
Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Tue, 10 May 2005 15:41:55 GMT

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About 2 months late because i lost intrests in making things, but i finished it up a bit anyway.

I already uploaded it at planetcnc a day ago but i don't know how long it takes there before it's posted so i uploaded it somewhere else for now.

Before downloading please read the readme first.

Also keep in mind that this is only a test to see what people think of it so i can improve it later. Don't expect art, because it uses no model replacements and only 3 new, almost undetailed maps.

<http://uploadhut.com/view.php/96294.rar>
(^ free file storage i found in other topic ^)

Please post comments here and suggestions on improving it.

Edit: Some screens... <http://www.n00bstories.com/image.gallery.php?folder=1456>

Subject: Dawn battle released... *updated with screen shots*

Posted by [WNxCABAL](#) on Tue, 10 May 2005 19:24:02 GMT

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You know, I actually enjoyed playing that!

You should go a bit further with that, I would really like to see progress with that!

Well Done!

Subject: Dawn battle released... *updated with screen shots*

Posted by [idebo](#) on Wed, 11 May 2005 12:54:27 GMT

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It crashes when it's finished loading...

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Wed, 11 May 2005 13:48:49 GMT

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Huh? Uhhh... Got a newer version of the scripts.dll? If so then i have no idea how that could happen.

Subject: Dawn battle released... *updated with screen shots*
Posted by [idebo](#) on Wed, 11 May 2005 14:23:10 GMT
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Yea I got the newest one. I think... If someone would mind hosting the newest one, appreciate it.

Subject: Dawn battle released... *updated with screen shots*
Posted by [Sir Kane](#) on Wed, 11 May 2005 14:40:08 GMT
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How about some screenshots?

Subject: Dawn battle released... *updated with screen shots*
Posted by [Naamloos](#) on Wed, 11 May 2005 15:36:14 GMT
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I don't think i can post screen shots of gameplay... Lol.

And i didn't make it to look good (yet) but to play good... Or atleast i hope so.

Edit: Latest scripts should be here: <http://www.sourceforge.net/projects/rentools/>

Subject: Dawn battle released... *updated with screen shots*
Posted by [BlazeDragoon](#) on Wed, 11 May 2005 16:32:54 GMT
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Not to bad,I tried it and I liked the maps alot:o.As of for "mod" gameplay it seemed mostly like sounds.I think if you spent time on it you could get it somewhere just need to mod it some more,and add in some more sexy maps.Also if you would like I can upload this to an ftp I have access to(www.stackout.com).His has a much faster download and it's where I host my mods.

Subject: Dawn battle released... *updated with screen shots*
Posted by [Naamloos](#) on Wed, 11 May 2005 17:00:14 GMT
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Quote:As of for "mod" gameplay it seemed mostly like sounds

Try playing it a little longer and you may notice "some" differences.

Quote:spent time on it

Getting balance took me weeks, and it still isn't 100% done. :nervous:

Subject: Dawn battle released... *updated with screen shots*
Posted by [idebo](#) on Wed, 11 May 2005 20:16:27 GMT
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Hey it works now. And I love it, gotta love the C4 too...

Would be cool to have a server with this up...

So, are you going to do a patch?

Subject: Dawn battle released... *updated with screen shots*
Posted by [Naamloos](#) on Wed, 11 May 2005 22:51:36 GMT
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Patch? Lol.

It's not a TC mod.

I may fix the bugs and add new stuff in a later version though.

Subject: Dawn battle released... *updated with screen shots*
Posted by [jd422032101](#) on Thu, 12 May 2005 03:33:28 GMT
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not a bad mod i like it.

Subject: Dawn battle released... *updated with screen shots*
Posted by [idebo](#) on Thu, 12 May 2005 10:19:36 GMT
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NaamloosPatch? Lol.

It's not a TC mod.

I may fix the bugs and add new stuff in a later version though.
Well, I want to help you with the bugfixes etc.. Maybe even some "skins" too.

Subject: Dawn battle released... *updated with screen shots*
Posted by [Naamloos](#) on Thu, 12 May 2005 13:01:03 GMT
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Quote:I want to help you with the bugfixes etc

Go ahead and post them here, that would help.

Quote:Maybe even some "skins" too.

For that i would need a modeler. And that is something i can't get atm.

However if you wan't you could be able to help getting beter textures for the terrain.

Subject: Dawn battle released... *updated with screen shots*

Posted by [idebo](#) on Thu, 12 May 2005 16:31:19 GMT

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Quote:Maybe even some "skins" too.

