
Subject: Public beta for Silent Dawn
Posted by [Titan1x77](#) on Thu, 05 Jun 2003 04:40:37 GMT
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CnC silent_dawn

Map is here

<http://www.pussycatcams.com/dawnbeta.zip>

and the server is on Gamespy...Renbattle beta maps

Subject: Public beta for Silent Dawn
Posted by [Titan1x77](#) on Thu, 05 Jun 2003 07:33:35 GMT
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I didnt think anything of it...but alot of people arent trusting the host of the map....Alternat Link will be up soon....

EDIT EDIT

This is a new beta from before....Should be finalized version.

Post any Bugs/errors here.

Subject: Public beta for Silent Dawn
Posted by [Ferhago](#) on Thu, 05 Jun 2003 14:38:28 GMT
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Of course we arent trusting it.

Pussycatcams? Sound like porn

Subject: Public beta for Silent Dawn
Posted by [General Havoc](#) on Thu, 05 Jun 2003 16:09:21 GMT
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It probably is. Just that the host hosts map pack for Ren Battle and other people. It is one fast server though, I got 64k/s when I downloaded. I would trust the download as it has been fine before for downloading he Renbattle map pack, nothing to worry about.

_General Havoc

Subject: Public beta for Silent Dawn
Posted by [Titan1x77](#) on Thu, 05 Jun 2003 16:18:56 GMT
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General Havoc probably is. Just that the host hosts map pack for Ren Battle and other people. It is one fast server though, I got 64k/s when I downloaded. I would trust the download as it has been fine before for downloading the Renbattle map pack, nothing to worry about.

_General Havoc

How did you like the map?

Subject: Public beta for Silent Dawn
Posted by [Titan1x77](#) on Sat, 07 Jun 2003 17:10:34 GMT
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new beta is up and server is updated with the new map

Subject: Public beta for Silent Dawn
Posted by [General Havoc](#) on Sat, 07 Jun 2003 17:39:40 GMT
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Yeah the map is pretty cool. Hope I can find a big server to play it on. I like the airstrip and the silos on the map. Should be fun to play on a big server. As this is beta there are a few things I noticed that are below.

You used my bunkers which looks good in the map. There was a small problem in the earlier version of my bunkers that I corrected about 2 months ago, so if you downloaded them recently of the ModX they should be fine. If not just download the newer ones and replace the W3D's. It was just a slight Npatch error if you had an ATI card. You can get them here.

The cargo plane goes through the hand of Nod at the moment, although not a major bug you could have it fly in from a different direction or something.

Finally in the tunnels there are some soles near the edges that can be fixed using weld I would have thought, not a major problem, just that you can see outside through them.

Good work so far on the beta release

_General Havoc

Subject: Public beta for Silent Dawn
Posted by [Titan1x77](#) on Sun, 08 Jun 2003 08:01:21 GMT
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:oops: (I'll make sure to Credit you for the bunkers....i even made the mistake of giving SGT. may the credit for them.Thank god you mentioned this..I'll make sure i double check everything for the final release including who i credit.... can i weld to meshes that are allready textured as seperate elments so i can easily detach them afterwards?

Subject: Public beta for Silent Dawn
Posted by [JRPereira](#) on Sun, 08 Jun 2003 08:36:17 GMT
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just get the xyz for one vertex and set it as the xyz for another -- works great for seperate objects, where weld isn't a great option

Subject: Public beta for Silent Dawn
Posted by [Titan1x77](#) on Sun, 08 Jun 2003 09:57:23 GMT
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Thanks JRP

Final version is ready for release....I'll be uploading to renmaps

It will be posted up there shortly
