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Subject: CnC Assault 0.3 - build, command, conquer  
Posted by [GraYaSDF](#) on Sat, 28 Aug 2010 09:13:30 GMT  
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<http://www.moddb.com/mods/cc-assault>

Hi all. It is a modification, which make you a base commander. I'm not sure that you will have fun with mod, but there are interesting features yet. If Jonwill help me with that stuff, I will be very grateful.

Made by me Only Obelisk and AGT are from Sole Survivor mod, but I can make my own models, maybe, I'm lazy.

P.S.: Some not important things:

1. I have second build mod for usual multiplayer maps, but only with russian readme and its not for public. Old gameplay video again (I have newest version, so, I suck))) ) - <http://www.youtube.com/watch?v=ywDbfv1pmz8&feature=related>
2. In the future Renegade will be in space. There you can build orbital stations, battleships and conquer solar systems.

Thank you for comments. If you can record gameplay video, please, record it for me, I post your video.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [Tupolev TU-95 Bear](#) on Sat, 28 Aug 2010 10:48:14 GMT  
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This is excellent, considering you modelled some structures to make it like tiberian dawn!  
Downloaded.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [troopr02](#) on Sat, 28 Aug 2010 15:53:20 GMT  
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I think you should rename it to the WTFMOD lol..Looks kinda interesting (like the melee attack) but I have no clue whats the purpose/objective of this mod.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [Tunaman](#) on Sat, 28 Aug 2010 22:19:24 GMT  
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That's really cool.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [DarkOrbit](#) on Mon, 30 Aug 2010 04:56:04 GMT  
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probably one of the coolest mods i've seen.

Nice job!

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [Altzan](#) on Tue, 31 Aug 2010 04:59:12 GMT  
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Likes:

Building mechanic works pretty well  
Building functions are good  
Prices are accurate (a master list would help)  
Scripts and messages are great touch

Dislikes:

Walking distance between building peds and beacon pickup is too large  
Easy to get stuck and have to suicide  
No PP or Ref support (which would be difficult so I don't blame you for this)  
Only one test map

I like what I see, hopefully this won't be the last stage of development for the mod.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [Omar007](#) on Tue, 31 Aug 2010 08:28:43 GMT  
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Altzan wrote on Tue, 31 August 2010 06:59  
No PP or Ref support (which would be difficult so I don't blame you for this)

As it may be a bit harder, it's not impossible.

@GraYaSDF: I might be able to help you a bit with this. (though i wont do everything for you, as i have enough work to do on my own project)

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [GraYaSDF](#) on Tue, 31 Aug 2010 13:03:00 GMT

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I need a C++ help only. It is a only one way to make my modification better.

1. A script of collision. It must use a special box (as WorldBox or BoundingBox) or this script must have x,y,z scale coordinates for collision condition. If future structure in our wood box collide with terrain or any objects, then it will be deleted and beacon should appear, we automatically pick up it and place it somewhere again.
2. A script for bots, which can go around the "real objects": vehicles, soldiers, turrets and structures (yes, structures in my modification are "real objects" too, I took a turret preset for this).
3. A script for Power Plant. Each structure consumes some energy and Power Plants give this energy. If the quantity of consumed energy becomes higher than PP energy, then all buildings will be cut off.
4. A script for Refinery. We can harvest a tiberium in tiberium fields and unload it on Refinery.
5. A script for Repair Facility. If we are on Repair Facility, it repairs our car and, if we haven't enough money or car is repaired, it stops repairing. Unfortunately, I try to install two scripts for activation of Cinematic Attack, but it doesn't work.
6. And (if its possible) a script for commander. All players can be a commanders, if they are in Construction Yard or Communications Center. Commanders place nav points for team members in special screen with current map and organize team work.

Orca234 wrote on Tue, 31 August 2010 17:04  
Have you thought about putting AI bots in this?

Of course, yes, but in CnC Assault 0.2 I had many problems with bots, which dont want to go around the structures, and I have deleted them. And, unfortunately, I can't write an AI script for commander, because im a newbie in this direction.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [ArtyWh0re](#) on Tue, 31 Aug 2010 13:04:50 GMT  
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Phase-transport wrote on Sat, 28 August 2010 05:48 This is exellent, considering you modelled some structures to make it like tiberian dawn!  
Downloaded.

