Subject: TTW Combat System
Posted by sla.ro(master) on Tue, 10 Jan 2012 22:58:39 GMT
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here is a video showing the combat system we are working on

This system will give possibility of 'Rapid Kick', 'Rollover' (maybe swimming too).

this is just a Work In Progress.

Subject: Re: TTW Combat System
Posted by NACHO-ARG on Wed, 11 Jan 2012 01:59:26 GMT
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it is funy as hell man, nice job

Subject: Re: TTW Combat System
Posted by kamuixmod on Wed, 11 Jan 2012 17:52:59 GMT
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sla.ro could u maybe help me to make the roll thing work for my mod level?
 http://www.youtube.com/watch?v=pjgNejx7suo&list=UUDxWiKq9b-TUKzXfNvThK5A&amp
;index=16&feature=plcp

Subject: Re: TTW Combat System
Posted by sla.ro(master) on Wed, 11 Jan 2012 18:36:39 GMT
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no, i don't want to help TCW after they did to my mod. anything about that i really don't care.

if you want Rollover, make your map for TTW.

Roll Over/Swim etc. will be for TTW. i don't want my ideas to be stole again and again.

Subject: Re: TTW Combat System
Posted by NACHO-ARG on Wed, 11 Jan 2012 20:10:13 GMT
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i allways love to see my pistol in otter ppl videos lol, btw i want that map kamy ;P

Subject: Re: TTW Combat System
Posted by kamuixmod on Wed, 11 Jan 2012 23:32:48 GMT
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no, i meant mine for my own mod C&C Revision. I started the Mod long time ago and do still progress and Zunnie doesnt want the Laser thing, since he says its to "hard". but there is nothing soo hard about it...

Subject: Re: TTW Combat System
Posted by SSIDJTHED on Thu, 12 Jan 2012 01:16:17 GMT
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So i c u r usin meh C&C_Openfield... surprised, since i believe i only released it on my website. (Fail Grammar, just being dumb)

Anyway, it's a nice little mod you have going there. Though i never heard of TTW, or what it stands for... But nice work!

Subject: Re: TTW Combat System
Posted by sla.ro(master) on Thu, 12 Jan 2012 08:21:03 GMT
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SSIDJTHED wrote on Thu, 12 January 2012 03:16So i c u r usin meh C&C_Openfield... surprised, since i believe i only released it on my website. (Fail Grammar, just being dumb)

Anyway, it's a nice little mod you have going there. Though i never heard of TTW, or what it stands for... But nice work!

lol, is from your site

thanks.

o0? little mod? is total conversion..

edit: if someone is good on decorating buildings interiors/exterios/etc. and want to help pm me

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Subject: Re: TTW Combat System
Posted by Omar007 on Thu, 12 Jan 2012 08:50:54 GMT
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sla.ro(master) wrote on Wed, 11 January 2012 19:36i don't want my ideas to be stole again and again.
Uhm... *coughcough*

Subject: Re: TTW Combat System
Posted by zunnie on Thu, 12 Jan 2012 09:34:44 GMT
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sla.ro(master) wrote on Wed, 11 January 2012 13:36no, i don't want to help TCW after they did to my mod.

All we did is leave. And we certainly don't need your help.

We have a great and active team now and we all get along very well
and make good progress.

We really tried to work with you for a few weeks maybe even months
and tried to do what we could for TTW.
You and your unrespectful big mouth scared away the devs.

But oh well, you go do your mod and we will do ours. Problem solved.

Subject: Re: TTW Combat System
Posted by sla.ro(master) on Thu, 12 Jan 2012 14:04:02 GMT
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lol, 'big mouth'

i continue TTW without problems, we make progress to, problem solved too.

more updates soon

Subject: Re: TTW Combat System
Posted by kamuixmod on Thu, 12 Jan 2012 14:16:02 GMT
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anyway, can i get ur suppord for my tiny mod ?
u even get credits, once im done with the whole Level.
Right now, i need to make the Cargo Indoor Mission

Subject: Re: TTW Combat System
Posted by sla.ro(master) on Fri, 13 Jan 2012 18:36:21 GMT
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new screenshoots of GDI Barracks

first screenshoot (outside)

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second screenshoot (inside)

third screenshoot (inside)

fourth screenshoot (outside)

more updates soon

edit: video too here

Subject: Re: TTW Combat System
Posted by Generalcamo on Sun, 15 Jan 2012 19:34:33 GMT
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sla.ro, why don't you join the Tiberium Redux team? They would love your help.... and perhaps stop this perpetual arguing...

Subject: Re: TTW Combat System
Posted by SSIDJTHED on Sun, 15 Jan 2012 19:40:54 GMT
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It would be nice if Tiberium Redux had more active people there, it's just a few guys working there, including me.

Subject: Re: TTW Combat System
Posted by sla.ro(master) on Sun, 15 Jan 2012 22:39:59 GMT
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i would like to join but because we started TTW, we want to finish.

i would like to offer to Tiberium Redux to join us, but i don't think they would accept because they are working on their mod.

thanks.

Subject: Re: TTW Combat System
Posted by Jerad2142 on Tue, 17 Jan 2012 20:00:29 GMT
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sla.ro(master) wrote on Tue, 10 January 2012 15:58here is a video showing the combat system

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we are working on

This system will give possibility of 'Rapid Kick', 'Rollover' (maybe swimming too).

this is just a Work In Progress.
Rolling is stock ren, all you have to do is add it to the input file.

Swimming has been in Rp2 for years and many other games like unreal as well, so I would not necessarily start handing out credit for coming up with an "all new" idea.

The kick has a neat implementation however, I assume you are doing a distance check at the end of the animation to find targets then using apply damage to kill them, which would also make sure friendly fire was accounted for.

Subject: Re: TTW Combat System
Posted by Generalcamo on Wed, 18 Jan 2012 04:25:05 GMT
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Just how would rolling be put in stock ren?

Subject: Re: TTW Combat System
Posted by Jerad2142 on Wed, 18 Jan 2012 08:01:27 GMT
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Generalcamo wrote on Tue, 17 January 2012 21:25Just how would rolling be put in stock ren?
It's already in, you just have to add the keyboard keys into the ini; however they are triggered by double pressing a directional key so it gets quite annoying.