
Subject: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Wed, 18 Jan 2006 00:13:56 GMT
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The first beta of my latest renegade map is here:

http://files.filefront.com/CC_Assault.rar/4630005;/fileinfo.html

You can read/see some info of this map here:

<http://www.renegadeforums.com/index.php?t=msg&th=18308&start=0&rid=2621>

Currently on my to-do list:

An observer mode for Nod players. Nod players will spawn in an invisible clone of walkable terrain above the normal terrain. They will then be able to enter helicopters to quickly move across the map to observe how their bots get owned by GDI players. Both GDI and Nod will not be able to kill each other.

More stages.

More challenges.

Ect.

Suggestions welcome.

Edit: Oh, and please report any bugs you find. I was not able to get past the beginning of stage 2 myself. The boss was too hard for me alone to kill

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Wed, 18 Jan 2006 00:45:49 GMT
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This map is pretty fun, I scanned through it quickly with a mod.

In that place with all that water, you only see Westwood logo's. You know, when you enter the first transporter. Other than that I couldnt find a bug.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [bisen11](#) on Wed, 18 Jan 2006 01:10:32 GMT
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I suggest making a Powerup that gives you 2000 health/armor for when your testing. That way you can get through all the stages to make sure everything works. Or you could create a character

with blammo.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [JeepRubi](#) on Wed, 18 Jan 2006 02:45:00 GMT
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I dont feel like sitting here for like four hours just so i can test it. Make something so your invincible and can run fast.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Wed, 18 Jan 2006 10:30:06 GMT
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I've used my mod to scan through the whole map to test it. PS: Use shift to run faster.

Download links:

<http://rapidshare.de/files/11277197/TDCrazy.zip.html>

<http://s60.yousendit.com/d.aspx?id=0WNRMTS6SORA93MHGKRUNS6OG E>

It's an objects.ddb mod.

Also, you can move faster by jumping forward too. You can restore your health by shooting the ground with the ob or agt gun with right click.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Wed, 18 Jan 2006 10:43:36 GMT
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I guess I should add a few haxxor weapons for testing then I suppose eh?

What texture was missing exactly? As far as I know all the textures work, any "new" textures should be inside the .mix... Unless I deleted it without noticing...

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Wed, 18 Jan 2006 10:48:08 GMT
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Naamloos wrote on Wed, 18 January 2006 11:43 I guess I should add a few haxxor weapons for testing then I suppose eh?

What texture was missing exactly? As far as I know all the textures work, any "new" textures should be inside the .mix... Unless I deleted it without noticing...

Look @ the post above you

I will take a SS of that place right now, hold position.

EDIT:

Also, whats that 'OMFG HAXXOR' character, LOL>

EDIT2: It's this place, if you couldn't guess it with the other picture:

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Wed, 18 Jan 2006 11:06:56 GMT
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Huh... Odd, I didn't have any problems like that, even in my test.

Anyone else got this?

Edit: That "OMG HAXXOR" is supposed to be the first boss you find. It's a lot stronger then other AI bots so it should need a few more bullets in the head. It's just that I'm really bad at making up names

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [PaRaDoX](#) on Wed, 18 Jan 2006 11:37:54 GMT
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Nice work!
and would you like a host for your maps?

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Wed, 18 Jan 2006 12:26:53 GMT
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ZOMG H4X. You should add one of this in the end of the tropics place.

Also, are you supposed to spawn on the ped @ the pp when you go to the transporter at the end of the tropics? Or did you do that since you didn't finish it? Make the map about 3x bigger

Or, you could mirror the (3x size of now) map and paste it somewhere to do this same thing for

nod. So, few islands for nod, few for gdi, both seperated, but it's mirrored, so where nod turns left, gdi turns right. The bots should have about the same strength and amount. The LAST transporter on each island transports you to the ped of the enemy, which you can beacon (you can grab a beacon from a crate there).

You can make a test version with the one you have right now, Also, why is PP AND BAR needed? You could just add Bar for GDI and HON for Nod (in the mirrored map). They shouldnt be able to be damaged. You win by nuking ped.

That's my idea, if you can make a test version asap we can see if this works well and is fun

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [bisen11](#) on Wed, 18 Jan 2006 12:39:36 GMT
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How do you change the ingame names?

