Subject: Red Alert 2: Apocalypse Rising
Posted by Zion on Fri, 29 Dec 2006 23:34:43 GMT
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Hi,
I've come to inform you of the huge development update of Apocalypse Rising, THE Total Conversion mod for Renegade!

Our team members have been working hard over the holidays, and we've got some nice presents for you.

First up: The Apocalypse Tank

Model: Skierarc
Skin: Soviet_Deso

Next up is: The Allied War Factory (WIP)

Model: Sloth, Ric
Textures: Sloth

We've got some ingame shots too.

And finally: The Colt 45

Model: Ric
Skin: AxelSnog

Come visit our new home too, www.ar.cnc-source.com and our forums page here.

Thanks for your time and hope to see you around,

The Merovingian

Red Alert 2: Apocalypse Rising Team Member

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by nopol10 on Sat, 30 Dec 2006 01:23:55 GMT
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I love the War Factory, the problem is, will the whole of the WF be accessible? It seems very

huge.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Ryu on Sat, 30 Dec 2006 05:17:15 GMT
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Awsome!

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by [NE]Fobby[GEN] on Sat, 30 Dec 2006 06:25:00 GMT
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nopol10 wrote on Fri, 29 December 2006 20:23I love the War Factory, the problem is, will the whole of the WF be accessible? It seems very huge.

Oh trust me the WF is fine in size. I can still remember playing with that building back in my Renegade Revived mod days. Im glad AR is still using our assets.

Everything is looking great.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Canadacdn on Sat, 30 Dec 2006 07:32:42 GMT
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Lookin' good. What are the poly counts on those vehicles?

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by cfehunter on Sat, 30 Dec 2006 09:27:32 GMT
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ApocTank: Roughly 2800
V3: Under 2k but it's being redone by exdeath
Colt: 978 (i think)

Also i'm now posting a help request:

We need somebody to do primarily Unwraps and whetever else they want to do. The issue we have at the moment is that we have plenty of texture artists but in general only one unwrap is being textured at a time despite our ammount of texture artists. So anybody capable of unwrapping at any speed would greatly increase the rate of progression for us. In short, it's not essential but it'd speed the mod up by alot, probably lead to a release by mid 2007 and just be

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good allround

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Spice on Sun, 31 Dec 2006 00:44:45 GMT
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I can teach your 3D artists to make UVW maps like this:

http://img.photobucket.com/albums/v294/DeathAX/Xerrol_Nightstinger_UVW.jpg

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Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Zion on Sun, 31 Dec 2006 01:09:57 GMT
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Sure, drop by our forums and contact one of the lead members (CFEHunter or One Winged Angel).

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Zion on Sun, 31 Dec 2006 21:28:52 GMT
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Something not many people have the power to see, mainly because they can't be botherd to look, but there's a walkthrough of the power plant. You can download it here. Have fun.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by PlastoJoe on Sun, 31 Dec 2006 21:38:51 GMT
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Power Plant looks nice! I like the inside setup. Does that model have the MCT in it?

How does the V3 work...straight, like the V2 in APB, or does it arc?

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Chronojam on Sun, 31 Dec 2006 23:18:50 GMT
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Could've sworn A Path Beyond was THE total conversion mod for Renegade?

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Zion on Sun, 31 Dec 2006 23:30:09 GMT
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That's a matter of opinion.

I forgot the credits of that vid. The power plant internals were made by me, the externals were made by Sven and Ric, the PCTs, MCT, lights and camera animation was done by me.
The MCT's location is what the camera targets at, in the middle room, that one with loads of screens.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Chronojam on Sun, 31 Dec 2006 23:49:31 GMT
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I wasn't aware you were the only playable, released Renegade mod.

Forgive me for my oversight here. I was misled by your ModDB entry that says you're unreleased, 40% complete, internal alpha only, and "finished when it's finished."

Fuck, maybe Aircraftkiller *was* right. I'm off to go tell everybody playing that they're really not and it's all in their heads.

Edit: Let's not forget that your "opinion" was that Paradox was right to leak our source material to you and you found it "acceptable" and without fault; your opinion is currently suspect.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Ryu on Mon, 01 Jan 2007 00:15:55 GMT
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50 conversion mods for ren can be made, Non are "THE" offical one.

Unles EA said otherwise. (Joking)

Looking very good on AR, I love the WF! I would love to see a video of it's insides!!

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Zion on Mon, 01 Jan 2007 00:25:09 GMT
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Chronojam wrote on Sun, 31 December 2006 23:49I wasn't aware you were the only playable, released Renegade mod.

Forgive me for my oversight here. I was misled by your ModDB entry that says you're unreleased,

40% complete, internal alpha only, and "finished when it's finished."

Fuck, maybe Aircraftkiller *was* right. I'm off to go tell everybody playing that they're really not and it's all in their heads.

Edit: Let's not forget that your "opinion" was that Paradox was right to leak our source material to you and you found it "acceptable" and without fault; your opinion is currently suspect.

You need to calm down, i wasn't speaking the truth and i never said that we're the only released one. Many people said that Reborn is better than APB in different ways and just because they haven't released the mod yes doesn't mean that's true, you never know what the future may hold, you never know, Reborn may kick APBs ass once it's out.

And why are you bringing back up that old topic? Another one like that and i'll dig up the files and post them here! Maybe you can download them and try them and see how unusable they are.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Chronojam on Mon, 01 Jan 2007 00:29:14 GMT
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You're so unappreciative of her breach of loyalty. Anyways, back on topic now. How are you going to handle the Apoc against infantry-- let their rockets do damage, blast radius on the shells, or what? Also, are you going to use a modified version of kgbspy's veterancy scripts?

