
Subject: Command And Conquer Tiberian Wrath!
Posted by [HeavyX101- Left](#) on Sun, 13 Jul 2008 19:58:05 GMT
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CLICKY!

Secret is NO MORE !

Edit: The current website is going to be down, and we are making another.
That will happen later.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [mr£Ä\\$Ä-z](#) on Sun, 13 Jul 2008 20:21:37 GMT
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Sounds awesome, and the current work is Great!

Keep up the Good work!

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [HeavyX101- Left](#) on Sun, 13 Jul 2008 20:24:29 GMT
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Thanks

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [sadukar09](#) on Sun, 13 Jul 2008 20:41:12 GMT
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GDI AA-Guns doesn't have those 2 things on their turrets.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [HeavyX101- Left](#) on Sun, 13 Jul 2008 20:43:17 GMT
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Lol, in Kanes Wrath, they do.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [Slave](#) on Sun, 13 Jul 2008 22:02:40 GMT
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Looks somewhat like a bunny.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [HeavyX101- Left](#) on Sun, 13 Jul 2008 22:09:49 GMT
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Lol, that is funny.
Have a look at the original AA from cnc 3 kw:

File Attachments

1) [Capture.JPG](#), downloaded 752 times



Subject: Re: Command And Conquer Tiberian Wrath!

Posted by [Slave](#) on Sun, 13 Jul 2008 22:15:50 GMT

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Mm. Looks like a good replica of it.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [Goztow](#) on Mon, 14 Jul 2008 08:57:36 GMT
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The models look cool so far, but I wonder how many months/years you would be busy if you need to do all this by yourself. The hard part seems to be making them missions, to me, which also seems the interesting part of course.

Feel free to post about it on renegade community using this link.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [nopol10](#) on Mon, 14 Jul 2008 08:59:02 GMT
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You only have the two extra ammo thingies if you purchase one of the upgrades.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [Omar007](#) on Mon, 14 Jul 2008 14:51:02 GMT
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Lol this is fun. I'm working on a mod too. Tiberium Wars + Kanes Wrath. We call it: Tiberium Redux. We have a 3 manned team. Me doing coding/building ext modeling, my friend texturing/character modeling and my brother weapon modeling.

We got some the buildings already. No interior yet.
Making 3 teams possible, Scrin, Nod and GDI.

Maybe we could see if we can fuse together?

Visit <http://www.tiberiumredux-wiki.tk/>
Visit Forum at <http://www.omarserv.tk/>

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [Omar007](#) on Mon, 14 Jul 2008 15:11:50 GMT
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Goztow wrote on Mon, 14 July 2008 10:57The models look cool so far, but I wonder how many months/years you would be busy if you need to do all this by yourself. The hard part seems to be making them missions, to me, which also seems the interesting part of course.

That's right. We were planning to make missions first but that will be the most work of it. That's why we changed our plans to Multiplayer first and than after the Multiplayer release, working on to the missions.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [HeavyX101- Left](#) on Mon, 14 Jul 2008 16:12:44 GMT
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I talked to Omar on msn, there isnt a problem now. I marged with them. We are now in one team.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [Omar007](#) on Tue, 15 Jul 2008 10:33:55 GMT
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Name has been changed. I discussed with HeavyX101 and we keep my Tiberium Redux name, his models

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [HeavyX101- Left](#) on Tue, 15 Jul 2008 17:12:15 GMT
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Something bad happened.

Omar wrote on msni actually was a teammate of FWP and now i have to choose between FWP or you. I'm sorry but i choose for FWP because i know them longer and they helped me alot of times.

So, since i dont want to be part of FW, then i should quit Tiberium Redux and make Tiberian Wrath. We didnt fight at all.

If FW clan were nice to me and respected BSS, i might of even join FW and make awesome mods like the Tiberian Wrath i'm making. But, they made it all worst.

Edit: There wont be any update for a while, i'm remaking the first update, and when i make cool new stuff, then i will make a really big update and post it on the link that Gozy gave me.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [R315r4z0r](#) on Tue, 15 Jul 2008 23:26:52 GMT
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Well that lasted long.. lol.

The models look good anyway.

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [HeavyX101- Left](#) on Wed, 16 Jul 2008 00:01:10 GMT
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Thanks guys for good comments, another update will be soon. I got to make more stuff, lol

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [Gen_Blacky](#) on Wed, 16 Jul 2008 04:06:27 GMT
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Ferkhat (HeavyX101) has been removed from Founders due to power abuse, and giving us bad karma

i loled

Subject: Re: Command And Conquer Tiberian Wrath!
Posted by [HeavyX101- Left](#) on Wed, 16 Jul 2008 04:13:39 GMT
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Thats an old crap. Atleast i'm in the team
