Subject: Restarting Project SCUD-STORM
Posted by Spyder on Wed, 07 Mar 2007 08:54:15 GMT
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I tried the SCUD Storm mod, but I thought it was rather bad...We can do better guys!
I want to make a new mod based on the Scud storm mod. We are going to make new models for infantry, buildings, tanks etc. All be basic stuff. What I still need is:
- Infantry modeler
- Vehicle modeler
- Building modeler besides me, I'm already working out some buildings.
- Map maker
- Texturer/skinner
- Scripter
- Coder
- Programmer
- Texture artist to make some logos, backgrounds, team-logo's etc.
- People with great ideas.

I am currently making a website that will be online soon. I am also getting a moddb page for the mod.

The modname isn't sure yet, so I wanted to ask you for a great name.

I a few days I'll tell you what infantry, vehicles, buildings etc. still need to be modeled.

I am already making these buildings:
- USA Airstrip
- USA Command Center
- China Airstrip
- China Command Center
- China gattling cannons. (base defence)

Subject: Re: Restarting Project SCUD-STORM
Posted by EvilWhiteDragon on Wed, 07 Mar 2007 11:54:57 GMT
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Ermm, idk, but I think you would be better off just finishing scud storm then friggin remake everything.
Now you'll get another reborn

Subject: Re: Restarting Project SCUD-STORM
Posted by OWA on Wed, 07 Mar 2007 13:50:23 GMT
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Isn't there already a team for Scud Storm? I think it should just be fixed up so it works, then left

alone.

Subject: Re: Restarting Project SCUD-STORM
Posted by Zion on Wed, 07 Mar 2007 14:27:32 GMT
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Join the current team that's working on SCUD Storm. That's your best bet unless you want to spend 2 years on this?

I think Nameme99 is working on it in his spare time (which he has alot of because i hardly see any work from him for AR) so if you join him and his 'team' work will progress.

Subject: Re: Restarting Project SCUD-STORM
Posted by Spyder on Wed, 07 Mar 2007 14:39:20 GMT
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I just think it's better to remake all models, because the original generals files are made in very low poly. It's just not beautiful, so my idea was to renew the mod with high poly models. Also the scripts from scud storm aren't really working so that should be fixed too.

If Nameme99 is working on it, I would like to know who his 'teammates' are and if he already has a website/progress blog for it.

Subject: Re: Restarting Project SCUD-STORM
Posted by Zion on Wed, 07 Mar 2007 15:51:50 GMT
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It's the textures that are horrible, the mesh is actualy fine (apart from a few gaps/missing polys etc etc). SCUD Storm used the textures from generals and since they were ultimatally small they look pixelated when blown up. If anything replace all the textures.

Subject: Re: Restarting Project SCUD-STORM
Posted by Nameme99 on Wed, 07 Mar 2007 16:47:56 GMT
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darksnipa wrote on Wed, 07 March 2007 08:39I just think it's better to remake all models, because the original generals files are made in very low poly. It's just not beautiful, so my idea was to renew the mod with high poly models. Also the scripts from scud storm aren't really working so that should be fixed too.

If Nameme99 is working on it, I would like to know who his 'teammates' are and if he already has a website/progress blog for it.

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right now I am tryen to get the website moved, and yes I agree, the textures do stink and so do the models K(aswell as 90% of the bugs and gliches)

current;y the plan is this:
- make a patch that will fix the death bug
- fix gameplay issues
- fix units
- fix map gliches
- fix scripts
- make a FDS for SS

then the real fun begins, a total redo, every thing from scratch.
high poly models and high resolution textures.
thats the best way to do it IMO.

Right now the website is on Laeubi's website...

here is the Moddb page:
www.SCUDstorm.moddb.com

Subject: Re: Restarting Project SCUD-STORM
Posted by sharra on Wed, 07 Mar 2007 17:23:42 GMT
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you should make the defences rebuild a buildebl after a certin amount of time and try to give them parachuts

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Subject: Re: Restarting Project SCUD-STORM
Posted by Nameme99 on Wed, 07 Mar 2007 17:29:24 GMT
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why have them rebuild when you can buy a doser and rebuild them yourself?

Subject: Re: Restarting Project SCUD-STORM
Posted by EvilWhiteDragon on Wed, 07 Mar 2007 17:52:23 GMT
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StealthEye updated the scripts already (to version 2.9.2 of scripts.dll) and I think he fixed the dead bug too.
You can find it here:
http://www.black-intel.net/files/blackintel.scudstorm.scripts.en.zip

Subject: Re: Restarting Project SCUD-STORM
Posted by sharra on Wed, 07 Mar 2007 18:03:40 GMT
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Nameme99 wrote on Wed, 07 March 2007 11:29why have them rebuild when you can buy a doser and rebuild them yourself?
oh i didnt know about the dozer must have forgot havint played it in awayale

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Subject: Re: Restarting Project SCUD-STORM
Posted by Spyder on Wed, 07 Mar 2007 19:12:08 GMT
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I wanna apply as a building modeler!!!!! Please take me!
I can model the buildings, but I can't animate them...

Subject: Re: Restarting Project SCUD-STORM
Posted by crazfulla on Thu, 08 Mar 2007 23:27:55 GMT
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Currently I am on the task of modelling some terrain, but I have been busy with other concerns. Primarily atm I am working on fixing the n00bless newmaps server...it has no server rules atm and alot of maps are buggy so the rotation needs addressing...plus Im making a remake of QuickDraw...which I may include the terrain model in SS.

Subject: Re: Restarting Project SCUD-STORM
Posted by Spyder on Fri, 09 Mar 2007 07:43:12 GMT
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Great job! I'll keep concentrated on the Scud Storm buildings.