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Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 03 Mar 2005 22:58:49 GMT

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So far we have the normal BF mode conquest which is yes king of the hill type. But Mephisto has been working on a building system, and he has almost cracked it. We're trying to fit that into a new mode, where you will be able to construct buildings. but really we were planning to do that in BF2 sence there is a commander mode in it, which would help a lot. I havnt tried it yet but I am told that the building system is working pretty well at the moment. The player will be able to go into the war factories and build units. But that is about all we have in the game type modes.

Some of the team members including myself wanted to goto source after the first release, but we havnt finalized the decision yet, so there may be a change to get there, but i really doubt it. It would be a lot easier to use the same code that we did in BFV and use it in BF2 with some modification for better gameplay expeirance, and just keep on adding stuff that we feel should be in.

But really the decision isnt final right now. But ill talk to mephisto and tell him that we could get help from Dead 6. We'll see what happends.

ADD: I just talked to him and he said that he really wants to get a release out first before he decided to move the mod once again.

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