I agree. I love the actual foundation of this mod. It is a new game mode, Renegade with a construction yard that you use to build more buildings.

Have you thought about putting AI bots in this?

Constructive criticism:

-At the moment we have to buy from the purchase terminal and then go out side and then into the hanger.

There should be a tunnel/corridor in the construction yard between the purchase terminal room and the hanger.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [GraYaSDF](#) on Fri, 17 Sep 2010 02:43:57 GMT

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Hmmm, how about MCV and advanced melee attacks for all soldiers, do you want to see it in next version?

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [Altzan](#) on Fri, 17 Sep 2010 03:49:24 GMT

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GraYaSDF wrote on Thu, 16 September 2010 21:43Hmmm, how about MCV and advanced melee attacks for all soldiers, do you want to see it in next version?

MCV might be cool, depending on the map, really.

Actually, maps are what I'd like first, since the test one is just... flat. Good for trying it out, but not competitively.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [GraYaSDF](#) on Fri, 17 Sep 2010 13:14:27 GMT

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Altzan wrote on Fri, 17 September 2010 07:49

Actually, maps are what I'd like first, since the test one is just... flat.

Do you want a separate missions? No problem, but it takes me some time. Okay, in next version (before or after the New Year) I will make these features, thanks. But I really want to hear an opinion of Jonwill about this mod.

Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [Altzan](#) on Mon, 20 Sep 2010 05:05:44 GMT

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GraYaSDF wrote on Fri, 17 September 2010 08:14Altzan wrote on Fri, 17 September 2010 07:49

Actually, maps are what I'd like first, since the test one is just... flat.

Do you want a separate missions? No problem, but it takes me some time. Okay, in next version (before or after the New Year) I will make these features, thanks.

They wouldn't have to be terribly complex, though. For example, you could make simple low-polygon mountains in the general shape of C&C\_Field, without the tunnels and extras, and leave plenty of space for the structures.

Thanks for accepting my input, by the way.

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [Tupolev TU-95 Bear](#) on Mon, 20 Sep 2010 06:41:18 GMT

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Altzan wrote on Mon, 20 September 2010 06:05GraYaSDF wrote on Fri, 17 September 2010

08:14Altzan wrote on Fri, 17 September 2010 07:49

Actually, maps are what I'd like first, since the test one is just... flat.

Do you want a separate missions? No problem, but it takes me some time. Okay, in next version (before or after the New Year) I will make these features, thanks.

They wouldn't have to be terribly complex, though. For example, you could make simple low-polygon mountains in the general shape of C&C\_Field, without the tunnels and extras, and leave plenty of space for the structures.

Like seeing them mountains you find in red alert 95 aswell as Tiberian dawn? Nice. After all there should be a view Civilian structures with civilians running around like chicken.

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [GraYaSDF](#) on Mon, 20 Sep 2010 19:03:49 GMT

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Oh, sorry, I forgot my old experiment, so I post it here now:

It closed and you can't find it in 0.1. Not flat map, small place for existing structures and large low-poly terrain, as large as possible. Not exact copy of first mission and rocks, but it worked perfectly.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [Tupolev TU-95 Bear](#) on Mon, 20 Sep 2010 20:22:20 GMT  
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GraYaSDF wrote on Mon, 20 September 2010 20:03Oh, sorry, I forgot my old experiment, so I post it here now:

It closed and you can't find it in 0.1. Not flat map, small place for existing structures and large low-poly terrain, as large as possible. Not exact copy of first mission and rocks, but it worked perfectly.

Tiberian dawn GDI first level

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [TNaismith](#) on Tue, 21 Sep 2010 02:39:32 GMT  
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Those screenshots look pretty awesome, brings back memories of playing the first GDI mission -- and it's pretty sweet to see even part of that mission turned into Renegade-form. =D Any chance for a download/release -- even if it wasn't ever finished?