For that i would need a modeler. And that is something i can't get atm.

However if you wan't you could be able to help getting beter textures for the terrain.[/quote]

Ok, well, I was thinking of "upgrading" the current textures like the Hummv and some of the Nod vehicles. I can do characters too. Remeber, not going to try hard but like you said, this mod is gameplay effective. You shouldn't make it like a whole new TC.

I have some idea's for the models though, you could ask the SS crew if you could use some of their models, like the SSM.

Subject: Dawn battle released... *updated with screen shots*

Posted by [BlazeDragon](#) on Thu, 12 May 2005 16:44:58 GMT

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Must say this got alot better comments then mine did:P,but anyways would you like me to upload it to an ftp and give you link for faster download or you good?Also yea I noticed some changes:p.

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Thu, 12 May 2005 17:24:54 GMT

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I know the download speed is not great but i will be updating it a lot more often soon. So having to send it to someone everytime will only take longer.

Once i have a final version it would be ok though.

Quote:I have some idea's for the models though, you could ask the SS crew if you could use some of their models, like the SSM.

I won't get them.

And if i did it would be cheap to use models from another mod.

And about the vehicle textures, i don't think they need to be edited. They look fine except for some minor details. So adding new textures for all vehicles that only change a few things would be a waste of space and download times, ect...

Maybe i'll try and use some E3 models if i get them to work.

Oh and before i forget, i still haven't been able to test it online with more then 1 player yet so i will need some help there too.

Subject: Dawn battle released... *updated with screen shots*

Posted by [flyingfox](#) on Thu, 12 May 2005 20:21:19 GMT

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Can someone post a few screenshots of this map please.

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Thu, 12 May 2005 21:02:14 GMT

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Fine, i took some anyway.

<http://www.n00bstories.com/image.gallery.php?folder=1456>

You must play it to know the gameplay...

Subject: Dawn battle released... *updated with screen shots*

Posted by [jd422032101](#) on Thu, 12 May 2005 21:29:31 GMT

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I like the c4's power nice maps not to bad

Subject: Dawn battle released... *updated with screen shots*

Posted by [idebo](#) on Fri, 13 May 2005 09:56:20 GMT

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Yes, especially that field map, nice layout.

Ok then, but I have some suggestions:

Remove the Nod APC.
Don't make commando's able to shoot aircraft.
Make the Engineers C4 a little bit more powerful.
Replace the commando models with the "original" Havoc model. (I could make a GDI and a Nod version.
Add walls to the bases.

Also, when I have time, I could do some minor texture edits on the vehicle's and characters. You can also use one of my reticles if you like.

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Fri, 13 May 2005 10:23:12 GMT

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Quote:Remove the Nod APC.
Don't make commando's able to shoot aircraft.
Make the Engineers C4 a little bit more powerful.
Replace the commando models with the "original" Havoc model. (I could make a GDI and a Nod version.
Add walls to the bases.

Also, when I have time, I could do some minor texture edits on the vehicle's and characters. You can also use one of my reticles if you like.

I will not remove the Nod APC because Nod had them in TD.

Aircraft are not added yet, however i did do some tests with the GDI orca on the field map and it still there in the extra's menu. And snipers will do minor damage to aircraft, it would make no sense if it didn't even get damaged 1 point from a bullet. Remember that commandos did do damage to vehicles in TD. They just couldn't hit aircraft, like most other units. The reason they will do now is an RTS to FPS balance thing.

I'll look into the engineers C4, 3 engineers should be able to take out 1 structure.

That model looks bad IMO but i can do it in a second.

I will be making real base layout's on maps that look a lot like in TD... And to understand what i mean beter take a look at renalert's maps.

Anyway, after thinking about re-texturing ("skinning") models i do think the chem warrior needs a new look... Not a big red head that no one ever misses.

Subject: Dawn battle released... *updated with screen shots*

Posted by [WNxCABAL](#) on Fri, 13 May 2005 12:19:20 GMT

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Nod didn't have APC's.

<http://www.planetcnc.com/tiberiandawn/gameinfo/nodunits/>

Subject: Dawn battle released... *updated with screen shots*

Posted by [idebo](#) on Fri, 13 May 2005 12:33:05 GMT

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NaamloosI will not remove the Nod APC because Nod had them in TD.

