
Subject: More C&CR Sole Survivor Screenshots
Posted by [SomeRhino](#) on Sat, 17 Jan 2004 15:04:50 GMT
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Well, we're closing in on the public release of C&C Renegade: Sole Survivor 1.0 which is scheduled to be out in about a month. In the interest of drawing some attention to the mod, I've attached some screenshots.

More screenshots (some of them from earlier builds of the mod) can be here at [Dri Reign.\[/url\]](#)

Subject: More C&CR Sole Survivor Screenshots
Posted by [terminator 101](#) on Sat, 17 Jan 2004 15:27:01 GMT
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whoa, is it just me, or do some of the vehicles really look like toys?

Subject: More C&CR Sole Survivor Screenshots
Posted by [Try_lee](#) on Sat, 17 Jan 2004 15:31:30 GMT
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The lights on the tank... they look stupid without having and sort of effect on the terrain, unless it's just not visible as to how it effects it from that screen.

Subject: More C&CR Sole Survivor Screenshots
Posted by [gendres](#) on Sat, 17 Jan 2004 15:55:38 GMT
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really nice

Subject: More C&CR Sole Survivor Screenshots
Posted by [General Havoc](#) on Sat, 17 Jan 2004 16:22:47 GMT
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Try_leeThe lights on the tank... they look stupid without having and sort of effect on the terrain, unless it's just not visible as to how it effects it from that screen.

Renegade doesn't support dynamic lighting

Subject: More C&CR Sole Survivor Screenshots
Posted by [IRON FART](#) on Sat, 17 Jan 2004 17:57:58 GMT
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The second pic reminds me of super mario.

Whats the green thing at the back of the second pic?

Subject: More C&CR Sole Survivor Screenshots
Posted by [Deactivated](#) on Sat, 17 Jan 2004 18:54:28 GMT
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This mod still has the same graphic issues as before.

It feels like this mod suffers from the Toy Story-syndrome.

Subject: More C&CR Sole Survivor Screenshots
Posted by [Titan1x77](#) on Sat, 17 Jan 2004 19:05:20 GMT
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I really like the textures of the vehicles ...alot of you seem to want that "real look", I think this mod has a very unique look to it and I hope it remains this way.

The Sole Survivor Team is doing a great job...keep it up, Can't wait for the release.

Maps look nice (somerhino always puts out quality maps)...I havent had a chance to play this mod,is there an early beta from previous builds?

Subject: More C&CR Sole Survivor Screenshots
Posted by [Try_lee](#) on Sat, 17 Jan 2004 20:34:47 GMT
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General HavocTry_leeThe lights on the tank... they look stupid without having and sort of effect on the terrain, unless it's just not visible as to how it effects it from that screen.

Renegade doesn't support dynamic lighting

Well then, what's the point of the lights except for making the vehicles easier to spot by the enemy?

Subject: More C&CR Sole Survivor Screenshots
Posted by [OrcaPilot26](#) on Sun, 18 Jan 2004 01:59:28 GMT
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the fans in the power plant are dynamic lighting.

Subject: More C&CR Sole Survivor Screenshots
Posted by [Genocide](#) on Sun, 18 Jan 2004 02:15:10 GMT
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Ive made some improvements on the textures but i need to know if SR wants them or wants to keep with the sorta "cell-shaded" theme.

Talk to me...

Subject: More C&CR Sole Survivor Screenshots
Posted by [IRON FART](#) on Sun, 18 Jan 2004 02:29:41 GMT
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I think the "toy" problem can be solved if you make everything look more rugged and beat up.

Looks to clean and nice. Need some dirt, rocks, damage. Make it look mean.

Subject: More C&CR Sole Survivor Screenshots
Posted by [Sanada78](#) on Sun, 18 Jan 2004 04:54:59 GMT
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OrcaPilot26the fans in the power plant are dynamic lighting.

Actually, I think it's just a texture that has been cleverly positioned to give a dynamic lighting effect. If you look through all the textures from Westwood, you'll eventually find a silhouette texture of the ceiling fan.

You'll notice dynamic lighting in games such as UT2003 and Half-Life, but unfortunately not Renegade.

Subject: More C&CR Sole Survivor Screenshots

Posted by [Renx](#) on Sun, 18 Jan 2004 05:00:31 GMT

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wow, nice. The maps are excellent SomeRhino.

So are you guys skipping beta 3 and going right to the public release?

Subject: More C&CR Sole Survivor Screenshots

Posted by [Imdgr8one](#) on Sun, 18 Jan 2004 08:17:03 GMT

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So the new internal beta will arrive in my mailbox.....when?

Subject: More C&CR Sole Survivor Screenshots

Posted by [SomeRhino](#) on Sun, 18 Jan 2004 15:32:16 GMT

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There will be an internal beta released first, hopefully in less than 2 weeks, probably about one. Genocide, I never see you online anymore, so I haven't gotten a chance to talk with you. The light halos are just for looks, and you can toggle them off. We're working on the "toy syndrome" for the remainder of mod production, since everything else is ready to go.

Subject: More C&CR Sole Survivor Screenshots

Posted by [Alkaline](#) on Sun, 18 Jan 2004 18:36:20 GMT

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looks cool, for some reason reminds of super mario bros 2,.. the landscape with green and orange rock...

Anyway, somerhino are you going to fix conquest_island map? there are many glitches in it like air walking and nod gets an insane number of points when they hit gdi repair pad...

Subject: More C&CR Sole Survivor Screenshots

Posted by [spreegem](#) on Sun, 18 Jan 2004 19:11:52 GMT

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I think the mod looks good. I also think you should keep the lights on the vehicles only in dark levels because it seems more realistic that way.

Subject: More C&CR Sole Survivor Screenshots
Posted by [England](#) on Sun, 18 Jan 2004 23:13:17 GMT
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Good stuff Somerhino, i look forward to playing it

Subject: More C&CR Sole Survivor Screenshots
Posted by [General Havoc](#) on Sun, 18 Jan 2004 23:29:34 GMT
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Yeah looks great. With the scripts that have been written for it, it should make a great gameplay mode. I liked the harvester that was in the first screenshot release, even if it was sort of toy-like, it looked good.

Subject: More C&CR Sole Survivor Screenshots
Posted by [Genocide](#) on Tue, 20 Jan 2004 01:59:24 GMT
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Well , this is an old post of some updates i did:

<http://www.renegadeforums.com/viewtopic.php?t=8480>