I would love to play it, even if it was just for a few minutes of good nostalgia.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [ArtyWh0re](#) on Tue, 21 Sep 2010 11:31:59 GMT  
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TNaismith wrote on Mon, 20 September 2010 21:39Those screenshots look pretty awesome, brings back memories of playing the first GDI mission -- and it's pretty sweet to see even part of that mission turned into Renegade-form. =D Any chance for a download/release -- even if it wasn't ever finished?

I would love to play it, even if it was just for a few minutes of good nostalgia.

Agreed, i would love to try this out aswell.

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [Altzan](#) on Tue, 21 Sep 2010 14:45:20 GMT

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Yes, that kind of map is exactly what I was suggesting, low-poly but functional

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [Tupolev TU-95 Bear](#) on Tue, 21 Sep 2010 14:52:15 GMT

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Can you add Act on instinct from Tib dawn 95?

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [GraYaSDF](#) on Tue, 21 Sep 2010 21:59:00 GMT

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TNaismith wrote on Tue, 21 September 2010 06:39 Those screenshots look pretty awesome, brings back memories of playing the first GDI mission -- and it's pretty sweet to see even part of that mission turned into Renegade-form.

Yep, funny moment is a porting of cnc maps into Renegade ^\_^

TNaismith wrote on Tue, 21 September 2010 06:39

Any chance for a download/release?

It closed, I mean, I have deleted all two test missions and it is not for public anyway.

Altzan wrote on Tue, 21 September 2010 18:45

Yes, that kind of map is exactly what I was suggesting, low-poly but functional.

Do you like low-poly terrain? Oh, poor guy... XD

Mi-28 Havoc wrote on Tue, 21 September 2010 18:52

Can you add Act on instinct from Tib dawn 95?

It is not solved question yet. Music depends on atmosphere of modification. I try to add RA2 soundtrack, that is much serious, but inappropriate to tiberium atmosphere. TD soundtrack is too old, at least it must be mixed with RA1 soundtrack. This closed mission on screenshots was with

my own music theme 'Catch Him', where I copy Frank Klepacki's style. Sometimes I add my music into Renegade mods.

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [Altzan](#) on Wed, 22 Sep 2010 02:40:58 GMT

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GraYaSDF wrote on Tue, 21 September 2010 16:59Altzan wrote on Tue, 21 September 2010 18:45

Yes, that kind of map is exactly what I was suggesting, low-poly but functional.

Do you like low-poly terrain? Oh, poor guy... XD

I meant for the purpose of this mod only. I do indeed like high-detail maps in general.

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [GraYaSDF](#) on Sat, 16 Oct 2010 15:30:52 GMT

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I have uploaded some videos from the next version 0.4 on Moddb page and Youtube ncru channel.

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [GraYaSDF](#) on Thu, 09 Dec 2010 22:35:29 GMT

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C&C Renegade Assault is now online! We need players to test it.

C&C Renegade Assault page

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Subject: Re: CnC Assault 0.3 - build, command, conquer

Posted by [Altzan](#) on Fri, 10 Dec 2010 01:32:49 GMT

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RR isn't listing it - I'll check later I guess

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [GraYaSDF](#) on Fri, 10 Dec 2010 11:26:30 GMT  
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Then try Ren IP, Log Name Joiner or another program to join.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [Altzan](#) on Fri, 10 Dec 2010 15:36:28 GMT  
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GraYaSDF wrote on Fri, 10 December 2010 05:26 Then try Ren IP, Log Name Joiner or another program to join.

Did, couldn't connect.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [GraYaSDF](#) on Fri, 10 Dec 2010 18:48:26 GMT  
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Join, now it works, I checked it out. Server isn't stable yet.  
New address, because my friend has a dynamic IP - 109.184.201.102:4848  
I wrote it on main page on moddb.

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [Generalcamo](#) on Sun, 12 Dec 2010 16:42:28 GMT  
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TD Music, Old? Your complaining about the oldness of the music?

Renegade X made remixes for both renegade and TD music, maybe you could use THESE?

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Subject: Re: CnC Assault 0.3 - build, command, conquer  
Posted by [GraYaSDF](#) on Tue, 11 Jan 2011 16:10:58 GMT  
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Online play closed. Wait for the next version 0.4.

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