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Subject: NEW TS REVOLUTION MOD! (some pictures inside)

Posted by [JVP](#) on Thu, 06 Mar 2003 12:10:47 GMT

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Update:

quote from an e-mail Triforce sent me:

Quote:

I've been busy getting the buildings updated and ready for use and have almost got them done. Heres a list of changes made and to be made:

Changes made

- All buildings now call up their interior with aggergates
- Building animations now work the way they should
- Hand of Nod and Nod Advanced Power Plant have new interiors
- Nod Weapons Factory Added
- Nod Weapons Factory Works the same as GDI's
- Last Resort Map layout changed
- Interior of buildings are no longer blocked by ground mesh
- All new wire-frame style PCT icons for all buildings
- Obelisk PCT's no longer say "master control terminal"
- Obelisk MCT works
- New refinery's added
- New emmitters for refineries
- Map LastResort is in PKG forrmat now
- More maybe....

Changes to be made

- finnished refinery interiors
- basic Nod War Fac interior
- working HMRLS
- all aggergates work
- PCTS for nod buildings
- Map fixes
- And more I can't recall

This should let ya'll know where I stand at the moment, I would like to add all the cool things everyone else has made for the next round, but theres plenty of new stuff this time. Keep up all the great work!

Triforce

I have some pictures of the nod war factory which I might post later and I'll also post some pictures of the nod laser turret when I've finished it.[/quote]

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