goes bumpity bump in the night?*BUMP*

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 13:01:00 GMT
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We have some plane modelers so well see how that goes.Is there anyway to name hte building warning different such as "GDI Barraks under attack" to "GDI Control Tower Under attack"

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 14:33:00 GMT
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yeah, I believe i can take care of that under scripts

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 17:52:00 GMT
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WE GOT PICS FOR YOU ALL!www.planetcnc.com/rmnm

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 21:34:00 GMT

bumpity bump [June 12, 2002, 21:34: Message edited by: Assault_Mech]

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 22:16:00 GMT

nice pics... looks much better then my ship...and i figured out that problem i had... but now i have a whole new one... my map wont load! i think its because i forgot to save the presets... but anyways... il just start it over...also... in my 2 ships map... im thinking of adding c&c_islands to the background... and then putting controllers on those buildings... so when the person spawns, theyll either be fighting in the islands or off shore... what do ya think?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 22:44:00 GMT

Mine wont load eaitehr, i checd the w3d file, tis perfectly fine. i load it in commando, I SEE NOTHING!.Is this the same problem for you?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Wed, 12 Jun 2002 23:51:00 GMT

It's a conspiracy, WW found out about your at sea/air mods and hacked your computers and corrupted all of the files that had to do with it. Hey, it's possible, but pigs flying by themselves is a possibility.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 02:18:00 GMT

id need to send the preset tree also... but the problem with mine is that when i try to load it, it gives a illegal operation... because i dont have the presets right and it doesnt load the proper files... but ima just make a new one right now with islands attached to it... though what id really like to do is have it so the land people can help the sea people with extra air vehices... and i could probably make some underwater caves so the underwater vehicles would actually have a reason to be underwater...

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 08:16:00 GMT
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i CAN supply some models for you! air craft, ships, subs, tanks, helis, just give me your e-mail and i will send you what you want if i can get it!

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 10:11:00 GMT
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yeh lets see your stuff testgun. send to either golden or I. our emails on our our profiles

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Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 12:24:00 GMT
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Hmm, that spawn on Islands/ACC idea is a good one Zavian, I'd like to see that happen. As for the file you couldn't load into Commando, you could send it to me if you still have it (I loaded the one Assault_Mech had that didn't work and it worked fine for me, so it'd be worth a shot.)

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 14:06:00 GMT
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Hey, sorry for the delay, like i said in my other post, i can SUPPLY them and what i mean by that is that i can show where to get some, and so for after my long searchs i came up with these web sites that have good models and meshes of a bunch of stuff:http://www.3dcafe.com/asp/meshes.asphttp://www.amazing3d.com/services/modeling.htmlhttp://www.3dmodelworks.com/http://www.3dheaven.net/start.htmhttp://www.3dtotal.com/i'll try to post more when i can, but for now, enjoy what i have to show ya!

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 15:56:00 GMT
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i got c&c_islands and my 2 ships map... combined... but i need to figure out away to combine the water... but i got everything in position... but what i really wanted to do was have the ships continually move to the island... and apon arrival, each side will get new technology... cause the ships have experimental stuff... like nod has a stealth apache and a stealth transport... gdi has a orca bomber(very powerful) and a transport with heavy machine guns... but i dont think ill be able to do that... so ill just stick to them veing off shore...though i am having trouble making them actual

---

buildings... in gmax i have the gdi ship named GDISHIP... so in commando i try to set the mesh prefix thing in the buildings to GDISHIP... but it isnt working... does it need a mct?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 17:10:00 GMT
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I just have a little question, I noticed that the Renegade engine operates so that all vehicles run on a stop or go basis, making it so that if you balance the brake with the gas then you come to a complete stop and that makes perfect sense, but you incorperating Jets that dont hover or operate like Helicopters (other than the Harrier), how are you gonna deal with that, if you stop your Tomcat for example, you will stall and fall to your death and will you adjust it so that if I flew stright into a wall or landed at fast speeds, my jet would explode? I know this sounds like hard work, but Im just wondering, thats all

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Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 18:15:00 GMT
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A pilot's dream come true! I can't wait!

