Subject: GDI Buildings Update!
Posted by Renardin6 on Tue, 07 Mar 2006 23:59:56 GMT
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It's about time you see an update, isn't it? The team worked hard and is still working by the way...
Anyway, here is the recent work produced mainly by Sloth and Exdeath7.

We have the GDI War Factory :

And here is the GDI Helipad :

Sloth did also a new lightmap for the interior of the GDI Power Plant and improved the MCT:

And now a video featuring some nice stuff about the GDI Buildings. You can also see tons of pictures of the models above on our Moddb Gallery. Don't wet you pants yet we have other news!Whitedragon joined the team to help on scripts. He is working on some new features with Jonwil as:

- Working aapc
- Per team hud system
- New point system (done)
- Custom Scopes

Then we have the big question, what about the release? Is it still for march?
With several maps under work and the current progression, it would be great if we can get the first release for march. It will mainly depends of the next internal alpha test and the number of bugs we will have to fix.
We will keep you updated about this.

Subject: Re: GDI Buildings Update!
Posted by Renardin6 on Wed, 08 Mar 2006 01:44:48 GMT
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comment test

Subject: Re: GDI Buildings Update!
Posted by Ma1kel on Thu, 09 Mar 2006 21:54:53 GMT
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You're test is a failure.

Subject: Re: GDI Buildings Update!
Posted by Alexraptor on Thu, 09 Mar 2006 23:43:55 GMT
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Building...
Unable to comply, test in progress...
Test Ready...