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Subject: SCUD Storm patch 21.8.08

Posted by [cnc95fan](#) on Wed, 23 Jul 2008 16:46:45 GMT

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Here is a list of fixes and updates to go into the first SCUD Storm patch.. Anti-Generals attitude is not welcome, so please spare us of it. I am undertaking this project with Zack because I believe this once revolutionary mod should be finished and left.

Quote:

On the 21st of August the SCUD Storm patch will go live.

The patch will feature many bug fixes and balancing.

Base:

Gattling 50% damage reduction and 25% reduced range.

Patriot missiles damage reduction by 50% and 25% reduced range.

All defences rate of fire decreased.

Building health increased 100% overall, except for Gattling and Patriot base defences, which will be reduced by 30%.

Rapair bay health decrease.

Infantry:

Red Guard rate of fire increased by 50% with 5 shells per clip.

Ranger bullet clip size decrease.

Pathfinder speed increased.

Pathfinder bullets per clip size increased.

Tank hunter and missile defender's explosive power decreased.

All generals given more purpose.. C4's most likley.

All generals weapons decreased in power.

Vehicles:

Overlord Tank, Nuke cannon, Nuke overlord tank all given a damage reduction.

Humm-Vee, Aurora bomber, Paladin Tank, Raptor and Mig all given a damage reduction.

Misc.

Flags can be used more than once.

Supply truck and chinook dump size greatly decreased to their native generals limits.

Some weird tree fixes, stopping you from entering them.

Possibly some server-sided mods.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 16:51:42 GMT

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Awesome!

Please open a server, it is so boring to play alone .

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [cnc95fan](#) on Wed, 23 Jul 2008 16:52:49 GMT  
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Obviosuly \*server sided modifications\* .....

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [mr£Ä\\$Ä-z](#) on Wed, 23 Jul 2008 18:02:54 GMT  
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new textues...

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [cnc95fan](#) on Wed, 23 Jul 2008 18:05:31 GMT  
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How many patches have released new textures? Texturers are hard to get these days.

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [mr£Ä\\$Ä-z](#) on Wed, 23 Jul 2008 22:33:03 GMT  
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Making textures is hard or adding them to a object?

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 22:40:04 GMT  
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madrackz wrote on Wed, 23 July 2008 18:33Making textures is hard or adding them to a object?  
\*Making\*

---

Subject: Re: SCUD Storm patch 21.8.08  
Posted by [cnc95fan](#) on Thu, 24 Jul 2008 08:04:01 GMT  
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Hard. Try it before you question it.

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [danpaul88](#) on Thu, 24 Jul 2008 10:50:03 GMT

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This topic is funny, it looks like cnc95fan is talking to himself because the only other respondents are spammers who I have on my ignore list

Any new models for the patch, or is it purely gameplay changes?

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [HeavyX101- Left](#) on Thu, 24 Jul 2008 15:08:48 GMT  
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danpaul88 wrote on this signatureThe following people have been deemed to post excessive amounts of spam and have therefore been added to my ignore list;  
Rocko, renalpha, Madrockz, HeavyX101

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [mr£ÄŞÄ-z](#) on Thu, 24 Jul 2008 15:51:54 GMT  
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soo, hello gaypaul88

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [cnc95fan](#) on Thu, 24 Jul 2008 16:04:20 GMT  
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madrackz wrote on Thu, 24 July 2008 10:51soo, hello gaypaul88  
Aha, almost funny. No, you do something for the Ren community..  
Yeah, just gameplay changes dan, though who knows what the future has in store (you can always check the intern forums)

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [HeavyX101- Left](#) on Thu, 24 Jul 2008 16:16:24 GMT  
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madrackz wrote on Thu, 24 July 2008 11:51soo, hello gaypaul88

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Subject: Re: SCUD Storm patch 21.8.08

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Posted by [cnc95fan](#) on Thu, 24 Jul 2008 16:22:33 GMT

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HeavyX101 wrote on Thu, 24 July 2008 11:16madrackz wrote on Thu, 24 July 2008 11:51soo, hello gaypaul88

Well seeing as Danpaul88 is on the team I suppose you are already banned before it even goes live! How you make a cock up of everything

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [HeavyX101- Left](#) on Thu, 24 Jul 2008 16:25:04 GMT

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cnc95fan wrote on Thu, 24 July 2008 12:22HeavyX101 wrote on Thu, 24 July 2008 11:16madrackz wrote on Thu, 24 July 2008 11:51soo, hello gaypaul88

Well seeing as Danpaul88 is on the team I suppose you are already banned before it even goes live! How you make a cock up of everything

I'm not making fun of you, but can you tell that in another way. I kinda didnt understand the way you talk, maybe you should ge learn some good english.

---

---

Subject: Re: SCUD Storm patch 21.8.08

Posted by [cnc95fan](#) on Thu, 24 Jul 2008 16:32:53 GMT

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Yes, I should GE and learn some good English.

Quote:I kinda didnt understand the way you talk, maybe you should ge learn some good english.

1) It is "didn't", not didnt.

2)go, not ge.

3)You don't learn "some" English, you learn more English.

4)Kinda isn't even a word.

5)It is English, not english.

6)Get your smelly bullshit out of my thread and allow intelligent replies.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [HeavyX101- Left](#) on Thu, 24 Jul 2008 16:41:48 GMT

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cnc95fan wrote on Thu, 24 July 2008 12:32Yes, I should GE and learn some good English.

