Subject: [mod]C&C Modern Combat (multiplayer)
Posted by Urimas on Thu, 18 Oct 2007 19:45:28 GMT
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Ok its here the first multiplayer map in my Modern Combat mod
each team has the same guns bet each team has different vechs here is the link to the file and
some screens

YOU MAY HOST THIS FILE ON OTHER SITES BUT PLEASE ADD MY NAME TO IT (Urimas
Ebonheart)

Mod file --->http://www.fileden.com/files/2007/5/25/1111692/cncmoderncombatmultiplayer.zip

Vechiles

http://img150.imageshack.us/img150/2264/vechsdb3.png
Turrets (both teams get them)

http://img145.imageshack.us/img145/8273/turretsqa5.png

I'll be looking for servers running this mod

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Urimas on Thu, 18 Oct 2007 22:19:14 GMT
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i'll host a server if i can the game will be called
C&C Modern Combat mod

host name is Simon1066 (my ingame name)

Subject: Re: C&C Modern Combat (multiplayer)
Posted by u6795 on Thu, 18 Oct 2007 22:42:07 GMT
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Is Urimas your real name?

Also, AWESOME.

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Urimas on Fri, 19 Oct 2007 00:43:21 GMT
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no my real name is simon but i like to call myself Urimas Ebonheart (im a RPG nut)

Subject: Re: C&C Modern Combat (multiplayer)
Posted by IronWarrior on Fri, 19 Oct 2007 02:23:37 GMT
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Awesome, them AA Guns look alot of fun.

Be on http://www.game-maps.net/ soon.

Subject: Re: C&C Modern Combat (multiplayer)
Posted by IronWarrior on Fri, 19 Oct 2007 03:25:15 GMT
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Added to Game-Maps.NET now.

File located: Game-Maps.NET

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Dreganius on Fri, 19 Oct 2007 05:27:59 GMT
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Holy Mojo!!! Urimas, if you made that Hind D a skin for the normal Apache i would marry it.

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Veyrdite on Fri, 19 Oct 2007 06:23:14 GMT
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In first person move to the front of the stealth bomber and face into it. What do you see inside?

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Urimas on Fri, 19 Oct 2007 14:39:16 GMT
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yeah its easyer to rig a jet if you just add the new model to the odd (after shrinking it) thats how i get it done so fast

---

Subject: Re: C&C Modern Combat (multiplayer)
Posted by The Elite Officer on Fri, 19 Oct 2007 16:11:28 GMT
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IronWarrior wrote on Thu, 18 October 2007 23:25Added to Game-Maps.NET now.

File located: Game-Maps.NET

They have everything C&C imagienable on that site!

Subject: Re: C&C Modern Combat (multiplayer)
Posted by IronWarrior on Fri, 19 Oct 2007 18:25:19 GMT
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The Elite Officer wrote on Fri, 19 October 2007 11:11IronWarrior wrote on Thu, 18 October 2007 23:25Added to Game-Maps.NET now.

File located: Game-Maps.NET

They have everything C&C imagienable on that site!

Yeah, almost, we got alot of skins and other stuff in the server, just waiting to be linked up, but it's alot of work as am the only admin who is active.

Latey, I've been updating all the old files and replacing them with new updated copys, also updating it with new skins, but one man can only do so much per day.

Thinking of hiring maybe one or two new staff members to help out.

Subject: Re: C&C Modern Combat (multiplayer)
Posted by sadukar09 on Fri, 19 Oct 2007 19:29:28 GMT
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Dreganius wrote on Fri, 19 October 2007 00:27Holy Mojo!!! Urimas, if you made that Hind D a skin for the normal Apache i would marry it.
It's a Mi-28 Havoc. Sorry to ruining your new baby
And Urimas, the rotors on the Apache, and the Helicopter with 2 HUGE missiles don't rotate on their axis

---

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Urimas on Fri, 19 Oct 2007 22:51:37 GMT
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Well I never was good at rotors besides there a minor flaw.
Any servers up using this mod? my router prevents others joining mine

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Subject: Re: C&C Modern Combat (multiplayer)
Posted by Muad Dib15 on Sat, 20 Oct 2007 03:41:22 GMT
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YEAH 750KB/s download rate.

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Muad Dib15 on Sat, 20 Oct 2007 22:19:50 GMT
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Very good mod, but needs some huge improvements.

