
Subject: Dawn battle released... *updated with screen shots*

Posted by [Naamloos](#) on Fri, 13 May 2005 10:23:12 GMT

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Quote:Remove the Nod APC.

Don't make commando's able to shoot aircraft.

Make the Engineers C4 a little bit more powerful.

Replace the commando models with the "original" Havoc model. (I could make a GDI and a Nod version.

Add walls to the bases.

Also, when I have time, I could do some minor texture edits on the vehicle's and characters. You can also use one of my reticles if you like.

I will not remove the Nod APC because Nod had them in TD.

Aircraft are not added yet, however i did do some tests with the GDI orca on the field map and it still there in the extra's menu. And snipers will do minor damage to aircraft, it would make no sense if it didn't even get damaged 1 point from a bullet. Remember that commandos did do damage to vehicles in TD. They just couldn't hit aircraft, like most other units. The reason they will do now is an RTS to FPS balance thing.

I'll look into the engineers C4, 3 engineers should be able to take out 1 structure.

That model looks bad IMO but i can do it in a second.

I will be making real base layout's on maps that look a lot like in TD... And to understand what i mean beter take a look at renalert's maps.

Anyway, after thinking about re-texturing ("skinning") models i do think the chem warrior needs a new look... Not a big red head that no one ever misses.
