
Subject: CnC Assault 0.4.0 - build, command, conquer
Posted by [GraYaSDF](#) on Tue, 25 Jan 2011 22:41:43 GMT
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<http://www.moddb.com/mods/cc-assault>

New version 0.4 is released today. Check the Moddb page, there are more features now.

P.S.: Thank you all for comments and moral support.

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [Generalcamo](#) on Thu, 27 Jan 2011 00:29:32 GMT
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It's authorized and available for download now.

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [Altzan](#) on Thu, 27 Jan 2011 06:39:40 GMT
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Lots of improvements in this version! You guys are doing great!
I like using vehicles for building placement rather than beacons.
And the refinery and power plant work great.

Two questions:

Have you tried any methods of improving building placement (like a keybind that flashes an empty shell of the building so you can get a glimpse of where it'll be)?

And is there a server still going for this?

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [reborn](#) on Thu, 27 Jan 2011 06:49:36 GMT
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Good going guys!

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [GraYaSDF](#) on Thu, 27 Jan 2011 18:05:32 GMT
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I'm trying alone, so I can to consider my mod isn't only a product, but also my creativity (I don't care about graphics, but now we have a modeller for it). And I introduce only those methods that are good for gameplay. I do not want to turn the game into a boring RTS, I have another idea, which will mix Action, Strategy and Shooter together. It will be a serious action-strategy mode. You can see it in Assault 0.4, I recommend to play it with friends, in fact, it's cooperative mode too.

Also you can use this mod and run it on online servers, I allow. We don't have a good partner who can host this mod.

Subject: Re: CnC Assault 0.4.0 - build, command, conquer

Posted by [Altzan](#) on Thu, 27 Jan 2011 19:21:46 GMT

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GraYaSDF wrote on Thu, 27 January 2011 19:05 I'm trying alone, so I can to consider my mod isn't only a product, but also my creativity (I don't care about graphics, but now we have a modeller for it). And I introduce only those methods that are good for gameplay. I do not want to turn the game into a boring RTS, I have another idea, which will mix Action, Strategy and Shooter together. It will be a serious action-strategy mode. You can see it in Assault 0.4, I recommend to play it with friends, in fact, it's cooperative mode too.

Also you can use this mod and run it on online servers, I allow. We don't have a good partner who can host this mod.

Thanks for the info.

Subject: Re: CnC Assault 0.4.0 - build, command, conquer

Posted by [Starbuzzz](#) on Thu, 27 Jan 2011 23:50:43 GMT

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I will give you some more moral support: STOP CHEWING SANTA!

mod looks like fun.

Subject: Re: CnC Assault 0.4.0 - build, command, conquer

Posted by [GraYaSDF](#) on Fri, 28 Jan 2011 04:57:10 GMT

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Pawkyfox, you mean that I should change it to my Spirit The Hedgehog?)))

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [Starbuzz](#) on Fri, 28 Jan 2011 13:26:37 GMT
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That's awesome! change it if you want! I just can't bear watching Santa in pain like that

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [GraYaSDF](#) on Fri, 28 Jan 2011 13:59:20 GMT
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No thanks, only after converting the all persons from sonic series))) My choice is eating the russian happy new year, I don't eating your Santas, of course, I have some reasons for it.

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [GraYaSDF](#) on Sun, 30 Jan 2011 18:53:16 GMT
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Server is now online for a while. Use Renegade Resurrection or another client programm to connect. Custom scripts and huds isnt working, so don't try to connect with them))

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [Generalcamo](#) on Tue, 01 Feb 2011 00:39:40 GMT
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Ahh. The server is offline...

If you want a dedicated server for free, then you might want to apply for a Free Sponsered server at MP-gaming. It is not garunteed, but at least it is a chance:
Info: <http://forums.mp-gaming.com/thread-11896.html>

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [GraYaSDF](#) on Thu, 03 Feb 2011 18:23:52 GMT
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Well, I don't plan any website for our game mode, but I'll think about your suggestion. Thank you for the information.

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [Generalcamo](#) on Fri, 04 Feb 2011 01:57:25 GMT

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Ohh nice, they just cut renegade as the FDS software is cuasing the server boxes to crash, EVERYTHING.

Well, looks like you need to find another option.

Subject: Re: CnC Assault 0.4.0 - build, command, conquer
Posted by [Gen_Blacky](#) on Mon, 14 Feb 2011 09:07:24 GMT
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Port your mod into ssgm.
