
Subject: Re: C&C Reborn is released!

Posted by [NeoSaber](#) on Tue, 20 Dec 2005 18:22:13 GMT

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EXdeath7 wrote on Tue, 20 December 2005 11:18 Indeed the infantry were quite faulty in that test. I fixed them a month or so ago. That is the main reason no nod infantry had been included in that test, especially the ones that you shown. Which are the rocket infantry and technician.

Maybe its just my own obsessive compulsive nature when it comes to fixing problems, but why even stick a model like those two soldiers in the test .pkg? I always check an infantry's rigging in W3Dviewer before adding it to even an internal alpha test. A flaw like that would send me into a headspin and I'd probably stop everything else and fix it before I continued. (When I saw the nod technician I actually jumped back from my computer screen going "What the F... Is that a mantis?!")

My own little example: Renegade Alert's Allied Sergeant had a few minor, but noticable, errors in the rigging when it was sent to me. I wouldn't even let that slide for an internal test, I re-rigged the whole model from scratch immediately to fix the problems. I'm probably just crazy though...

Renardin6 wrote on Tue, 20 December 2005 12:14 Now I bring your attention on this:

<http://www.copyrightdepot.com/rep74/00038617.htm>

Use translator if you can't understand. Files were also sent for the deposit.

Are you trying to say the alpha test is copyrighted, even though it included this:

character definitions.txt Character Prefix Naming

Author: Joe Strateger (Exdeath7)

Date Started: August 16, 2005 Last Updated: August 17, 2005

Description: What is this? This is a basic reference for people digging around in our always.dat. Basically made for easy reference to the files of what the characters are labeled when I exported and compiled them. This contains the file names of the w3d format of our character files and their textures in dds format. Great for people just looking to edit textures to their own accord. Remember the W3D engine will read Texture files in either Truevision Advanced Raster Graphics Adapter (TARGA) or Direct Draw Surface format (DDS). Enjoy!

The .txt file pretty much screams "Pick the mod apart! I'll even tell you how!"