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Wed, 18 Jan 2006 12:46:01 GMT
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If you are talking about my name, I did it in LAN Game. If you are talking about the bot, you should be able to do it in level edit, string editor or something like that...

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Wed, 18 Jan 2006 12:54:05 GMT
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The 'stage 3' teleporter teleports you back to base simply because there aren't any other stages yet. Once there are, the teleporter will warp you there instead.

To change names of objects you will need to add them to the strings.tdb, and then attach them to the object. That's what I did with the crates and the 'boss'.

Quote:and would you like a host for your maps?

Not right now, but once it's final everyone is free to host it.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Wed, 18 Jan 2006 13:05:04 GMT
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Naamloos wrote on Wed, 18 January 2006 13:54 The 'stage 3' teleporter teleports you back to base simply because there aren't any other stages yet. Once there are, the teleporter will warp you there instead.

To change names of objects you will need to add them to the strings.tdb, and then attach them to the object. That's what I did with the crates and the 'boss'.

Quote:and would you like a host for your maps?

Not right now, but once it's final everyone is free to host it.

What about my idea? Or is it too much work and laggy for ingame players? If not, observer mode is still a nice idea. So instead of mirroring the map, you could improve the current one more and more.

Perhaps you should add the ability to purchase the BASIC characters for GDI, and instead of a beacon you get 2 extra remotes or something like that. And add 100hp extra for all basic chars (50 health, 50 armor).

It's a bigass map, pretty hard to survive And after every teleporter you should add a PT.

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [Naamloos](#) on Wed, 18 Jan 2006 13:11:33 GMT

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No mirrors.

Quote:It's a bigass map, pretty hard to survive

You aren't supposed to be able to finish it solo. However I will place a few basic rifle and health spawners at "rest points" so you can recover a bit. I may also add PT's inside the barracks for basic infantry only, but the engineer would change into a limited ammo medic type unit, maybe anyway, I'll see how it works out.

For the final stage (which is still far away from being added) I will make a large Nod base which needs to be destroyed.

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [TD](#) on Wed, 18 Jan 2006 15:16:58 GMT

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Naamloos wrote on Wed, 18 January 2006 14:11 No mirrors.

Quote:It's a bigass map, pretty hard to survive

You aren't supposed to be able to finish it solo. However I will place a few basic rifle and health

spawners at "rest points" so you can recover a bit. I may also add PT's inside the barracks for basic infantry only, but the engineer would change into a limited ammo medic type unit, maybe anyway, I'll see how it works out.

For the final stage (which is still far away from being added) I will make a large Nod base which needs to be destroyed.

Yeah, something like that would work fine.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [bisen11](#) on Wed, 18 Jan 2006 15:29:50 GMT
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Naamloos wrote on Wed, 18 January 2006 07:54

To change names of objects you will need to add them to the strings.tdb, and then attach them to the object. That's what I did with the crates and the 'boss'.

How do you edit the strings?

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Wed, 18 Jan 2006 15:54:28 GMT
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Double click on the empty slot.

For easy searching I suggest you start all strings with "IDS_Enc_A_".

Then go to your object and attach your new string.

That's how I do it.

Edit: Don't forget that once you edit stings for a map, you will need to include your modified strings.tdb with your map. Placing it inside the .mix does not work.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Aircraftkiller](#) on Wed, 18 Jan 2006 19:37:41 GMT
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So you replaced my strings.tdb file, one that was actually useful, for something that replaces a few names with "OMG HAXXOR"? What a waste of level design ability!

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Wed, 18 Jan 2006 21:14:34 GMT
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I will be adding many, many more strings later. But it's annoying that people can only use 1 strings file at the time, isn't there a way to "merge" most of the strings.tdb file's into 1? Kinda like the renegade wiki where people are able to edit it when they need to?

Anyway, here some early shots of stage 4:

<http://www.n00bstories.com/image.fetch.php?id=1013672303>

<http://www.n00bstories.com/image.fetch.php?id=1176262346>

Yes that's a missile, and no it's not active.

Edit: Oh and that "OMG HAXXOR" stuff is just temporary untill I make up something beter.

Edit2: After testing I didn't see any missing textures. I tested the same version as the one I released, so whatever made the texture go away it must be on your side. (I think?)

