
Subject: current blackops progress

Posted by [Anonymous](#) on Thu, 14 Nov 2002 15:34:00 GMT

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so far we have 2 nearly completed buildings, 1 completed building. 1 nearly completed gun, and one completed vehiclebut i need to ask 2 questions:1. should the main defenses for the defense team be automated(if automated they will be less powerful)2. should the offense building be invincible so that defense is forced to be on defense only(defense may get more credits per kill)3. for the island map, should it be a early morning map or a night map???(it will most likely be night, but opinion is always good)i should be getting some screenies up soon

Subject: current blackops progress

Posted by [Anonymous](#) on Thu, 14 Nov 2002 15:36:00 GMT

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oh, and the basic terrain for the island is complete(after MANY different tries)

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Posted by [Anonymous](#) on Thu, 14 Nov 2002 16:29:00 GMT

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hm... Night, and give me a blacksuit instead of stealth, replace the SBH skin so they can just scoll your mouse over you, but can still shoot you...

Subject: current blackops progress

Posted by [Anonymous](#) on Thu, 14 Nov 2002 17:06:00 GMT

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im kinda confused about that blacksuit stuff

Subject: current blackops progress

Posted by [Anonymous](#) on Wed, 27 Nov 2002 17:00:00 GMT

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im going to have to start on my lvl ALL OVER AGAIN ... i made the heightfeild in commando and it had over 220k polys... so i scraped it... i finaly tested it (after i found out i had made it a pkg before deleting it) and it ran fine...

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Posted by [Anonymous](#) on Thu, 28 Nov 2002 21:25:00 GMT

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dont forget that we have 4 weapon models too (unless maimer didnt tell you). screenshots at <http://groups.msn.com/RUSSIANMODTEAM> look at the new screenshots to see some skins and weapon models that might be used.i think that you should make it a night map. maybe find a way to use nightvision for certain characters without scope? also a laser aiming device would be cool too (^_^) [November 29, 2002, 10:46: Message edited by: RAFboy]
