
Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 03 Mar 2005 04:05:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys. I just thought you guys like to know the team over at Tiberian Aftermath have been working really hard lately and have loads of stuff to show you. We posted a portion of what we have in store over at the site.

Tiberian Aftermath is a total conversion modification for Battlefield: Vietnam. There will be two type of versions that we have thought about. The first version is supposed to be about Tiberian Sun, and Firestorm. You will be able to pilot every vehicle from both games except the Cabal guardian unit. I am not sure what it is called, but you know what im talking about. At the moment we've got a whole lot of stuff working ingame. Our coder Mephisto, has been doing an amazing job at coding everything so it feels just right when you get into a unit and start blowing stuff up. You will also be able to chose from a varity of different classes, each with their own unique weapons. Such as the GDI Gaurdian who carries a railgun. The second version, atm we decided it will take place a small while after FS, It will include some new units, but they are classified atm, but that is about all we've discussed about that version because we really are concentrating on the task at hand. The whole team has been doing an amazing job with an update almost every single day. If this keeps up it wont be long till your blowing up everyone else.

We are getting really close to the beta test, and we're positive the testers will be glued to their monitors for a while. We are hoping that it will be some time end of this march. That is if the team keeps on completing projects at the rate at which they are doing right now.

You can check out the latest update that we've just posted. Which includes the completed Mammoth Mark II, The GDI component towers and their upgrades, and the GDI frag grenade (not the same as the grenade disk). For Nod we have, a Finished Tick tank which btw does not deploy for we have limits. The Nod missile silo is next. It has a man operated cluster missile and also a man operated chemical missile. Than we've got the Nod frag grenade, and finally we have the Nod Helipad. Again, this is just a very small portion of what we have been doing for almost 2 months.

MephistoSorry for the lack of updates lately, but I have been very busy with real life, and havent had a chance to update the site, however, we have been very busy, and have a huge back log of stuff to show off. I wont even be posting it all today, so expect to see a couple more updates over the next few days.

We are also in need of a few experianced 2d texture artists that also have experiance in unwrapping models. Any help is appreciated.

You can visit our site by clicking [here](#)

And you can also check out our forums, and ask any questions you may have regarding the mod.

Stay tuned for more update.

Havoc 89

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [Vitaminous](#) on Thu, 03 Mar 2005 04:07:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's Reborn, but on another engine, yay.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [Spice](#) on Thu, 03 Mar 2005 05:39:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

VitaminousIt's Reborn, but on another engine, yay.

You're a fucking retard , Go away.

The mod looks like it's coming along good , My only suggestion would be to make it exclusively third person.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [Sir Kane](#) on Thu, 03 Mar 2005 07:19:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tiberian Aftermath looks actually decent. Unlike Reborn.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [flyingfox](#) on Thu, 03 Mar 2005 08:18:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not bad, some player models look like reborns. is that little thing on the bottom left of the pictures a health bar for enemy vehicles or are you inside the thing in the middle? also you might want to think about fixing vehicles to straight ahead view. one of the problems with renegade is that vehicles have the same scope of view on Lock to Turret as anybody not in a vehicle, hence soldiers always get spotted easily.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [PsycoArmy](#) on Thu, 03 Mar 2005 09:44:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

'Renegade' Public Forums

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [htmlgod](#) on Thu, 03 Mar 2005 10:44:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've been following Tiberian Aftermath for a while now. It's a pretty good looking mod - decent quality work, dev team shows dedication, everything is rigged as soon as it is completed, etc. Can't wait for it to come out .

By the way: my favorite picture -

<http://www.ta-mod.com/images/uploads/March1Update/Mammy9.jpg>

"FREEEEEEEEZE MOTHAFUCKA!"

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Renx](#) on Thu, 03 Mar 2005 12:00:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

VitaminousIt's Reborn, but on another engine, yay.

Not everything based on TS is Reborn...

I haven't been following TA since I'm not really into BF anymore, but from what I've seen it looks pretty good.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Jecht](#) on Thu, 03 Mar 2005 12:59:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like, the dude in my siggy is one of their renders. Truthfully, I like their nod soldier renders better than Westwoods lol

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 03 Mar 2005 16:34:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

The character models look a lot like one another because they were both modeled from SpartanII. He made the GDI and Nod solders for Reborn and TA. But they are two different models.

3rd person would be difficult. You can change the camara to third person view but you wont see the crossair, and you will have difficulty aiming.

The bottem left is your health Bar, and if you are in a vehicle it's health would appear right beside it.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [Naamloos](#) on Thu, 03 Mar 2005 16:40:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

VitaminousIt's Reborn, but on another engine, yay.

That's as stupid as saying "Tiberium Sun is like Reborn".