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Wed, 18 Jan 2006 21:24:33 GMT
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I am sure my Renegade is not damaged, everything works just fine. Could I be missing a non-standard mod/skin file or something? Maybe you have the w3d and dds files in your data folder and see the textures because of that. But the mix file itself does not contain it. I would like to have a confirmation from someone else on this.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [htmlgod](#) on Wed, 18 Jan 2006 21:27:55 GMT
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The stabilizer fins on that rocket are HUGE. Make them a lot narrower; with as thick as they are now, they'd probably just create a whole lot of drag for the rocket, rather than keep it on course. Other than that, looks interesting.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Wed, 18 Jan 2006 21:32:00 GMT
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I'll change them a bit. I don't really know much about rockets

Next time I export a map I'll double check if everything exported correctly.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [JeepRubi](#) on Wed, 18 Jan 2006 22:04:18 GMT
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The textures work fine on mine.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Wed, 18 Jan 2006 22:40:45 GMT
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Perhaps it's because of CP1 (if you have it).

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [JRPereira](#) on Wed, 18 Jan 2006 23:43:58 GMT
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Naamloos wrote on Wed, 18 January 2006 16:32 I'll change them a bit. I don't really know much about rockets .

Try google images. I'm using it atm for ideas for the rome pack.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [JeepRubi](#) on Thu, 19 Jan 2006 01:23:00 GMT
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LOL

Its the 3rd or 4th 1

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [PaRaDoX](#) on Thu, 19 Jan 2006 03:02:21 GMT
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It fun untill you hit one part..

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Thu, 19 Jan 2006 06:15:56 GMT
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PaRaDoX wrote on Thu, 19 January 2006 04:02It fun untill you hit one part..
IMAGEHERE

WTF INFINITE AMMO HAX.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Thu, 19 Jan 2006 11:15:29 GMT
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You used a hack to jump to a part where you're not supposed to be. Ofcourse you see the map that way then.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Thu, 19 Jan 2006 12:04:31 GMT
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He used my mod that I posted in the first page of this topic. (For quick map scan purposes, fast run and high jump, and the ob and agt guns dont even work when you join a server with it, it will even lag you)

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [JeepRubi](#) on Thu, 19 Jan 2006 12:54:55 GMT
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I guess that means you tried?

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [PaRaDoX](#) on Thu, 19 Jan 2006 13:27:30 GMT
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Do i have to make a Freken video of me walking though the black plane????
and dont worry i dont play online due to my satilite internet

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [PaRaDoX](#) on Thu, 19 Jan 2006 13:42:21 GMT
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Bleh

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [JeepRubi](#) on Thu, 19 Jan 2006 13:44:08 GMT
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Teleported me fine, maybe your game is missing some scripts or something?

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Thu, 19 Jan 2006 13:54:26 GMT
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Then your not using the right version of the scripts.dll.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Thu, 19 Jan 2006 14:08:56 GMT
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Jeep Rubi wrote on Thu, 19 January 2006 13:54| guess that means you tried?
It's a fact, but I still tried it in my own server, thx.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Thu, 19 Jan 2006 17:08:52 GMT
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<http://www.n00bstories.com/image.fetch.php?id=1220907286>

3181 poly's right now.

I'm still going to add some rocks at the intrance of the chemical pipe thing as if the way inside it was created by an explosion. I really need beter textures aswell, but finding them is a pain...

Also the green stuff still needs it's shiny stuff (bump maps) to be added, so it doesn't look too good on that pic yet.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Napalmic](#) on Thu, 19 Jan 2006 23:39:38 GMT
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If you really want some good custom textures, you should ask Blazea for his. Or if you have AIM, give me your screenname and I'll send them to you. It's about 150mb rarrred. Pretty good custom and photorealistic textures, about 700-800 of them.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [PaRaDoX](#) on Thu, 19 Jan 2006 23:47:36 GMT
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Naamloos wrote on Thu, 19 January 2006
12:08<http://www.n00bstories.com/image.fetch.php?id=1220907286>

3181 poly's right now.

I'm still going to add some rocks at the intrance of the chemical pipe thing as if the way inside it was created by an explosion. I really need beter textures aswell, but finding them is a pain...

