
Subject: C&C_Dusk Skirmish!

Posted by [Genocide](#) on Mon, 10 Nov 2003 02:27:42 GMT

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After recently releasing C&C_Dusk which u can still download here :

http://www.sdjl.biz/dlcount.php?id=gen0cide&url=http://www.renfiles.com/cnc_dusk.zip

Now to elaborate on skirmish!, this map if u download will replace your multiplayer practice experience to the C&C Dusk Experience, to which will have an intro cinematics movie, then greatly controlled AI , and to add some feel to what im saying here are some sexy screenshots, enjoy fellow soldiers!

The Download Follows Later On Tonight!

Subject: C&C_Dusk Skirmish!

Posted by [zeratul2400](#) on Mon, 10 Nov 2003 09:49:35 GMT

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GENOCIDE YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU
CREATE DUSK FLAYING FUCK YOU BIG JAKAS YOUR MAPS IS BAD YOU WANT I WRUGHT
THIS THE MAPS IS BAD HEY IS ONE YEAR YOUR PROMESS A WARPATM MOD WERKING
BUT IT NO WORK AND DONT JUST GENOCIDE I TELL IT ALL REPLYER IN THIS FORUM I
DESLIKE YOU.

Subject: C&C_Dusk Skirmish!

Posted by [spreegem](#) on Mon, 10 Nov 2003 15:41:57 GMT

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Looks good

Subject: C&C_Dusk Skirmish!

Posted by [Genocide](#) on Mon, 10 Nov 2003 15:59:52 GMT

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lol

Subject: C&C_Dusk Skirmish!
Posted by [Matt2405](#) on Mon, 10 Nov 2003 16:21:26 GMT
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One question,
Were can we get the bloody thing! that link you gave us sent me to ren station or something, but i want it.....It looks good.

Subject: C&C_Dusk Skirmish!
Posted by [Genocide](#) on Mon, 10 Nov 2003 19:30:30 GMT
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Well as of now were still working on the Cinematic video

Subject: C&C_Dusk Skirmish!
Posted by [maytridy](#) on Mon, 10 Nov 2003 19:38:07 GMT
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Quote:GENOCIDE YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU CREATE DUSK FLAYING FUCK YOU BIG JAKAS YOUR MAPS IS BAD YOU WANT I WRUGHT THIS THE MAPS IS BAD HEY IS ONE YEAR YOUR PROMESS A WARPATM MOD WERKING BUT IT NO WORK AND DONT JUST GENOCIDE I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

lol

Yes, quite sexy, Geno.

Subject: C&C_Dusk Skirmish!
Posted by [kawolsky](#) on Mon, 10 Nov 2003 19:46:44 GMT
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zeratul2400GENOCIDE YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU CREATE DUSK FLAYING FUCK YOU BIG JAKAS YOUR MAPS IS BAD YOU WANT I WRUGHT THIS THE MAPS IS BAD HEY IS ONE YEAR YOUR PROMESS A WARPATM MOD WERKING BUT IT NO WORK AND DONT JUST GENOCIDE I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

are you gonna say this every time some one makes a map?

Subject: C&C_Dusk Skirmish!

Posted by [Havoc 89](#) on Mon, 10 Nov 2003 23:45:48 GMT

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holy shit... damn man... that looks nice. cant wait to play that. i hope the bots are stupid.

Subject: C&C_Dusk Skirmish!

Posted by [kopaka649](#) on Tue, 11 Nov 2003 00:34:35 GMT

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zeratul2400GENOCIDE YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU CREATE DUSK FLAYING FUCK YOU BIG JAKAS YOUR MAPS IS BAD YOU WANT I WRUGHT THIS THE MAPS IS BAD HEY IS ONE YEAR YOUR PROMESS A WARPETH MOD WERKING BUT IT NO WORK AND DONT JUST GENOCIDE I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

lol

Subject: C&C_Dusk Skirmish!

Posted by [Spike](#) on Tue, 11 Nov 2003 01:52:04 GMT

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Havoc 89holy shit... damn man... that looks nice. cant wait to play that. i hope the bots are stupid.

I hope the ai are smart

Subject: C&C_Dusk Skirmish!

Posted by [Spike](#) on Tue, 11 Nov 2003 01:59:20 GMT

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The main reason for the delay of this map is figuring out the cinematics, but in the meantime im still looking for ways to improve the map - i saw a few comments last time that there wasnt enough weapons and things like that. I'll work on any good suggestions as long as i get them .

~ Spike

Subject: C&C_Dusk Skirmish!

Posted by [PsycoArmy](#) on Tue, 11 Nov 2003 11:00:08 GMT

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zeratul2400 i havent seen you do anything, And im still waiting for the link to download... lalalala

Subject: C&C_Dusk Skirmish!

