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

Posted by [JWP](#) on Sun, 02 Mar 2003 16:01:58 GMT

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Firstly I would like to introduce our new TS revolution mod, it will eventually be like reborn but with ALL TS units, weapons and structures. Please note that we have only been working on the mod for 2-3 weeks.

ok I managed to get pictures of some of the things we are working on (please note that these may not be the final models and we are aware of some glitches in the models):

some of the buildings made by triforce (old pictures of buildings-I don't have the new ones):

http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsrevpics/GDI_power_plant.jpg

http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsrevpics/GDI_ref.jpg

http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsrevpics/GDI_weap_fact.jpg

http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsrevpics/GDI_weap_fact1.jpg

<http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsrevpics/HON.jpg>

http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsrevpics/NOD_obelisk.jpg

http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsrevpics/NOD_power_plant.jpg

http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsrevpics/NOD_refinery.jpg

<http://www.home.no/tsrevolution/pictures/hover1.jpg>

some of the stuff that I've made (note they are untextured):

<http://www.gibnynex.gi/home/sailinggibraltar/gfx/bike3.jpg>

<http://www.gibnynex.gi/home/sailinggibraltar/gfx/helipad2.jpg>

http://www.gibnynex.gi/home/sailinggibraltar/gfx/silo_all_in_lvredit.jpg

<http://www.gibnynex.gi/home/sailinggibraltar/gfx/tsilo3.jpg>

some things that cebt has made:

<http://www.home.no/cebt/newgate.gif>

<http://www.home.no/tsrevolution/pictures/empcannon.gif> (doesn't have top yet)

http://www.home.no/tsrevolution/pictures/refinery_in_progress3.gif

<http://www.home.no/tsrevolution/pictures/wolverine5.gif>

and slayer...well he usually just skins stuff.

There are a lot of other things that have been made but I don't have pictures of them.

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

Posted by [Havoc 89](#) on Sun, 02 Mar 2003 16:22:03 GMT

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Kool!!!

Thats Mod is like 80% done already

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

Posted by [killakanz](#) on Sun, 02 Mar 2003 16:29:13 GMT

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very nice stuff.

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

Posted by [Cebt](#) on Sun, 02 Mar 2003 16:33:55 GMT

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thank you very much and i think i say that on the behalf of the whole team

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

Posted by [JWP](#) on Sun, 02 Mar 2003 16:40:58 GMT

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

Posted by [Imdgr8one](#) on Sun, 02 Mar 2003 17:05:53 GMT

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If you are looking for a qualified Beta tester, you know where to find me. (in the sig brotha).

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

Posted by [MoDMaNiA](#) on Sun, 02 Mar 2003 17:21:05 GMT

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Wow that looks really awesome! looks better than Reborn to me. Although you do need a site for it! and in my opinion I think refs should be lower to the ground. but awesome buildings and textures!

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Posted by [MoDMaNiA](#) on Sun, 02 Mar 2003 17:21:05 GMT

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Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [Griever92](#) on Sun, 02 Mar 2003 17:46:34 GMT
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nice, i've been wondering what JWP has been working on for the last little while, no i know!

Looks good

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [snipefrag](#) on Sun, 02 Mar 2003 17:52:18 GMT
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That looks wicked i would love to beta test that for you lot i am allready helping genocide with betas for warpath

Chett2001@hotmail.com
Snipefrag@yahoo.com
Chett2001@aol.com

PLEASE e mail to chett2001@hotmail.com its the one i check most often-

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [Cebt](#) on Sun, 02 Mar 2003 19:09:16 GMT
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if any one of you is interested to make a site your welcome to join the team but you have to be able to make a good site either usen html scripting or publisher (that will also make you a part of the team which guarantee you as a beta tester)

update

it would also be good if you knew how to make new pictures and backgrounds cus wed like to see some work you made before we take you

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [Imdgr8one](#) on Sun, 02 Mar 2003 19:15:08 GMT
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LoL, too bad I'm a newby @ HTML.

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [OrcaPilot26](#) on Sun, 02 Mar 2003 20:05:49 GMT
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Some of the stuff in TS just won't work with Renegade, like walking vehicles.

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

Posted by [JWP](#) on Sun, 02 Mar 2003 20:32:59 GMT

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I know but if they don't, we'll just make them a dummy vehicle/building

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

Posted by [Anubisz](#) on Sun, 02 Mar 2003 21:06:49 GMT

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try asking reborn for the walking part

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

Posted by [Sir Phoenixx](#) on Sun, 02 Mar 2003 23:25:56 GMT

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Get nuke: <http://www.phpnuke.org>, it's a great website engine, that's what I use for my site:
<http://www.planetcnc.com/phx>.