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Thu, 13 Jun 2002 23:04:00 GMT
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Zavian: If you're talking about making the ships actual buildings that you can destroy, then you would need building aggregates for the ships, to moderate the damage done. Im not too far into how you would do that, but that's my best guess.As for the propulsion system, we are trying to find a way around Renegade's physics engine, currently the best example we see is the Sedan/Recon bike (You let go of acceleration and it maintains speed for some time). We have yet to implement this into a flying vehicle though, since they use completely different model physics engines. If any one else has any other (hopefully easier) ideas on how to go about making throttle work, please contact us.Also, we alpha tested our first map tonight, and it was a blast, even though we only had the standard vehicles, we kept ourselves busy with the map for about an hour or two. I'll see if I can get Mech to get you a link to some pictures of it in the near future.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Fri, 14 Jun 2002 13:04:00 GMT
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When will it be released, cuz I want to play it.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Fri, 14 Jun 2002 13:24:00 GMT
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Update: We've got a present for all you little enthusiasts. I present to you, the B.D.F. Kane's Fist
Kane's Fist Kane's Fist--Control Tower Disregard Westwood's buildings, they're there for scaling.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Fri, 14 Jun 2002 17:04:00 GMT
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I have the same problem with my commando- if you cant load the map, try loading it with another
mod package. I can also help making the airplane models, if you need anymore help there.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Fri, 14 Jun 2002 17:19:00 GMT
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Havoc do you have any experience modeling or actually using Gmax...we are pretty busy working
but nto busy enough to reject a team sign up...So if you got the talent and know-how then come
on down!b4 you get all jumppy..can you send me pics of your work for a reference or anything?
we want high detailed aircraft...not 2 sticks in a "+" shape that flys (that would be a bit funny
though)

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Fri, 14 Jun 2002 17:22:00 GMT
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Yea i've made a couple maps, though they arnt very good... with no bases or anyting. I made this
really cool vehicle model- its kinda a race car with a rocket launcher on the back. Can we post
pictures here? or is it still baned?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Fri, 14 Jun 2002 20:25:00 GMT
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ok i've got my poorly made AOL website up and running- My page It has pics of my latest map
and a vehicle i made

Subject: New Aircraft Dog-fight Mod Started

Posted by Anonymous on Fri, 14 Jun 2002 20:38:00 GMT
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hmmm... my stuff looks so trivial(i think thats the word) compared to yours...and my level wont look pretty... theres a big blue box right out side of c&c_islands water... i kept it that far so the teams dont just attack the ships from land...

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Fri, 14 Jun 2002 20:50:00 GMT
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beh, trivial schmivial. I'd like to see the work you've come up with so far

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sat, 15 Jun 2002 05:28:00 GMT
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http://www.btinternet.com/~rpritch/blackeagle.jpg btw this is only to prove to that I'm working on the model (IT IS NOT FINISHED!)

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sat, 15 Jun 2002 07:58:00 GMT
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bump

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sat, 15 Jun 2002 09:23:00 GMT
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-=bump=-

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sat, 15 Jun 2002 10:18:00 GMT
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/\BUMP/\

Subject: New Aircraft Dog-fight Mod Started

Posted by Anonymous on Sat, 15 Jun 2002 11:56:00 GMT
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Alright, good work on that so far, keep it up.Also check out the site (www.planetcnc.com/rmnm) for some updated pics of the ACC level.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sat, 15 Jun 2002 13:04:00 GMT
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Holy moley! SMashing job iron.To everyone: We ahev updated pic INGAME at our website..check them out!We also have some nice skins going into this mod such as the A-10 GDI Pilot (The guy with the green jumpsuit and the white helmit) [June 15, 2002, 13:05: Message edited by: Assault_Mech]

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sat, 15 Jun 2002 15:20:00 GMT
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still unfinished, but looking slightly better, I need to work on the front a lot because it looks too "coney"   http://www.btinternet.com/~rpritch/blackeagle1.jpg

---

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sat, 15 Jun 2002 16:30:00 GMT
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Gettign better...Golden told me you wanted to be an offical member of the team?OH and we've been testing alot...Sounds and music have been added..uhh mostly map fixes..some radar stuff, terminal stuff..and a Fist of Kane little building I made to represent the nod's Airstrip...WHen everyone is working a demo will be released...hopefully this week.Stay tuned on our site..We got mroe skins and pics of our map

---

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 01:54:00 GMT
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can you guys plz tell me how I can improve this:http://www.btinternet.com/~rpritch/blackeagle2.jpg

---

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:24:00 GMT

Hm....texture it and put the bones on it so it's ready for exporting into commando?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:27:00 GMT

well I'm crap at texturing, so it's probably gonna end up as another abandoned model.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:29:00 GMT

isn't it something like 2am or 5am over there? Don't you ever get any sleep?!