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Zion on Mon, 01 Jan 2007 00:39:43 GMT
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If you read the blogs (in a kind way) you would see that Danpaul has made veterancy scripts. And the Apoc tank is still in consideration about it's projectile and it's most likely going to have the same as the mammoth.

The V3's missle will arch to the target, and it currently has alot of splash damage which will need to be set down a little.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by OWA on Mon, 01 Jan 2007 16:11:53 GMT
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Merovingian wrote on Fri, 29 December 2006 23:34Hi,
I've come to inform you of the huge development update of Apocalypse Rising, THE Total Conversion mod for Renegade!

What you meant to say was Apocalypse Rising is THE RA2 Conversion for Renegade Just like

APB is THE RA Conversion for Renegade and Reborn is THE TS Conversion. Lets not start the 'my mod is better than yours' crap. We are all friends here.

When the Veterancy script is ready you can all try it out for yourselves when it goes public in scripts.dll. Also in RA2 the Apoc tank didnt damage infantry (the Rocketeer is the exception) with its missiles, only aircraft were subject to damage. This will probably mean that the Cannons will be doing all of the work against the enemy ground troops.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Zion on Mon, 01 Jan 2007 16:43:06 GMT
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one winged angel wrote on Mon, 01 January 2007 16:11Merovingian wrote on Fri, 29 December 2006 23:34Hi,
I've come to inform you of the huge development update of Apocalypse Rising, THE Total Conversion mod for Renegade!

What you meant to say was Apocalypse Rising is THE RA2 Conversion for Renegade Just like APB is THE RA Conversion for Renegade and Reborn is THE TS Conversion. Lets not start the 'my mod is better than yours' crap. We are all friends here.

That's what i meant

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Chronojam on Mon, 01 Jan 2007 21:48:59 GMT
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Should've just admitted the mistake instead of the quip about opinions and digging in deeper =P

So I'm gonna take it that regular cannons won't be effective against infantry, but the apocs will kill them really well. Will you be letting players shoot down V3 rockets and the like?

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by CarrierII on Mon, 01 Jan 2007 22:18:46 GMT
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My mod is so much better than yours! My Mod can walk right through that door, with a feeling so pure... it's got you screaming back for, Cool, in denial, we're the cool mod makers making tanks, tanks, tanks...

Anyway, roll on the release of this PLEASE!

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by OWA on Mon, 01 Jan 2007 23:53:26 GMT
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In answer to your question CJ, the Apoc Tank's cannons will be relatively effective against infantry, as they were in RA2. We are experimenting with shootable projectiles but our level edit guys seem to think that there is more to it than just creating another preset and that you have to replace the C4 for it to work. I'm not so sure about that and I am looking for an answer.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Fabian on Tue, 02 Jan 2007 00:38:26 GMT
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Merovingian wrote on Sun, 31 December 2006 19:25
Many people said that Reborn is better than APB in different ways and just because they haven't released the mod yes doesn't mean that's true, you never know what the future may hold, you never know, Reborn may kick APBs ass once it's out.

You know that some Reborn team members do APB work, and some APB members to Reborn work, right?

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Zion on Tue, 02 Jan 2007 01:56:01 GMT
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Yes, but as a team Reborn isn't released.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by [NE]Fobby[GEN] on Tue, 02 Jan 2007 07:13:49 GMT
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Chronojam wrote on Sun, 31 December 2006 19:29You're so unappreciative of her breach of loyalty. Anyways, back on topic now. How are you going to handle the Apoc against infantry-- let their rockets do damage, blast radius on the shells, or what? Also, are you going to use a modified version of kgbspy's veterancy scripts?

The rockets for the Apoc tank in Ra2 were SAMs, I dont remember them shooting at any ground units. The cannons however were really powerful, even against infantry, they took out GI's in two hits.

Will it be the same in Apoc Rising?

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by Zion on Tue, 02 Jan 2007 14:11:51 GMT
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It will be as true to the game as we can possibly get it.

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by PaRaDoX on Wed, 03 Jan 2007 05:50:09 GMT
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I must say that apoc tank looks better every time i see it

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by OWA on Wed, 03 Jan 2007 18:31:31 GMT
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Its not finished yet. Minor details are being added and its going to get a lot more interesting when we get it ingame

---

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by cfehunter on Sun, 07 Jan 2007 18:46:08 GMT
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in other news we're now going pretty fast, the terror drone has gone from being not unwrapped to being 1/2 textured in just one day and the system for it killing stuff is well under development.

Expect a playtest video of it ripping a tank to shreds in a blog near you!

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by OWA on Wed, 10 Jan 2007 17:46:38 GMT
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Blog

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by PaRaDoX on Thu, 11 Jan 2007 02:45:45 GMT
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one winged angel wrote on Wed, 03 January 2007 13:31Its not finished yet. Minor details are being added and its going to get a lot more interesting when we get it ingame

That's why! trying to fool me

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by OWA on Fri, 12 Jan 2007 23:45:49 GMT
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PaRaDoX wrote on Thu, 11 January 2007 02:45one winged angel wrote on Wed, 03 January 2007 13:31Its not finished yet. Minor details are being added and its going to get a lot more interesting when we get it ingame

That's why! trying to fool me
Yus. We fooled you there

Subject: Re: Red Alert 2: Apocalypse Rising
Posted by OWA on Tue, 16 Jan 2007 23:24:30 GMT
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Double post, but what the hell, heres a blog for the trouble.