Subject: C&C_Tropical *wip*
Posted by zunnie on Thu, 22 Mar 2012 01:22:46 GMT
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Test Version is online, you can download it here: http://www.zunnie.net/renegade/tropical/ (get the latest zip file there)
Test it on our server nickname on xwis is a0000000w
IP: 188.138.84.233:7000

Based on a map i made for TCW
The Carrier is from CNC3 and fixed up for use in TCW/Renegade by Mauler.

The map will have one or two turrets and guard towers maybe.
It will not have an AGT or Obelisk.
On the Carrier in center will spawn two Cannons you can enter and attack
the enemy base with.
I'm still pondering if i should make this Carrier targettable and
ability to destroy it after which the Cannons will stop spawning *maybe*....
Or some other stuff i am thinking of is making the Carrier capturable,
and when captured the onboard cannons will attack the enemy base/units. Not sure yet.

WIP Screenshots:

Subject: Re: C&C_Tropical *wip*
Posted by zunnie on Thu, 22 Mar 2012 03:59:45 GMT
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Test it on our server nickname on xwis is a0000000w
IP: 188.138.84.233:7000

Subject: Re: C&C_Tropical *wip*
Posted by zunnie on Thu, 22 Mar 2012 04:44:54 GMT
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Ingame shots

Subject: Re: C&C_Tropical *wip*
Posted by sla.ro(master) on Thu, 22 Mar 2012 07:22:32 GMT
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you should learn how to make water better..

learn here

play with settings.

Subject: Re: C&C_Tropical *wip*
Posted by zunnie on Thu, 22 Mar 2012 13:41:46 GMT
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The water looks fine when you're closer to the surface..

Subject: Re: C&C_Tropical *wip*
Posted by zunnie on Thu, 22 Mar 2012 14:28:28 GMT
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You can now 'control/own' the Cruiser.
When you repair the Control Point on the Deck the Cruiser will
become your team's and create 4 Orca's or Apache's.

When the Control Point is destroyed by enemy the Vehicles are blown up again (unless someone
is inside them).

When the Cruiser itself is destroyed the Control Point will return to Neutral and you can no longer
capture it then.

Video: http://www.youtube.com/watch?v=uBgBrX1N2dY