Also the green stuff still needs it's shiny stuff (bump maps) to be added, so it doesn't look too good on that pic yet.
google is your freind!
and the bump maps need to be hidden when you compute and solve.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Sat, 21 Jan 2006 12:16:17 GMT
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Are you almost ready to release the next public beta with the new stage?

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Sat, 21 Jan 2006 15:58:29 GMT
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Sorry, probably not this weekend, I'm too busy playing the guildwars chapter 2 preview which can only be played this weekend. (www.guildwars.com) (everyone can join btw)

My goal will be to have atleast 2 new stages, and other changes in the next beta.

Quote:and the bump maps need to be hidden when you compute and solve.

Compute and solve? I never used that, what does it do?

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [JeepRubi](#) on Sat, 21 Jan 2006 21:45:05 GMT

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It makes the lighting more realistic.

Eg. If you make a light on the ground it does nothing, compute vertex solve and the floor around the light, well, lights up.

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [Dr. Lithius](#) on Sat, 21 Jan 2006 21:53:00 GMT

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Here's my analysis of your map:

Restarting from the GDI base sucks. But I don't guess there's much you can do about that. That distance from the GDI base to the Nod juncture is awfully long for infantry... Maybe toss in a respawning Humm-Vee or two, seeing as this map was meant for multiple peoples.(But don't make the Medium Tank respawn.)

More weapons! As it is, this map is a serious "free-for-all" in the style of Zombie Panic! for the Medium Tank and weapon crates strewn about the map.

Refresh points would be nice. Places that have a bunch of Health and Armor power-ups. But then again, this map still reeks of "free-for-all".

Adjust the heights on some of the platforms in the first stage(such as the bridge), the tunnels area, and some other places. In most maps, Infantry and Vehicles have no problem climbing up these. In your map, they do.

Needs more Impse.

Add the Purchase Terminal in the GDI Infantry Barracks. Just disable the Barracks itself if you can.(IE, make the existing Barracks a custom building or something like that.) This way, people can only get a Soldier, Shotgun Trooper, Grenadier, and Engineer. Playing as just a Soldier is boring.

I know Dr. Petrova turns evil in the campaign(spoiler OMG), but why not just use one of the Scientist units instead?

Needs more bosses. Like Tiberium Raveshaw. Kekekee.

I almost forgot. If you jump through the black from Level 2 to Level 3, you end up having a "fell to their death" death. If you just walk, though, you're fine.

Oh, and I did forget... You need to fix those missing texture issues. The tunnel walls, floor, waterfalls, and other things are all missing(IE have the "Westwood Studios" logo where the texture should be.) And I know it's not just me. ;P

Finally, make the water in the tunnels splash when you walk through it instead of just act like a rock. And maybe add some depth to it. Not much...just enough to where your feet get wet.That's just my twelve cents. I dig the map overall, but it definately needs a little work before it's totally awesome.

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [Naamloos](#) on Sat, 21 Jan 2006 23:52:25 GMT

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I don't know what's up with this missing textures issue. On some pc's it works fine, on others it doesn't. I believe this would go beyond my power to fix.

The water is animated and your character can walk through it, not on top of it. I will be able to fix the missing splashes however.

Quote:I know Dr. Petrova turns evil in the campaign(spoiler OMG), but why not just use one of the Scientist units instead?

I don't believe I understand your question... I already used her un-mutated model as the first "boss". Does it show a different model on your pc?

More weapons? I was already planning to add those in later stages. It's simple, how harder the stage the bigger the rewards. Expect to see some... Special weapons.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Dr. Lithius](#) on Sun, 22 Jan 2006 01:40:18 GMT
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Well, the thing with Petrova was a pure and simple knit-pick. I was just saying, "With a name like OMG HAXX0R, it would make more sense if that boss character was a Scientist instead of Dr. Petrova, a geneticist." ^_^;; No, it shows up as Petrova on mine, heh.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Sun, 22 Jan 2006 15:58:26 GMT
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About that 'missing textures' issue. I think Cp1 has those textures included, while normal Renegade doesn't. We can check this by asking people to answer these questions in this topic:

Do you have missing textures? Yes/No
Do you have Core Patch 1? Yes/No

Yes, No.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [JeepRubi](#) on Sun, 22 Jan 2006 19:28:38 GMT
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No , yes

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [TD](#) on Tue, 24 Jan 2006 22:41:53 GMT

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Any progress on this project?