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:29:00 GMT

Hm...and im crap at putting bones on aircraft, so we've gotta find someone else to do it

---

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:33:00 GMT

I might be able to figure out the bones part, it's texturing that's the problem.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:35:00 GMT

lol, yeah it's 2:30 here. And no I don't get any sleep. Well, if your model is simple enough, i should be able to use chilliskinner (i hope) to make a skin for it, as long as you can take care of the bones (good luck with that   )

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:38:00 GMT

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good luck with texturing 923+ polys   lol

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:41:00 GMT
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Good luck on getting bones to work on aircraft   lol

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:44:00 GMT
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do you reakon I should put wheels on it?I just have to put the missles on now then

---

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:46:00 GMT
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I would be thinking wheels would be somewhat of a requirement for bones to work right, dunno
how the orca works with bones. It'd be nice if there were some missles on that black eagle too,
maybe some sidewinders.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:49:00 GMT
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are there any flying vehicles in the vehicles package?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:54:00 GMT
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none of them that have bones that possibly help, I've already looked. Maybe i just don't know what
I'm looking for...

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 02:56:00 GMT
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I'll have a look anyway to see if any would be of use

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 10:55:00 GMT
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I've got all the bones set up and it now works
ingame:http://www.btinternet.com/~rpritch/ingame.jpg

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 11:05:00 GMT
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Ha! Amazing job!.Is it flying like a orca or more like the a-10 (if u played Tiberian evolution X8 u would know)

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 11:08:00 GMT
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it's flying a lot like the A10 aside from the fact that it's still VTOL, anyway golden will be doing the commando stuff, so he'll get the final verdict.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 11:11:00 GMT
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BTW, Golden gun wsa right when he said to you that I wanted to be an official member of the team.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 11:36:00 GMT
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Alright Smashing...A small update on the ADF_ACC map:ALl actual Map bugs haev been filtered out...we have 2 situations making the SAM SITES controllable...you cant seem to get into them..but i guess that will be handeled by golden.and Money crates dont...give money   once agian its goldens job.THis ACC map is a bit more complicated due to the fact that it has no regular Westwood buildings on it therefore the buildings have been replaced...the CONTROL TOWERS replace the BARRACKS/HON   a Becon pedestall willb e in the second flor (out of 3)We can'

seem to skin any PT's so we put osme mock terminal looking things in there.The WEAPONS factory is replaced by a Hanger Hatch with doors (once we got the doors to work)the Airstrip is replayced by a FIST OF NOD tower thingy..which is kinda silly but it look sliek a phone booth with the HON's HAND sticking out of it in a FIST shape. However Im not sure if I should put this..otherwise there is no why to destory nods vehicles..Mabey the ground based maps will be more simple than this ACC because they will probably use the regular WWS buildings and AIRCRAFT will be the regular vehciels while ANTI AIR ground vheicles will be in the EXTRAS section such as Quiet cannons, IFV's uhh Gatteliung cannons   (i said MABEY!)We have updated pics on our site that has an animated GIF of an orca spinning wildly...check it out people!

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 11:51:00 GMT
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bump SAM sites are easy to do, all he has to is make the transition zone larger and it'll be easier to get in, are any other vehicles being made aside from the black eagle?BTW, I've finally got it to fire MRLS rockets from both wings and it's funny trying to "land" on the airstrip

---

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 11:55:00 GMT
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can I plz alpha/beta test?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 12:13:00 GMT
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/\BUMP/\

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 13:10:00 GMT
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Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 13:16:00 GMT
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****... my brother is using my computer alot since his is at the other house... but hopefully i can get this game he's playing onto a cd so he can play it on the dc(snes rom)... then ill be able to take some pics... and then upload them somewhere...but it looks great!