1. I lag like crazy. like 5 -9 FPS, fix that
2. Limited ammo = gay on vehicles, since there is no way to refill
3. some of the weapons on your back need correcting, they are stuck in fire mode
4. Bigger map, or slow down F -16 and MIGs
5. Only Harriers can fly backward and hover
6. you don't have to hold down W to make the planes stay up in the air in the mod
7. CHANGE THE FREAKING HUMMER CHASSIS!!11! I thought when I first saw the Sierra, "Oh cool, a GMC off roader that doesn't have the gay hummer chassis." I get up close to it, and what do I see, THE FREAKING GAY HUMMER CHASSIS!"
8. rotors are weird while flying
9. need different sounds for the jets, tanks and cars
10. wheels don't work on tanks and SAM trucks
11. turret too slow on the MRLS
12. stealth bomber needs to be MUCH slower
13. truck bed looks weird
14. Make vehicles buyable like, nod airdrop for non flyable stuff, and planes fly in and turn around in the hanger, and helicopters have a helipad
15. hummer too flat looking
16. can't have a nod soldier if you have a US soldier
17. Different looking people. Don't have one person just be able have all the weapons. So Demo expert has cameo or is stealth, soldier regular cameo, sniper has sniper like cameoflage, like rags and nets and leaves for the forest in the map, rocket soldiers have protection in case rocket explodes and so on
18. there is a rocket in the rocket launcher when no ammo is left
19. repair gun needs unlimited ammo
20. more buildings
21. better textures

despite all this, I like it very much

Subject: Re: C&C Modern Combat (multiplayer)
Posted by sadukar09 on Sat, 20 Oct 2007 23:06:24 GMT
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1. Can you share your machines specs?
2. Yes, its REALLY gay, unless then engineer is going to get an ammo refiller, I say have an ammo refill point. (e.g. The aircraft hangers)
3. Yea it does stuck there SOMETIMES, only when you first join I think.
4. Bigger maps are win ^_^
5. Yes, but he can't change other plane's physic without Source code. (&#^%#%@ EA)
6. It's the physics, VTOL ftl.
7. What??? I like it :/
8. I reported that, Urimas said he sucks with rotors
9. Yep. WE NEED MORE SOUNDS!
10. He's probably going to change it after. (Like version 1.0?)
11. I think he's trying to be realistic, but a bit faster is good.
12. Meh, I didn't fly the F-117 much, but I think the bombs kinda suck :/ Maybe dual missiles would work.
13. Not really lol.
14. Good idea, (I think Cargo planes can't carry MBT's or is it Chinooks...)
15. Kinda true.
16. Terrorists? :V (Change it to maybe Soviet or Chinese soldiers.)
17. Yeah, I'd like to see a Medic ^_^ (You can base your model on Half Life marines)
18. Well it's hard to change without source code (unless he'd god with weapon models...which he's so close)
19. In real life your wrench won't last forever right? :/ But I think the per ammo-repair ratio should go up a bit.
20. WE NEED MORE!
21. For a 1 man mod, give him a break. He will probably do it a bit later.

Subject: Re: C&C Modern Combat (multiplayer)
Posted by HORQWER on Sun, 21 Oct 2007 02:03:42 GMT
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i could help with texturing!

Subject: Re: C&C Modern Combat (multiplayer)
Posted by IronWarrior on Sun, 21 Oct 2007 09:02:40 GMT
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I'll think you guys are asking too much, this just a simple mod, not Reborn or APB.

Subject: Re: C&C Modern Combat (multiplayer)
Posted by sadukar09 on Sun, 21 Oct 2007 12:24:23 GMT
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Quote:21. For a 1 man mod, give him a break. He will probably do it a bit later.

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Urimas on Sun, 21 Oct 2007 14:21:57 GMT
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yes i am but 1 man (who is realy only good at animating weapons) the rest was first time trys xD

Subject: Re: C&C Modern Combat (multiplayer)
Posted by LeminLyme on Sun, 21 Oct 2007 22:13:36 GMT
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These are really awesome Is it possible to rip the snipers from the .pkg so that can use it as a
modelled skin on the rest of ren? Also your mod is awesome   Not really interested in people tlakin
bout advantage skins, i'm not good enough to shoot guns through the wall unless a person stands
there for like 10 seconds, in which case they deserve it But yah... Replace your sniper model with
rammy, possible?

Subject: Re: C&C Modern Combat (multiplayer)
Posted by Urimas on Mon, 22 Oct 2007 13:03:20 GMT
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yes but then renguard wont work (unless it gets aproved)