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [Dr. Lithius](#) on Tue, 24 Jan 2006 23:09:29 GMT

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Quote:Do you have missing textures? Yes

Do you have Core Patch 1? Yes

I manually installed Core Patch 1 seeing as RenGuard did not even try to. Oddly enough, I never had working Emoticons before I manually installed Core Patch 1 myself.(Despite the fact RenGuard used to install it for me.) But that's neither here nor there.

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [Kamuix](#) on Tue, 24 Jan 2006 23:22:35 GMT

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Quote:I manually installed Core Patch 1 seeing as RenGuard did not even try to. Oddly enough, I never had working Emoticons before I manually installed Core Patch 1 myself.(Despite the fact RenGuard used to install it for me.) But that's neither here nor there.

Everytime I tried to install CP with Renguard it always had said Failure to write code "Some weird number" The first time i installed it was the only time it had installed right for some reason.

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [Naamloos](#) on Tue, 24 Jan 2006 23:48:21 GMT

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TD wrote on Tue, 24 January 2006 23:41Any progress on this project?

I have been working on some Gmax stuff.

I can't exactly tell when I will have another version ready, but soon.

Subject: Re: C&C_Assault BETA 1.0 released.

Posted by [Naamloos](#) on Fri, 27 Jan 2006 19:32:03 GMT

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Here is a WIP screenshot of stage 5, the last stage I will be doing for beta 2.0.

<http://www.n00bstories.com/image.fetch.php?id=1404208321>

Still to be added are a background, ship(s), building(interior) and other objects... And textures ofcourse.

Edit: All that remains to be done is texturing. I will place objects such as crates and containers in LE probably, because it gives me a beter view on things.

<http://www.n00bstories.com/image.fetch.php?id=1305198790>

Edit2: It's mostly finished now:

<http://www.n00bstories.com/image.fetch.php?id=1271992983>

<http://www.n00bstories.com/image.fetch.php?id=1117187872>

Jump in the water means instant death. No, taking swimming leasons won't change that.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Sat, 28 Jan 2006 23:50:20 GMT
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Updated a few parts of the stage with objects to hide behind:

<http://www.n00bstories.com/image.fetch.php?id=1195783278>

<http://www.n00bstories.com/image.fetch.php?id=1176477119>

Any suggestions for what else I could add to it?

I decided I will be releasing this stage as a DM map aswell, it's large enough for it.

I have started on the LE stuff and the next version should be released soon...

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [JeepRubi](#) on Sun, 29 Jan 2006 00:38:48 GMT
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Hmm.....

Ok the only thing i see at the moment is that to floor texture is too repeditive, make it 2 - 5 times less.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Napalmic](#) on Sun, 29 Jan 2006 03:37:02 GMT
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Looks good, but you need to work on your texture scaling. Use 8x8 or 10x10. 20x20 is good if you're just testing.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [Naamloos](#) on Sat, 04 Feb 2006 00:35:22 GMT
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I haven't had much time to work on the project, more important stuff in my life atm.

I did find the time to update a few things and I'm on 75% of my to-do list.

Here are the things I planned for version 2.0 BETA.

Version 2.0 fixes/changes:

- Fixed missing texture problems (should be). ****
- Fixed AI pathfinding problems on stage 2. ***
- Added VIS to improve performance. **
- Added 2 new stages, total stages are now 5. ****
- Added new AI bot types. ****

* Different AI bots also have different names that should help to tell which does what, so you can plan your tactics beter. For example, the Nod Black Hand Watcher will have a beter sight and detection

range then other bots, he can "alert" other bots close to him of your presence a lot faster. AI bots with

unique names are "bosses" and you should wait for more team members to help you kill them.

- Added new crate bonuses. ****
- Added troop drop cinematics, aswell as other sneak attacks. ****
- Added overpowered bonuses at the start of the map for easy testing of this BETA only. ****
- Beter endgame. *
- Other small changes. ***

*/**** = How far I am with it. 1 * meaning not far up to 4 * means it's done.

I won't be able to tell when exactly the new version will be finished.

Edit: There will be no observer mode for Nod in this version.

Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [TD](#) on Sat, 04 Feb 2006 11:38:05 GMT
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Looking good, I hope you release it soon.
