
Subject: CnC Reborn Update : GDI Power Plant
Posted by [Renardin6](#) on Fri, 12 Aug 2005 12:15:44 GMT

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Provide power for the base structures and are critical to keep base defenses online. Destruction of your power plant not only disables your base defense, but it also doubles the cost you units and vehicles and cuts the rate of income in half.

Model by Exdeath7
Textures by Sloth
Rigged by DarkAngel

In-Game Renders:

3DS Renders:

http://moddb.com/images/cache/mods/63/631/gallery/water_2952_0.jpg
http://moddb.com/images/cache/mods/63/631/gallery/water_2952_1.jpg
http://moddb.com/images/cache/mods/63/631/gallery/water_2952_6.jpg
http://moddb.com/images/cache/mods/63/631/gallery/water_2952_2.jpg
http://moddb.com/images/cache/mods/63/631/gallery/water_2952_3.jpg
http://moddb.com/images/cache/mods/63/631/gallery/water_2952_5.jpg

Edit:

Brick size has already been fixed:

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [danpaul88](#) on Fri, 12 Aug 2005 13:11:04 GMT

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very nice, although the brick textures does not seem to fit with the mod, I would have thought for

more durable construction they would have used concrete or simply metal.

Also the model number or whatever on the main stack seems to be a bit out of place... but its not a big issue.

Overall I quite like it though

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [SuperFlyingEngi](#) on Fri, 12 Aug 2005 15:20:17 GMT
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Very nice, although I think doubling prices and cutting income in half might be a bit excessive.

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Dave Mason](#) on Fri, 12 Aug 2005 15:37:26 GMT
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Agreed, cut the income in half OR double costs.

The brick textures do look horrible yes.

The green is a bit too green, could it be given more of a faded look?

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Jaspah](#) on Fri, 12 Aug 2005 15:50:36 GMT
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Do the turbines spin like in Tiberan Sun?

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Renardin6](#) on Fri, 12 Aug 2005 16:30:48 GMT
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yeah

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Lijitsu](#) on Fri, 12 Aug 2005 23:20:00 GMT
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Better yet, just stick to the normal TS game, and cut Credit income in half, and disable the Obelisk

of Light, and the... Whatever the hell GDI's main base defense building is. Since the Nod Laser never shuts off unless you tell it to, it should always remain active. As for GDI's lack of buildings that always stay on, improvise. Give them a friggen Pill Box, like the one from Renegade Alert.

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Jaspah](#) on Sat, 13 Aug 2005 00:19:50 GMT
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Lijitsu wrote on Fri, 12 August 2005 19:20 Better yet, just stick to the normal TS game, and cut Credit income in half, and disable the Obelisk of Light, and the... Whatever the hell GDI's main base defense building is. Since the Nod Laser never shuts off unless you tell it to, it should always remain active. As for GDI's lack of buildings that always stay on, improvise. Give them a friggen Pill Box, like the one from Renegade Alert.

Umm, both the vulcan cannon and the RPG launcher stay on when the power is off...

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Jecht](#) on Sat, 13 Aug 2005 03:39:09 GMT
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brick texture needs work and the lettering on the smokestack needs to be less perfect. Other than that, I like.

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [YSLMuffins](#) on Sat, 13 Aug 2005 05:08:18 GMT
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Nifty. Two things I noticed were that in the last 3d studio render the tiling looks slanted in relation to the floor, and the exterior bricks need to have the outlines of the individual bricks to be more distinct. The model's great. I don't particularly fancy that olive-greenish color scheme, though. Why not make them yellower?

Edit: And I thought doubling prices and cutting income in half was the way it worked in Renegade. Isn't that referring to the fact that the refinery only supplies one credit per second when the power plant is destroyed?

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Lijitsu](#) on Sat, 13 Aug 2005 10:18:10 GMT
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j4S[p wrote on Fri, 12 August 2005 20:19] Lijitsu wrote on Fri, 12 August 2005 19:20 Better yet, just stick to the normal TS game, and cut Credit income in half, and disable the Obelisk of Light, and

the... Whatever the hell GDI's main base defense building is. Since the Nod Laser never shuts off unless you tell it to, it should always remain active. As for GDI's lack of buildings that always stay on, improvise. Give them a friggen Pill Box, like the one from Renegade Alert.

Umm, both the vulcan cannon and the RPG launcher stay on when the power is off...
Oh, it does? Excuse me, i havent played TS in a few years, and my memory is shot to hell. Well then, just have it like that. Dont double costs, since all the power being off in TS did, was making things take longer to build/train.

EDIT: Aswell as shutting things off, but it also cut your income quite a bit.

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [bandie63](#) on Sat, 13 Aug 2005 12:02:36 GMT
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It looks awesome, except for that ladder and the railing. It looks too "white" or whatever it is.

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Chronojam](#) on Sun, 14 Aug 2005 00:42:29 GMT
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The giant "GDI SHOOT THIS BUILDING" and green make it crap. It's greener than the very-very-early promo render that was put on the TS site back in what, late 1997 or something...

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Spice](#) on Sun, 14 Aug 2005 11:21:59 GMT
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YSLMuffins wrote on Sat, 13 August 2005 01:08Nifty. The model's great.

The only thing I needed to see. I'm happy now!

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [JeepRubi](#) on Mon, 15 Aug 2005 01:50:03 GMT
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well..... i think it looks good

cmon release sumthin i want to play reborn soooooooooo bad

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Renardin6](#) on Mon, 15 Aug 2005 13:21:28 GMT
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me too man.

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [reborn](#) on Tue, 16 Aug 2005 20:59:11 GMT
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This is awesome, I like it even more then the Hand of Nod update. The exterior and interior are both great, no infact they are both fantastic and I also can't wait to play the mod.

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Jecht](#) on Tue, 16 Aug 2005 22:24:42 GMT
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meh, I liked the HON better.

Subject: Re: CnC Reborn Update : GDI Power Plant
Posted by [Renegade](#) on Wed, 17 Aug 2005 10:12:18 GMT
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Amazing, simply amazing you guys never cease to amaze me.