Aircraft are not added yet, however i did do some tests with the GDI orca on the field map and it still there in the extra's menu. And snipers will do minor damage to aircraft, it would make no sense if it didn't even get damaged 1 point from a bullet. Remember that commandos did do damage to vehicles in TD. They just couldn't hit aircraft, like most other units. The reason they will do now is an RTS to FPS balance thing.

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That model looks bad IMO but i can do it in a second.

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Anyway, after thinking about re-texturing ("skinning") models i do think the chem warrior needs a new look... Not a big red head that no one ever misses.

Oh lol, then I accedently used the Orca on that field map...

Yes, 3 engineers can take out a building, but I noticed that the first C4 an engineer uses, does less damage than the second one (don't know if that's a bug?). I think 2 engineers should be able to take out a structure.

The "Logan" model fits better than Havoc or the Black Hand Sniper.

I can edit the chem-warrior texture, but if you wan't it to have a different look, I think you should call in someone who could make a new model.

I will be doing to commando textures anyway for the public to download, there will be a Nod version and a GDI version. Note those are only edits of the current texture.

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Fri, 13 May 2005 13:45:28 GMT

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Quote:Nod didn't have APC's.

Nod had an APC in single player missions, and since TD only had single player...

I never had the chance to play TD online, so if you are saying Nod doesn't have APC's there then i could always remove it.

Quote:I noticed that the first C4 an engineer uses, does less damage than the second one (don't know if that's a bug?).

It does? :huh:

Quote:The "Logan" model fits better than Havoc or the Black Hand Sniper.

I don't think so. That model looks ugly.

Quote:I can edit the chem-warrior texture, but if you wan't it to have a different look, I think you should call in someone who could make a new model.

A texture can change the looks of something just as good as a model can...

Subject: Dawn battle released... *updated with screen shots*

Posted by [idebo](#) on Fri, 13 May 2005 13:46:50 GMT

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Ok, well, it seems I got the Nod commando finished earlier, I know it doesn't look good, but then again, I didn't try that hard. I think it looks good enough compared to the model and current texture.

Download here:

<http://www.multiplayerforums.net/index.php?act=Attach&type=post&id=2622>

BTW, I'm online with Dawn Battle now.

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Fri, 13 May 2005 13:54:32 GMT

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Could you remove those?

Subject: Dawn battle released... *updated with screen shots*
Posted by [idebo](#) on Fri, 13 May 2005 14:01:07 GMT
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I'll try. Only if you come to my small server...

EDIT:

Like this?

Subject: Dawn battle released... *updated with screen shots*
Posted by [Naamloos](#) on Fri, 13 May 2005 14:50:44 GMT
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Beter

Subject: Dawn battle released... *updated with screen shots*
Posted by [idebo](#) on Fri, 13 May 2005 14:55:39 GMT
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Download the new one here!

<http://www.multiplayerforums.net/index.php?act=Attach&type=post&id=2630>

BTW, if someone host a small server, don't hast IceCaves, it makes Renegade crash.

Subject: Dawn battle released... *updated with screen shots*
Posted by [Naamloos](#) on Fri, 13 May 2005 15:04:41 GMT
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After some online tests it seems that one of the maps often crashes renegade once the second player joined.

Anyone know how to fix this?

Subject: Dawn battle released... *updated with screen shots*
Posted by [idebo](#) on Sat, 14 May 2005 09:12:41 GMT
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Just found another bug (?) The Mammoth Tank shoots 4 missles instead of 2.

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Sat, 14 May 2005 10:47:28 GMT

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I did that to get a beter smoke effect behind the missile, it should only shoot 2 out of 1 "box", then another 2 out of the other. Both missiles fire at the same time.

Subject: Dawn battle released... *updated with screen shots*

Posted by [CnCsoldier08](#) on Sat, 14 May 2005 18:31:47 GMT

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You owe someone credit, since I doubt you made the exact same Signal Flare as Renalert on your own

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Sat, 14 May 2005 18:41:56 GMT

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CnCsoldier08 You owe someone credit, since I doubt you made the exact same Signal Flare as Renalert on your own
:rolleyes:

You need to take a beter look inside LE presets.

And why would i not be able to make a signal flare on my own? I used the one already in renegade to safe time and space.

Something you could have noticed if you downloaded it.

Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Mon, 16 May 2005 01:34:26 GMT

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Changed some stuff with the AI a bit, it will auto attack the enemy base now (or atleast they will try...).

<http://www.n00bstories.com/image.gallery.php?folder=1456>
(scroll down the page)

Will be adding some more before final.
