
Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Mon, 04 Mar 2002 13:13:00 GMT

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alright alright...i got a couple Q's...#1---For the NOD and GDI Light Infantry...your going to make it like the pics right???...cuz the light infantry for both look SWEET as crap...if u need pics of what i am talking about i will get them..but i'm sure all know what infantry i am talking about#2---Also...for the Cyborg Commando and Ghost Stalker...will the blasts be like the 1000 guys on Renegade?...cuz if its any weaker or stronger i'd be *** or too powerful[b]#3---i know someone already asked..but are u going to do the full Orca series?Orca FighterOrca BomberCarryall[b]#4---Last Q..will u be making any new units? just going by the regular ones would be cool..but some NEW units would be pretty nice too ya know?..like maybe a new air vehicle for NOD or something..i just think it would add more touch to get some new units in there..ok well i guess this is pretty long so i'm going to shutup now..thankx for your time guys

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Mon, 04 Mar 2002 16:49:00 GMT

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there are a few of them (ts mods), it's tiberian sun, and they haven't really started much yet since we don't have the tools yet

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Mon, 04 Mar 2002 16:52:00 GMT

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yea but some guy already hasTitanGDI Power PlantHover MRLSTick TankKodiak(DEPLOYED)and i thought that was the only one..o well..still i want to know! lol

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Mon, 04 Mar 2002 20:42:00 GMT

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just to clarify... cuz i'm a nitpicker... it's Tiberian Sun... not Tiberium Sun

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Mon, 04 Mar 2002 21:51:00 GMT

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What are the Mod Teams and their sites?

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Mon, 04 Mar 2002 23:46:00 GMT

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well, i know of <http://shiners.havocide.com> dunno if the other one has a website he, yeah i said something about um instead of an too

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Tue, 05 Mar 2002 06:16:00 GMT

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@Spartan, i think you mean the ts models which i 've posted here ?hmm some answers to your questions :@3:we are making he whole orca series:Orca FighterOrca Bomberand the CarryAllthe Orca Bomber is in work at the moment@4 : i think so(also some new buildings)@1 : we will make the light infantry like the ones in the movies....to the campaigns :we make a new story (after or befor TS) ...first we will make a Nod Campaign , and maybe sometimes later we will release a GDI Campaign too

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Wed, 06 Mar 2002 00:48:00 GMT

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yea!...man i can't wait to see the light infantry for NOD and GDI

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Wed, 06 Mar 2002 04:30:00 GMT

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quote:Originally posted by CG Vendetta:What are the Mod Teams and their sites?Statik Vision Mod team, site not officially open yet due to no content at the moment www.statikvision.com Forums - www.statikvision.com/forums

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Wed, 06 Mar 2002 04:33:00 GMT

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Now to answer the questions...1 - How else would we make em? 2 - They will do the appropriate amount of damage. We will test it over and over to make sure it's balanced.3 - The ones SV mod team is making:FighterBomberCarry-allTroop Transport4 - We will also be making a Firestorm mod, though I'm not sure if we'll combine the two into one mod right away...

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Wed, 06 Mar 2002 12:13:00 GMT

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So are the GDI light infantry still going to be stealing (takes deep breath) M41A-10mm-Caseless-Pulse-Rifles-with-underslung-30mm-pump-action-Grenade-Launcher from the 'Aliens' Colonial Marines? Or you guys going to make your own up?

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Wed, 06 Mar 2002 13:13:00 GMT

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Heh, if you were smart you'd get them into the Tiberium and heal before you made them die.

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Wed, 06 Mar 2002 14:54:00 GMT

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i'm not a newbie lol...they all had full health

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Thu, 07 Mar 2002 00:40:00 GMT

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personally i think a firestorm mod would be a waste of time <=O\...i didn't like it cuz i usually play as NOD..and when i have 30 cyborg Reapers...i went to attack and all their stupid ****ing rockets hit each other and they all died in 5 seconds!@!!!! they are *** **s!!!..lol...it wasn't a pretty site =O(

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Fri, 08 Mar 2002 20:50:00 GMT

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Reapers are very strong to the cost of accuracy. Only an idiot would mass and send them as a large pack. Split em up and attack from multiple direction, or send groups one by one, alternating once the attacking group takes too much damage. When they blow up they leave quite of tiberium, so use that to heal at least 1-2 other Reaps.Hard to use, but great power.

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 11:40:00 GMT

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These mods are going to be sweet!! can't wait to fly the Orca series. Just one question: how big are the maps going to be, considering there will be Orca bombers and carry-alls? Keep up the good work. -Drtbkr147

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 16:04:00 GMT

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Dude, I was thinking about making a Tiberian Sun Mod too. But do you realize that Titans would have to be huge? And, Maybe you guys should re-model the buildings too. I also wouldn't mind being a bet tester for the mod also. [March 09, 2002: Message edited by: xXSoul_SlayerXx]

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 17:56:00 GMT

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titans are not particularly big. Look at them in game: 1.5x time a wolverine, same in the cut scenes.

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 18:03:00 GMT

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They're still pretty big though. If you look at them in game, they're huge compared to infantry.

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 18:11:00 GMT

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They are big, but I wouldn't say very big. Just like the mammoth, they would give a shock the first time you saw them in action. What I'd like is to see the MMk2 attacking a base. But more importantly, if it would be possible to have more than 2 persons having control of the weapons (Driver, Dual Rail Guns, Dual Machine Guns, Dual Rocket Launcher).

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 18:17:00 GMT

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I personally think it'd wreck the gameplay.

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 18:21:00 GMT

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Cons:-Horribly sluggish-Poor turning rate-Vulnerable from the sides & behind That alone means all the other vehicles can get behind and pummel it, staying as the MMk2 turns. And Nod got the Cybord Commando

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 19:15:00 GMT

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1. will normal cyborgs and the commando heal in Tiberian? 2. Banshee? 3. How will tick tank/artillery work?

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sat, 09 Mar 2002 20:15:00 GMT

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Check their website, they got a list of the units.

<http://shiners.havocide.com/index.php?page=modinfo>

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sun, 10 Mar 2002 08:07:00 GMT

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I myself was toying with a TS mod 2 things u cant do tho are subterranean units which is a good thing and the tick deploy would probably be impossible to do considering the limitations of the Engine and gameplay reasons. Still i might do some models soon. Just a few things to consider. also infantry there isnt enough infantry types to fill all the positions and limiting it would be a waste so creative thinking is in order.

Subject: Tiberium Sun Mod Question(guys who are making this PLZ read)

Posted by [Anonymous](#) on Sun, 10 Mar 2002 09:35:00 GMT

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secondery fire to deploy