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [SuperMidget](#) on Thu, 03 Mar 2005 19:03:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vitaminous

Not everything based on TS is Reborn...

Most of it is...

Did you copy it with permission? Or is it a cowinkydink?

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [Renx](#) on Thu, 03 Mar 2005 19:33:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wtf? You don't have to get permission from Reborn to make another mod based on TS...

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [cheesesoda](#) on Thu, 03 Mar 2005 19:39:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, you do. Remember, Reborn holds all the rights to TS now. :rolleyes:

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [Spice](#) on Thu, 03 Mar 2005 19:57:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think it could be easily made to third person. I'm only wanting 3rd person because first person view looks like shit on all battlefield games.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 03 Mar 2005 20:13:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow, some of you guys are really messed up in the head. Now I remember why I stopped coming here in the first place...

Well we could give it a shot, but I doubt in the end TA would be a 3rd person mod. Honestly I find the 1st person pretty fun. Only the vehicles are a bit hard to control in 1st person, because you can only see what is in front. But that is pretty fun if you ask me.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Jecht](#) on Thu, 03 Mar 2005 21:45:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

only game that I could play that got away with first person is HalfLife2, and that's because you can't experience that game any other way in my opinion.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [tooncy](#) on Thu, 03 Mar 2005 21:56:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool mod, but I despise BF:Nam.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Jaspah](#) on Thu, 03 Mar 2005 21:59:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just shows you how bad and mean the Renegade Community has grown to be. Some of the textures could use some work, but the mod itself is great. I like the weapon models.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 03 Mar 2005 22:27:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

We're actually planning on moving to BF2 after it comes out because reborn and ren alert are on source already, no point on going in that direction.

The website's image, weapons, and vehicle pages haven't been updated since the site came back online. And that was a very very long time ago. A lot of the things have been replaced or redone.

Anyways, the second portion of this update should be coming up pretty soon. Probably around the

coming saturday or sunday.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Renx](#) on Thu, 03 Mar 2005 22:43:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually, moving to Source would probably be easier in the long wrong, since you'd be able to use the Dead 6 modding tools. However, if the majority of your fan base is only from BF, then it wouldn't make much sense changing to another game.

Does this have the same kind of modded king of the hill gameplay as BF, or will it have C&C mode?

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 03 Mar 2005 22:58:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

So far we have the normal BF mode conquest which is yes king of the hill type. But Mephisto has been working on a building system, and he has almost cracked it. We're trying to fit that into a new mode, where you will be able to construct buildings. but really we were planning to do that in BF2 sence there is a commander mode in it, which would help a lot. I havnt tried it yet but I am told that the building system is working pretty well at the moment. The player will be able to go into the war factories and build units. But that is about all we have in the game type modes.

Some of the team members including myself wanted to goto source after the first release, but we havnt finalized the decision yet, so there may be a change to get there, but i really doubt it. It would be a lot easier to use the same code that we did in BFV and use it in BF2 with some modification for better gameplay expeirance, and just keep on adding stuff that we feel should be in.

But really the decision isnt final right now. But ill talk to mephisto and tell him that we could get help from Dead 6. We'll see what happens.

ADD: I just talked to him and he said that he really wants to get a release out first before he decided to move the mod once again.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Vitaminous](#) on Thu, 03 Mar 2005 23:25:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Rofl, I can't believe you all took me this seriously.

I know Havoc 89 and respect his work, and the only thing that actually ticks me off in this modification is the addition of non-Tiberian Sun/Firestorm Units.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Mick](#) on Thu, 03 Mar 2005 23:27:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've been following Tiberian Aftermath for some time, the mod looks fantastic and I await it's arrival along with Reborn.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Jecht](#) on Fri, 04 Mar 2005 02:00:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

im going to get BF2, so i'll be looking forward to it. It looks like BF2 could rival Counterstrike in Graphics in my opinion.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Vitaminous](#) on Fri, 04 Mar 2005 03:27:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

I wouldn't say in graphics, really.

I suggest that you take a closer look at the actual game rather than been all that excited by EA's marketing campaign for the game.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Jecht](#) on Fri, 04 Mar 2005 03:48:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

ive looked at actual screenshots, k thx.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Vitaminous](#) on Fri, 04 Mar 2005 04:03:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

They mean nothing, just look at all the previews screenshots you've seen from games like Red Alert 2 or Tiberian Sun, the screenshots looked 10 times better than what the actual game was when it was released.

Same thing goes for BF:V.

Playing the upcoming demo, that's what I actually meant.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Renx](#) on Fri, 04 Mar 2005 19:46:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

gbullim going to get BF2, so i'll be looking forward to it. It looks like BF2 could rival Counterstrike in Graphics in my opinion.

And if it's anything like BF, you'll need twice the system specs of CS:S too..

