Subject: Generals: First Hour
Posted by HORQWER on Mon, 18 Jun 2007 04:38:21 GMT
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hi guys
me and blackhand101 are making a mod called Generals: First Hour
it is like an Generals ZH but it is 3d/first person view and it is for renegade
so first we need a MCT so could some one have an idea of how it could be like
if u want ot join making this mod please do
cya
hope u will help

Subject: Re: Generals: First Hour
Posted by Sn1per74* on Mon, 18 Jun 2007 04:44:54 GMT
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Just do a normal MCT or a computer or something. Or maybe like a power cell or something.

Subject: Re: Generals: First Hour
Posted by nopol10 on Mon, 18 Jun 2007 05:15:44 GMT
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Isn't there a Generals mod by the name of Scud Storm out?

tada

Subject: Re: Generals: First Hour
Posted by Canadacdn on Mon, 18 Jun 2007 05:56:45 GMT
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I don't think that mod has had any work done on it in a long time.

Subject: Re: Generals: First Hour
Posted by nopol10 on Mon, 18 Jun 2007 08:50:02 GMT
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No, the creators cancelled it I think.

Subject: Re: Generals: First Hour
Posted by JeepRubi on Mon, 18 Jun 2007 11:16:35 GMT

If I were you, I would continue were they left off, or move to a different engine. Renegade is over 5 years old, and the engine is even older. There is no sense starting a mod from scratch for ren.

Subject: Re: Generals: First Hour
Posted by EvilWhiteDragon on Mon, 18 Jun 2007 11:42:31 GMT

Canadacdn wrote on Mon, 18 June 2007 07:56I don't think that mod has had any work done on it in a long time.
true, but it is very close to properly playable, so if someone could finish it

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Subject: Re: Generals: First Hour
Posted by HORQWER on Mon, 18 Jun 2007 13:15:48 GMT

no we are making another mod
all the units from ZH and u can get in side of the building and more.....
it is going to be better that scud storm

Subject: Re: Generals: First Hour
Posted by HORQWER on Mon, 18 Jun 2007 13:17:02 GMT

i have no idea of how can i do the MCT if u have some ideas put it here

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Subject: Re: Generals: First Hour
Posted by Cpo64 on Tue, 19 Jun 2007 00:09:34 GMT

Why have a master control terminal at all?

Why not be more creative? IE for a power plant, the "vulnerable" part of the building would be the power core. Barracks could be a weapons locker or something else. There is nothing that says it has to be a little blocky computer screen in random parts of the building.

Subject: Re: Generals: First Hour
Posted by [NE]Fobby[GEN] on Tue, 19 Jun 2007 00:29:18 GMT

Jeep Rubi wrote on Mon, 18 June 2007 07:16If I were you, I would continue were they left off, or move to a different engine. Renegade is over 5 years old, and the engine is even older. There is no sense starting a mod from scratch for ren.

Words of wisdom.

Subject: Re: Generals: First Hour
Posted by rm5248 on Tue, 19 Jun 2007 01:39:19 GMT
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nopol10 wrote on Mon, 18 June 2007 00:15Isn't there a Generals mod by the name of Scud Storm out?

tada

Didn't they just extract the files from Generals for use in Renegade? They both use w3d models.

Subject: Re: Generals: First Hour
Posted by HORQWER on Tue, 19 Jun 2007 20:26:47 GMT
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we dont have premmision to do that