
Subject: Announcing new AOW Type!
Posted by [Spyder](#) on Tue, 09 Jan 2007 19:46:52 GMT
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I just made my server mod, and I'd like to call it:
TCUSniper Ultra Sick AOW!

It contains many things from Crazy AOW, but it's more advanced.
I have spawning beacons when they get disarmed.
Advanced weapon spawner types.
Weapon Add-Ons for a few unit types.
Armor upgrades for vehicles.
Super harvester explosions.
Stealth Black Hand kill explosions.
Harvester speed upgrade.
Infantry Speed upgrade.
Vehicle Speed Upgrade.

And much more! Wanna see it? Visit my server:
Hostname: tcuserver
Gamename: -TCU AOW+Unique Mods-

The server is a FDS Running on my pc, so it can be that you can't find it.

Subject: Re: Announcing new AOW Type!
Posted by [reborn](#) on Tue, 09 Jan 2007 19:53:30 GMT
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The infantry speed changes (whether positive or negative) will cause players to experience warping

The harvester speed change (unless very minor) will make it get stuck and glitch along it's way-path.

Subject: Re: Announcing new AOW Type!
Posted by [Spyder](#) on Tue, 09 Jan 2007 20:11:08 GMT
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Forget the vehicle speed change...Infantry speed is what I keep.
Harvester doesn't glitch and doesn't get stuck. I tested it for every map on my server, no glitching, no stuck.

Subject: Re: Announcing new AOW Type!

Posted by [reborn](#) on Tue, 09 Jan 2007 21:15:12 GMT

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darksnipa wrote on Tue, 09 January 2007 15:11 Forget the vehicle speed change... Infantry speed is what I keep.

Harvester doesn't glitch and doesn't get stuck. I tested it for every map on my server, no glitching, no stuck.

That's great about the harvester, normally it is hourglass that really screws it up, the way-path is fine for normal speed, but too much change and it tends to get fussy.

However, your players WILL experience unbearable warping with the character speed changes.

Not that I'm trying to flatten your efforts, or making out that I am "uber pro" (because I'm not). But your mod has been done before, and better... Try thinking of unique ideas, and find a better way to implement them other than objects.ddb mods. It will pay off in the end. =]

Subject: Re: Announcing new AOW Type!

Posted by [Spyder](#) on Tue, 09 Jan 2007 21:58:37 GMT

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It's not finished yet...

And the infantry speed is just from 2.000 to 3.000

I also changed the gravity scale a little.

Subject: Re: Announcing new AOW Type!

Posted by [Slave](#) on Thu, 11 Jan 2007 20:00:43 GMT

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aow: all out warp

Subject: Re: Announcing new AOW Type!

Posted by [klote2314](#) on Sat, 13 Jan 2007 17:55:08 GMT

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wow nice work but this aow is just like st0rmgaming crazy aow harvester dies like nuke ore ion explosion the suicide character also made by st0rmgaming before even though st0rm died and starting to rebuild nice work its just not "NEW" anymore

Subject: Re: Announcing new AOW Type!

Posted by [Spyder](#) on Tue, 30 Jan 2007 19:44:58 GMT

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st0rm died because they had illegal private servers for Lineage 2. They got hit by FBI.

Subject: Re: Announcing new AOW Type!

Posted by [RRkiller](#) on Wed, 31 Jan 2007 13:57:00 GMT

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that sucks Imfao
