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Subject: TD revisited

Posted by [JeepRubi](#) on Mon, 29 Aug 2005 00:19:41 GMT

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im makin a new mod called td revisited (tiberian dawn revisited) and it pretty much makes every thing more like tiberian dawn. So far im working on it alone and doing everything myself. I am making very simple objects because of my lack of skinning experience. soooo if i had some 1 that could skin i could desighn better modles.

So i need:

- a skinner
- a map maker
- an extra 3dmodler
- whatever else i need

no one needs to be xtremely skilled cause im not but i would be apreciated if i could get some help.

#### File Attachments

1) [td revisited.zip](#), downloaded 191 times

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Subject: Re: TD revisited

Posted by [Dr. Lithius](#) on Mon, 29 Aug 2005 01:50:53 GMT

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Or. . . You could just ask for help from the dudes who did Renegade: Sole Survivor. I think that might be better, considering that all the units in that game were already changed into their original Command & Conquer: Tiberian Dawn counterparts quite magnificantly.

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Subject: Re: TD revisited

Posted by [JeepRubi](#) on Mon, 29 Aug 2005 02:02:31 GMT

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Joseph Collins wrote on Sun, 28 August 2005 20:50Or. . . You could just ask for help from the dudes who did Renegade: Sole Survivor. I think that might be better, considering that all the units in that game were already changed into their original Command & Conquer: Tiberian Dawn counterparts quite magnificantly.

i want to make it CLOSER to td than that. in td the nod buggy was a dpv and not some weird dune buggy thing, also the light tank was a bradly. same with the weapons the minigun was actually an m16. in sole survivor there was no cnc mode you always started in this little chamber then transported to a big open feild. half of solesurvivors modles were the ones that were in the renegade e3 beta version.

SOOOOOOOO.....DO YOU GET IT?

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Subject: Re: TD revisited

Posted by [Dr. Lithius](#) on Mon, 29 Aug 2005 05:18:21 GMT

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Jeep Rubi wrote on Sun, 28 August 2005 19:02i want to make it CLOSER to td than that. in td the nod buggy was a dpv and not some weird dune buggy thing, also the light tank was a bradly. same with the weapons the minigun was actually an m16. in sole survivor there was no cnc mode you always started in this little chamber then transported to a big open feild. half of solesurvivors modles were the ones that were in the renegade e3 beta version.

SOOOOOOOO.....DO YOU GET IT?

There's no need to "yell". Yes, I get it. And I wish you the best of luck with this project. Also, if it wasn't illegal as Hell, I'd want that E3 BETA. Harr.

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Subject: Re: TD revisited

Posted by [Naamloos](#) on Mon, 29 Aug 2005 15:40:27 GMT

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I have an objects.ddb that has a lot of TD stuff, you can have it if you wan't, may save some work.

It took me long to test it but I never got to fully finish it.

It was part of my own crappy TD 'gameplay only' mini mod. Maybe my topic about that is still here somewhere...

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Subject: Re: TD revisited

Posted by [JeepRubi](#) on Mon, 29 Aug 2005 16:45:16 GMT

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Id ove it but i probably wont use it cause it would stand out cause its so much better that all the rest of my work.....

.....and id like to do it from scratch so i can say i made this mod, not i stole other peoples work and said it was my mod

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Subject: Re: TD revisited

Posted by [Naamloos](#) on Mon, 29 Aug 2005 18:18:36 GMT

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Jeep Rubi wrote on Mon, 29 August 2005 18:45Id ove it but i probably wont use it cause it would

stand out cause its so much better that all the rest of my work.....

Wow, I try to offer him some help and I get this? Seriously, shut the fuck up.

Quote:.....and id like to do it from scratch so i can say i made this mod, not i stole other peoples work and said it was my mod

If I would have given it to you, it wouldn't have been stealing. However if you think of that as stealing you won't be needing a team, as the stuff they give you will be stolen anyway

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Subject: Re: TD revisited

Posted by [Sir Phoenixx](#) on Mon, 29 Aug 2005 18:40:50 GMT

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Quote:Wow, I try to offer him some help and I get this? Seriously, shut the fuck up.  
You mean the obvious compliment he made about your work?

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Subject: Re: TD revisited

Posted by [Naamloos](#) on Mon, 29 Aug 2005 20:10:50 GMT

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Quote:its so much better that all the rest of my work.....

I read that as sarcasm.

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Subject: Re: TD revisited

Posted by [JeepRubi](#) on Tue, 30 Aug 2005 01:13:26 GMT

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Naamloos wrote on Mon, 29 August 2005 15:10Quote:its so much better that all the rest of my work.....

I read that as sarcasm.

no not sarcasm it is probably better

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Subject: Re: TD revisited

Posted by [Deactivated](#) on Tue, 30 Aug 2005 10:12:46 GMT

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There is a mod like that for Half-Life 2.

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Subject: Re: TD revisited

Posted by [Naamloos](#) on Tue, 30 Aug 2005 13:28:44 GMT

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Jeep Rubi wrote on Tue, 30 August 2005 03:13Naamloos wrote on Mon, 29 August 2005 15:10Quote:its so much better that all the rest of my work.....

I read that as sarcasm.

no not sarcasm it is probably better

Post more clear next time then. I really thought it was sarcasm the way you posted it.

And why would it be beter? Really, all I ever did was try to create a fun gameplay. I sux at mapping, the maps that came with the mod should show that

My offer still stands so if you wan't it just say it. I may even be able to fix it up a bit to your liking.

And incase you did try my mini mod of suckage, the settings aren't final in there. I did many changes to sounds aswell but I never released a new version. (lack of motivation)

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