Subject: C&C_Ruins **V.3 Relased** !

Posted by Anonymous on Wed, 04 Sep 2002 16:54:00 GMT

I just got C&C_Ruins uploaded to RenegadeMods so you can now use the link in my signature to get to the download page! Its a fairly large zip file, 8.4MB and 16MB uncompressed. I tried to make it as small as possible, but the new textures I use in it eat up a lot of space. Have fun!---Here is the list of known problems:* The mesh around the GDI refinery is to low in the front* Both Con-Yard's damgage phases are not working yet, damage tiles show at full health* All Con-Yard PCT's animation is off, most show no health and power while others show half-health and power on* Mesh alignment is off on the nod side of the pyramid ---CreaditsMuch thanks to StoneRook and Bumpaneer for their Animation & Emitter tut. And StoneRook, Bumpaneer, Abjab, and AircraftKiller for the MCT's and the Setting up MCT's tut.THANK YOU---Things to come in V.2 of C&C_Ruins*working con-yard animations (this is a big maybe)*Mesh fixes*working PCT's*an underground tunnel conecting the two con-yrads and a cave *a new ruin on the pyramid side of the mountian that will connect to the cave and tunnels*Vis data to increase FPS*???? more? ---Triforce