Quote:I kinda didnt understand the way you talk, maybe you should ge learn some good english.

1) It is "didn't", not didnt.

2)go, not ge.

3)You don't learn "some" English, you learn more English.

4)Kinda isn't even a word.

---

5)It is English, not english.

6)Get your smelly bullshit out of my thread and allow intelligent replies.

It is ok for me. I dont care if i dont know good english because i'm using english already for 2 years.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [cnc95fan](#) on Thu, 24 Jul 2008 16:43:36 GMT

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I'm sure you said it was 3 years a few weeks ago...

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [HeavyX101- Left](#) on Thu, 24 Jul 2008 16:58:26 GMT

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cnc95fan wrote on Thu, 24 July 2008 12:43I'm sure you said it was 3 years a few weeks ago... I didnt know english when i ame here. I learned the main thing i needed to know for a year and so, then i started talking.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [GEORGE ZIMMER](#) on Fri, 25 Jul 2008 08:13:36 GMT

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To anyone who has HORQWER/HeavyX101 blocked: He's saying cnc95fan's English is bad. And he's saying it in bad grammar.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [HeavyX101- Left](#) on Fri, 25 Jul 2008 16:49:02 GMT

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Cabal8616 wrote on Fri, 25 July 2008 04:13To anyone who has HORQWER/HeavyX101 blocked: He's saying cnc95fan's English is bad. And he's saying it in bad grammar. I know that your trying to be funny, but i have to say that you failed on this one.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [u6795](#) on Fri, 25 Jul 2008 17:05:20 GMT

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HeavyX101 wrote on Fri, 25 July 2008 12:49Cabal8616 wrote on Fri, 25 July 2008 04:13To anyone who has HORQWER/HeavyX101 blocked: He's saying cnc95fan's English is bad. And

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he's saying it in bad grammar.

I know that your trying to be funny, but i have to say that you failed on this one.

He's correct, though.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [Xpert](#) on Fri, 25 Jul 2008 19:30:11 GMT

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cnc95fan wrote on Thu, 24 July 2008 12:32Yes, I should GE and learn some good English.

Quote:I kinda didnt understand the way you talk, maybe you should ge learn some good english.

1) It is "didn't", not didnt.

2)go, not ge.

3)You don't learn "some" English, you learn more English.

4)Kinda isn't even a word.

5)It is English, not english.

6)Get your smelly bullshit out of my thread and allow intelligent replies.

Lmfao, that's awesome. Nice shot lol.

Good job on the patching though.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [mr£Ä\\$Ä·z](#) on Fri, 25 Jul 2008 20:14:49 GMT

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fuck these fucking '\*\*\*\*\*'s

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [HeavyX101- Left](#) on Fri, 25 Jul 2008 22:08:51 GMT

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madrackz wrote on Fri, 25 July 2008 16:14fuck these fucking assholes

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [Dreganius](#) on Sat, 26 Jul 2008 10:20:22 GMT

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cnc95fan wrote on Thu, 24 July 2008 04:05How many patches have released new textures?

Texturers are hard to get these days.

---

Re-texturing isn't that hard. Hell, I do it all the time.

It's texturing a new object that is, because you've got to get it so it wraps just right.

---

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [cnc95fan](#) on Sat, 26 Jul 2008 10:49:43 GMT  
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No, I meant getting texturers into mod teams is pretty difficult.. They seem so rare.

---

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [mr£Ä§Ä-z](#) on Sat, 26 Jul 2008 11:28:29 GMT  
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not assholes, i mean just these `

like didn't <-- fuck this

---

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [HeavyX101- Left](#) on Sat, 26 Jul 2008 15:51:44 GMT  
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madrackz wrote on Sat, 26 July 2008 07:28not assholes, i mean just these `

like didn't <-- fuck this  
Oh, sorry

---

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [mr£Ä§Ä-z](#) on Sat, 26 Jul 2008 20:06:54 GMT  
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Thats no problemm dude

---

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Subject: Re: SCUD Storm patch 21.8.08  
Posted by [cnc95fan](#) on Sat, 26 Jul 2008 22:02:53 GMT  
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Stop spamming in my bloody topic or I shall ruin every topic you make.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [HeavyX101- Left](#) on Sun, 27 Jul 2008 00:15:18 GMT

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cnc95fan wrote on Sat, 26 July 2008 18:02 Stop spamming in my bloody topic or I shall ruin every topic you make.

/me stops.

---

Subject: Re: SCUD Storm patch 21.8.08

Posted by [Reaver11](#) on Sun, 27 Jul 2008 10:22:54 GMT

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tbh it arent only the textures. If you look at the models they are low on polygrons.

I know grahpics arent everything and that the gameplay is the most important but I think you should spend more time working on the models (adding real treads to vehicle, not the generals thingy's)

The maps I have played where good mayby a little bit empty but they are good.

If you add more depth to the textures (less plain) and increase the polygrom count on buildings vehicles etc then I think you will get more quality.

And mayby you should host a testserver so you can gametest it.

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Subject: Re: SCUD Storm patch 21.8.08

Posted by [cnc95fan](#) on Sun, 27 Jul 2008 12:46:39 GMT

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Eye candy is in the next proper release. This is just a patch to fix up the current one until we feel it is suitable to play - or just about anyway.

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