I picked a theme that was good and totally revamped it to make that one... (and integrated phpbbs is awesome)

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

Posted by [Renegaderuler](#) on Mon, 03 Mar 2003 07:28:49 GMT

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by da way da current website is at <http://www.geocities.com/tsrevolution2003> but planet Cnc won't host it cause it has already been done before with reborn but i woz just lookin through da reborn site wen i found it is 20% done

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

Posted by [Whitedragon](#) on Mon, 03 Mar 2003 09:11:08 GMT

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i see no point in starting another TS mod, we already have the very nice C&C Reborn

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

Posted by [Cebt](#) on Mon, 03 Mar 2003 10:20:10 GMT

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yes your right but we make this cus we like it and a TS mod is actually not THAT hard to make

and the walking vehicles CAN be done im allmoast done with the titan (thanks to havoc 89 for letting us use his model)

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

Posted by [Renegaderuler](#) on Mon, 03 Mar 2003 13:32:38 GMT

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but dis mod is different cause it dont have a sp side of it, and unlike reborn it is nearly finished.

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

Posted by [Cebt](#) on Mon, 03 Mar 2003 14:12:16 GMT

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acctually we will have singleplayer and just to make sure no one is misunderstanding then i am the leader of the mod

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

Posted by [MoDMaNiA](#) on Mon, 03 Mar 2003 23:59:01 GMT

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I might be able to help w/ a site if you give me somethin good to work with. but it'd be .shtml, i dont know php. i have 56k so I wouldn't be able to do much uploading of pictures or anything if you contact me I'll show ya some previous work and such

AIM: ModMaker3

MSN: go2_da_xtrm@hotmail.com

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

Posted by [CNCWarpath](#) on Wed, 05 Mar 2003 06:28:11 GMT

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Well, i was bored soo...how does this look :

Contact me on msn : minimalistixuk@msn.com or

Aim : cncgenocide

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [Renegaderuler](#) on Wed, 05 Mar 2003 07:44:01 GMT
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dat's a cool website only thing is u didnt put a "progress" section but still it a cool web site.
av u thought bout how u gonna put it on da web through geocities or ne thin like that?

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [Sir Phoenixx](#) on Wed, 05 Mar 2003 12:27:41 GMT
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Don't use geocities. Geocities is evil...

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [Cebt](#) on Wed, 05 Mar 2003 13:19:11 GMT
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yeah i know but we have found a guy who will provide us with unlimited space

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [CNCWarpath](#) on Wed, 05 Mar 2003 14:25:39 GMT
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Guys that tried to authorize me to add me to their buddy list, it failed because my buddy list was full so i deleted loads of contacts , please add me again : minimalistixuk@msn.com

also , that's just the layout i havent been given any idea of the content yet, also i will provide hosting if u want i have Unlimited MB and Bandwidth cncgen.ttnetwk.com/tsrevolution or something and then u can get a .tk ...up to you.

Subject: NEW TS REVOLUTION MOD! (some pictures inside)
Posted by [JWP](#) 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 emmiters 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]

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

Posted by [Griever92](#) on Fri, 07 Mar 2003 03:22:48 GMT

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Evil you say? lol.

Can't wait for the release

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

Posted by [Sk8rRIMuk](#) on Fri, 07 Mar 2003 10:11:57 GMT

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CNCWarpathGuys that tried to authorize me to add me to their buddy list, it failed because my buddy list was full so i deleted loads of contacts , please add me again : minimalistixuk@msn.com

also , thats just the layout i havent been given any idea of the content yet, also i will provide hosting if u want i have Unlimited MB and Bandwidth cncgen.ttnetwk.com/tsrevolution or something and then u can get a .tk ...up to you.

I didn't know there was a limit in the buddy list...

Nice site anyway my upcoming clan site uses a simlar inline frame design.

-Sk8rRIMuk

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

Posted by [JVP](#) on Fri, 07 Mar 2003 11:06:46 GMT

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Unfinished nod laser turret:

www.gibnynex.gi/home/sailinggibraltar/gfx/turret.jpg[/url]

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

Posted by [snipefrag](#) on Fri, 07 Mar 2003 12:55:59 GMT

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The limit is 150 and i have reached it and its really annoying, ahhh makes me feel so popular lol

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

Posted by [Deafwasp](#) on Fri, 07 Mar 2003 16:59:25 GMT

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why dont you just directly steal cnc reborns layout and ideas? At leas then you guys will be at the same level of quality.