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Jecht](#) on Sat, 05 Mar 2005 05:40:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

you will need a good system, cuz I heard it allows more ppl ingame than Ren.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Renx](#) on Sat, 05 Mar 2005 15:31:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renegade was only supposed to allow for 32 players in one server at first, wasn't it? Anything above that and you're guarenteed to drop below 60sfps anyway.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Slash0x](#) on Sat, 05 Mar 2005 20:43:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

There was a 60ish number of player server a long time ago, I never see so many people in a level in my life. Big points, no lag, was great. I believe it was hosted by a church...something like "Men Of God" or something was the name. To the best of my knowledge, I didn't have any problems and that was before I got my up-to-date computer.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 17 Mar 2005 00:39:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys, We finally posted another portion of the update. This times featuring remodeled vehicles Hover MRLS and Disruptor Tank. We also have a few buildings. For GDI we have the new and improved Orca Pads, where each pad is destructable for balance issues, and also includes a full interior. For Nod we have the Radar fully texturized and includes a complete interior. For weapons we have two Nod weapons, Shotgun and Pistol. Those two are extremely old models, and the modeler who made them also got fired for not having any projects completed after a very long time.

check it out here

enjoy

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [Jecht](#) on Thu, 17 Mar 2005 05:26:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [icedog90](#) on Thu, 17 Mar 2005 05:33:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Even you guys are putting Nod logos on your guns?

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [Havoc 89](#) on Thu, 17 Mar 2005 05:44:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is that a bad thing? Aren't Nod full of themselves? Those two models are gonna become scrap eventually anyways... Almost all the models made by that modeler are gone, there are about 3 that are being used in the mod.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [icedog90](#) on Thu, 17 Mar 2005 06:13:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, let's make sure we put a Nod logo on every gun, just in case we forget which side we're on.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2
Posted by [htmlgod](#) on Thu, 17 Mar 2005 10:22:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90, let me ask you this: Have you ever seen this insignia on a weapon, vehicle, or structure:
<http://www.aeroflight.co.uk/waf/usa/usafmdl2.gif> ?
Even if there's not a painted insignia, every weapon, tool, article of clothing, vehicle, structure, etc, has information identifying it with the US Army or whatever corps it belongs to. [on a gun:
<http://www.dentrinity.com/Topics/img/Jm16mark.jpg> - says 'Property of US Govt.'] So I'm not really

all that concerned.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Sir Phoenixx](#) on Thu, 17 Mar 2005 14:35:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

htmlgodicedog90, let me ask you this: Have you ever seen this insignia on a weapon, vehicle, or structure: <http://www.aeroflight.co.uk/waf/usa/usafrdl2.gif> ?

No, because they don't... They only use that on military aircraft. But that's different, because they're tiny, they don't take up a 5-10 foot area on the side of the plane, they're probably a foot in size and are white. You'd have to be right next to the plane and looking for it to notice it.

htmlgodEven if there's not a painted insignia, every weapon, tool, article of clothing, vehicle, structure, etc, has information identifying it with the US Army or whatever corps it belongs to. [on a gun: <http://www.dentrinity.com/Topics/img/Jm16mark.jpg> - says 'Property of US Govt.'] So I'm not really all that concerned.

Notice how that isn't a large US flag painted on the middle of the weapon. It's just engraved in it, like the insignia you mentioned above, it's unnoticeable unless you're next to it looking for it.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Thu, 17 Mar 2005 17:40:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

I dont see what the big deal is. It is pretty small, and almost unnoticable.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Sn1per XL](#) on Thu, 17 Mar 2005 19:23:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Everything looks good, except the sky textures.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Renx](#) on Thu, 17 Mar 2005 21:59:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

I noticed on the MRLS, everything is detailed with dirt, scratches, etc. Except the "boosters," or whatever you want to call them on the bottom. They look like they've just been polished, and don't fit in very well with the rest of the vehicle.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Fri, 18 Mar 2005 08:09:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

hmmm... your right, thanks. Will fix that.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Oblivion165](#) on Fri, 18 Mar 2005 08:10:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey havok, were you playing on gamespy today?

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Havoc 89](#) on Fri, 18 Mar 2005 17:37:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

nope, I barly use Gamespy anymore.

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [Jecht](#) on Fri, 18 Mar 2005 22:24:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

who cares if they put the logo on the gun really. You guys gotta nit pick at everything dont you. I personally think the logo is cool, so keep it

Subject: Tiberian Aftermath Update: NEW UPDATE, SEE PAGE 2

Posted by [icedog90](#) on Sat, 19 Mar 2005 02:40:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm not being an asshole, I really do find it stupid. It's fine to have it on structures and vehicles, but not on weapons.