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 13:23:00 GMT
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hmm Ill give out the password to our passworded forum for the ALPLHA test link..yes you have to be staff memberOh and we can replace the MRLS missles for a enw model I got the SIDEWINDER missile.I got a GMAX format of the f14-Tomcat and MIG 31 Which we are usingGolden got a whole bunch also such as the F-117 Stelath fightter B2 bomber and awhole bunch...Iron can you make a harrier because I dont think we have it yet.Um we need B-52 and c-130 but im sure they can be foudn someplace [June 16, 2002, 13:25: Message edited by: Assault_Mech]

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 13:39:00 GMT
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I'll start on the harrier once I finish the black eagle because it still needs minor adjustments, send me the link by e-mail, it's in my sig.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 13:56:00 GMT
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Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 14:00:00 GMT
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r the planes going to take off like normal planes or helicopter?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 14:12:00 GMT
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unless some1 knows how to make the physics, we'll have to use the VTOL physics, but we can

make the planes heavy, so they don't climb/fall as fast, which makes them seem more like planes, but you will still be able to stop dead in mid-air   [June 16, 2002, 15:33: Message edited by: JWP]

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 15:00:00 GMT
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Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 15:30:00 GMT
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bump

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 15:32:00 GMT
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1 Q, where is the alpha test link?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 15:53:00 GMT
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bump

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 16 Jun 2002 20:25:00 GMT
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Yeh I am going to post it on the restricted forum cataggory on our site..

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 17 Jun 2002 00:28:00 GMT
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/\/\/\BUMP!/\/\/+_+*_*\%_00_oX_X}8:|}8Dq:oP:S:'(:..(:>:<:/:\etc. [June 16, 2002, 12:29:

Message edited by: JWP]

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 17 Jun 2002 09:00:00 GMT
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I've been working on the B-52 model- Assault_Mech is going to post pics of it at his web site here.I'll have pics up in 5 or 10 minutes at my horrible aol website- My page

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Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 17 Jun 2002 11:10:00 GMT
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bump

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 17 Jun 2002 11:25:00 GMT
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Ok, i got the model working in Renegade, i just textured it... still working on chilli skinner... i need to go dl the textporter- more pics here .

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 17 Jun 2002 11:45:00 GMT
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I just found out textporter is ONLY for 3dmax... is there anything like textporter for gmax?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 17 Jun 2002 14:18:00 GMT
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bump

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 17 Jun 2002 19:19:00 GMT
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when will this thing be done?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 17 Jun 2002 20:42:00 GMT
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It will be done when its finished. btw, any1 know how to skin models? Like the maker of the Kirov model for Tiberium Evolution?

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 18 Jun 2002 11:01:00 GMT
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bump

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 18 Jun 2002 11:05:00 GMT
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Alphav2.7 has custom purchase terminals....mostly because we cant get the WWS ones...but we have our own little building logoes on it   they don't colourise just yet..Sam sites everywhere and there controlable...added an entire ENGINE room for the becon pedestall with ceiling guns (Which are stuck right at the moment)but after days and hours of hard work this things coming otu pretty well...we hope to release a public beta soon with mabey 2 maps...but that maeans that the mod is getting awefully big in size..

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 02 Jul 2002 09:27:00 GMT
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when will this thing be done, i want to download it

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 02 Jul 2002 11:28:00 GMT
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bump

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Fri, 12 Jul 2002 09:38:00 GMT
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BUMP

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sat, 13 Jul 2002 00:18:00 GMT
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I SAID BUMP!

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 11 Aug 2002 02:26:00 GMT
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geuss i mind as well bump this...Well all 3 cutom maps are done (a while ago actually) but we need a new Commando Level Editor...I usuealy do it myself however, my Level edit has come up with the case of some sirious bad bugs...or Defences Crashes game...I have a threat out there somewhere which has yet to be answered fullly....If anyone would liek to whip this baby up...well see wut yeh got and well set yeh up

---

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 11 Aug 2002 09:32:00 GMT
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assult mech i could make some great modified air strip models for u. Do u want my help.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 11 Aug 2002 16:11:00 GMT
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assalt meck if your still online contact me. ill tell you y when u do.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Sun, 11 Aug 2002 16:32:00 GMT
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Yes. This sounds a mod whcih must happen, but can you mke it so the Harrier is better than the Tomcat, also give the harrier hover abilites cause the Harrier is more effective than a Tom Cat.

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Tue, 21 Jan 2003 00:02:00 GMT
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BUMP!!!!!!!

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 27 Jan 2003 00:03:00 GMT
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BUMP YOU FUKN MORONS. THIS MAPS IS GONNA KICK @SS !

Subject: New Aircraft Dog-fight Mod Started
Posted by Anonymous on Mon, 27 Jan 2003 00:15:00 GMT
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Um, this mod died. Assault mech and golden gun are both on Nova now, waiting for generals