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

Posted by [Cebt](#) on Fri, 07 Mar 2003 17:18:54 GMT

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cus we like to make our own stuff and were trying to get at reborns level using stuff we made

ourself

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

Posted by [Renegaderuler](#) on Fri, 07 Mar 2003 19:40:45 GMT

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quite right too if we use their layout we'd b promoteing them hehe but we can make it urseves

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

Posted by [Sir Phoenixx](#) on Sat, 08 Mar 2003 02:41:33 GMT

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Deafwaspwhy dont you just directly steal cnc reborns layout and ideas? At leas then you guys will be at the same level of quality.

Was that a real suggestion or sarcasm?

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

Posted by [JWP](#) on Sat, 08 Mar 2003 16:00:19 GMT

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ok I need some feedback on the nod turret model so I can improve it:

www.gibnynex.gi/home/sailinggibraltar/gfx/nod_turret1.jpg

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

Posted by [JWP](#) on Sat, 08 Mar 2003 17:03:52 GMT

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...

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

Posted by [Vy7a1](#) on Sat, 08 Mar 2003 18:57:41 GMT

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ummm well two things er 3,how big is it in proportion to the size of a character in-game? where will the head of it rotate at? and is it going to have better accuracy than the "NOD turrets?"

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

Posted by [JWP](#) on Sat, 08 Mar 2003 19:00:17 GMT

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a + b) haven't decided

c) yes because it is a laser weapon it will have a similar sort of accuracy to the obelisk.

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

Posted by [Wilost0rm](#) on Sat, 08 Mar 2003 19:30:30 GMT

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Hey Dude Drop me a line i have some new scripts i made that willl make them do serton things and i can help ya out! Wilost0rm is my name on yahoo or at AOL im me at Willoking

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

Posted by [Havoc 89](#) on Sat, 08 Mar 2003 19:37:26 GMT

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the size should be half or a little bit bigger that the wolverien

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

Posted by [JWP](#) on Sat, 08 Mar 2003 19:41:56 GMT

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only problem is...we haven't decided the size of the wolverine yet lol

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

Posted by [JWP](#) on Sat, 08 Mar 2003 19:44:51 GMT

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can I have any sort of feedback on the turret model...please?

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

Posted by [Wilost0rm](#) on Sat, 08 Mar 2003 19:44:55 GMT

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LOL well ya see i can give ya the what the size = like game size to editer size in the quordinets(cant spell that) what do ya say

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

Posted by [OrcaPilot26](#) on Sat, 08 Mar 2003 20:09:12 GMT

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what's the polycount of that turret model.

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

Posted by [JWP](#) on Sat, 08 Mar 2003 20:13:44 GMT

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at the moment 830 but that can probably be reduced

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

Posted by [Wilost0rm](#) on Sat, 08 Mar 2003 20:16:11 GMT

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DUDE i can help ya talk to me plz

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

Posted by [Sir Phoenixx](#) on Sat, 08 Mar 2003 20:19:51 GMT

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Wilost0rmDUDE i can help ya talk to me plz

Lol, someone needs a friend.

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

Posted by [Wilost0rm](#) on Sat, 08 Mar 2003 20:21:53 GMT

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LOL, no

Subject: TS REVOLUTION = RIPPOFF

Posted by [Pak](#) on Sat, 08 Mar 2003 22:49:02 GMT

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C&C Reborn/Tiberian Sun Mod Is So Much Better Its Been A Year Since They Started Last March. It Has So Much More Quality And Presentation.

I don't Like Ripoff Mods Such As The Laubei Red Alert Mod Witch Ripped Of The First RA Mod Called Renegade Alert/Red Alert Mod.

Subject: Re: TS REVOLUTION = RIPPOFF
Posted by [Griever92](#) on Sat, 08 Mar 2003 23:00:41 GMT
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PakC&C Reborn/Tiberian Sun Mod Is So Much Better Its Been A Year Since They Started Last March. It Has So Much More Quality And Presentation.

I don't Like Ripoff Mods Such As The Laubei Red Alert Mod Witch Ripped Of The First RA Mod Called Renegade Alert/Red Alert Mod.

if the mod is good quality, i'll play it, but if its crap like Zeratul's 100MB of pure sh!t, then i won't even bother downloading it.