Posted by [gendres](#) on Tue, 11 Nov 2003 12:32:29 GMT

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any update on this yet?

Subject: he he

Posted by [Lynqoid](#) on Tue, 11 Nov 2003 12:51:03 GMT

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Nice map, are there going to be any migs

Subject: C&C_Dusk Skirmish!

Posted by [Genocide](#) on Tue, 11 Nov 2003 13:53:46 GMT

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We're currently working on the intro movie as we are having serious problems with the camera animation, if anyone knows how to animate the camera in cinematic please help.

Geno

Subject: C&C_Dusk Skirmish!

Posted by [Matt2405](#) on Tue, 11 Nov 2003 16:00:54 GMT

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Are you talking about the camera going in the sort of flat screen, like at the start of the scorpion hunters? If yes I know how to do the camera that way.

Subject: C&C_Dusk Skirmish!

Posted by [Genocide](#) on Tue, 11 Nov 2003 16:36:14 GMT

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yea!

Subject: C&C_Dusk Skirmish!

Posted by [Matt2405](#) on Tue, 11 Nov 2003 17:10:39 GMT

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```
-0 Enable_Letterbox, 1, 1
-0 Control_Camera, 0
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-10 Set_Screen_Fade_Opacity, 0, 0
-760 Set_Screen_Fade_Opacity, 0, 2
-800 Set_Screen_Fade_Opacity, 0, 0
-800 Control_Camera, -1
-800 Enable_Letterbox, 0, 1
```

This is only how you make it go in wide screen.

Thats in cinematic, i think, also there is a tutorial on cinematics on <http://www.renhelp.co.uk>

If you want to know more, study more and play around with scripts, get some of them from there.

Subject: C&C_Dusk Skirmish!

Posted by [Genocide](#) on Tue, 11 Nov 2003 17:16:14 GMT

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We already know that, we need the camera to move like in scorpion hunters!

Subject: C&C_Dusk Skirmish!

Posted by [Matt2405](#) on Wed, 12 Nov 2003 14:47:33 GMT

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ok then, the next bit is even easier to figure out.

I will send you an email about how to do it, u can email me if you want.

Subject: C&C_Dusk Skirmish!

Posted by [Matt2405](#) on Sat, 15 Nov 2003 09:57:11 GMT

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If it still is not finished, is there a beta we can have a go at?

If yes can I have it please?

Subject: C&C_Dusk Skirmish!

Posted by [gendres](#) on Sat, 15 Nov 2003 10:20:37 GMT

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bump

Subject: C&C_Dusk Skirmish!

Posted by [Cept](#) on Sat, 15 Nov 2003 17:55:35 GMT

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hey geno cant wait till ya release it cus id like to have some more skirmish maps

Subject: C&C_Dusk Skirmish!

Posted by [Spike](#) on Sat, 15 Nov 2003 21:45:58 GMT

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Matt2405If it still is not finished, is there a beta we can have a go at?
If yes can I have it please?

Iv been doing alot of other stuff so i havent gotten much farther, im hoping to be done between monday and wednesday if I keep working on it, I might not finish - i usually dont.

Ception they geno cant wait till ya release it cus id like to have some more skirmish maps

Just to let you know im the one thats making it even though genocide has posted the topic for me

Subject: C&C_Dusk Skirmish!

Posted by [Spike](#) on Sat, 15 Nov 2003 23:15:50 GMT

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Two questions -

1. Should I add bunkers on the seabed.
2. Should I add GDI and Nod Pt's?

(No replys to this and I'm just going to do both.)

Subject: C&C_Dusk Skirmish!

Posted by [Matt2405](#) on Sun, 16 Nov 2003 15:43:25 GMT

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I reckon you should do both. Makes it more fun

Subject: C&C_Dusk Skirmish!

Posted by [gendres](#) on Sun, 16 Nov 2003 15:49:39 GMT

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one or two bunkers would be ok, PT's i'm not so sure about them but if you do add them in, remove all Proxy C4

Subject: C&C_Dusk Skirmish!

Posted by [Spike](#) on Sun, 16 Nov 2003 18:11:42 GMT

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Better or worse?

Subject: C&C_Dusk Skirmish!

Posted by [Ceht](#) on Mon, 17 Nov 2003 22:15:11 GMT

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Spike

Just to let you know im the one thats making it even though genocide has posted the topic for me

lol ok sorry then... but it doesnt change anything i still want it

Subject: C&C_Dusk Skirmish!

Posted by [gendres](#) on Tue, 18 Nov 2003 01:39:09 GMT

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Spike

Better or worse?

Looks good to me, maybe change a little the texture on the bunkers
