
Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:18:00 GMT
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Edit: The files can now be downloaded [HERE](#) Thanks to Dante for the hosting I just compared the beta version of always.dat to the final version..and guess what I found? 60MB of files that don't even exist in the final version.A total of 1,254 files.Of that:81 are DDS23 are TGA6 are W3D1,140 are WAVNow, while the rest are interesting, the coolest stuff is in the .dds files. Not only did I find PT screens from things that were cut, but I also found load screens from the modes that were cut, such as there's a different load screen for Deathmatch than there is for C&C mode.Some of the interesting things include a mobile machine gun and a suicide vest. But the more useful things are:C&C Mode GDI Load ScreenC&C Mode Nod Load ScreenDeathmatch Load ScreenA General Load ScreenAmmo Purchase PT IconArmor Purchase PT Icon 1Armor Purchase PT Icon 2Armor Purchase PT Icon 3Health Purchase PT Icon 1Health Purchase PT Icon 2Health Purchase PT Icon 3Nod Mutants PT Icon (GDI's was in the final always.dat, not Nod's)Nod Mutant PT Icon 1Nod Mutant PT Icon 2Nod Mutant PT Icon 3Nod Recon Bike PT IconGDI Mutant PT Icon 1GDI Mutant PT Icon 2GDI Mutant PT Icon 3If anyone has a server, I can zip up the lot of 'em, but it'd probably eat up bandwidth pretty quick.Other interesting things were a pic of a bandana for havoc, and icons for all those missing powerups (Tiberium Shield, etc.) [January 29, 2003, 10:48: Message edited by: Taximes]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:23:00 GMT
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This is really interesting. I would have to take a look at those files but some of them might be useful.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:27:00 GMT
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w000000t

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:29:00 GMT
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Woah cool! Nice find!

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:29:00 GMT

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Send it here mate, planetshaun@hotmail.com get on MSN or contact me on ICQ: 163808962 .

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:39:00 GMT

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how do you make steam at for instance the bottom of a waterfall?

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:43:00 GMT

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Have you considered the possibility that some files could be different in the beta and final versions?

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:49:00 GMT

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Yeah, there's a big chance of that, unfortunately it's not as easy to tell what's been modified as it is to tell what's new.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:53:00 GMT

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looks cool. =)

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:55:00 GMT

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quote:Originally posted by Taximes:Yeah, there's a big chance of that, unfortunately it's not as easy to tell what's been modified as it is to tell what's new.Which version are you using? The original beta from beta 1? I still have my disc... But I don't know where my serial number is, lost it after I formatted a few months back.Some of that stuff is extremely useful, and I'm definitely going to look into using it.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:56:00 GMT
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quote:Originally posted by Planetshaun.co.uk:Send it here mate, planetshaun@hotmail.com get on MSN or contact me on ICQ: 163808962 .He can't send it to you, fool. That would violate the EULA we signed back when we were still beta testing the game. [December 31, 2002, 14:56: Message edited by: aircraftkiller2001]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 14:57:00 GMT
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My disc was from phase 2, but it's probably still the same version of the game as the discs from phase 1, I would assume.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 16:16:00 GMT
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It's an emitter in LevelEdit, I forget where it is in the preset list, though.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 16:26:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Planetshaun.co.uk:Send it here mate, planetshaun@hotmail.com get on MSN or contact me on ICQ: 163808962 .He can't send it to you, fool. That would violate the EULA we signed back when we were still beta testing the game.I don't think EA would care a less anymore, the full game was released months ago and the only reason you don't want him to send it to me is because I would get some credit for it. Just bugger off.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 16:43:00 GMT
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Pfft i wonder how you got the idea But I got my phase 1 cd with key still =)

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Tue, 31 Dec 2002 17:13:00 GMT

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quote:Originally posted by Planetshaun.co.uk: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by Planetshaun.co.uk:Send it here mate, planetshaun@hotmail.com get
on MSN or contact me on ICQ: 163808962 .He can't send it to you, fool. That would violate the
EULA we signed back when we were still beta testing the game.I don't think EA would care a less
anymore, the full game was released months ago and the only reason you don't want him to send
it to me is because I would get some credit for it. Just bugger off.I still think it would be ****ing
retarded not to ask.

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Tue, 31 Dec 2002 17:15:00 GMT

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why the hell would steam be at the bottom of a waterfall? your looking for a mist, or spray.totally
differnt concepts.

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Tue, 31 Dec 2002 17:27:00 GMT

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Okay, thanks to Jon, here's a log of all the things that are different between the two
always.dats:http://cncsg.cncuprising.com/content/alwaysdifferencelog.txt

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Tue, 31 Dec 2002 17:30:00 GMT

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I like the beta boink and i got that one in my data folder for a long time.

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Tue, 31 Dec 2002 19:27:00 GMT

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Yep, here we go, I'm getting my "I-wish-I-was-in-the-beta" recall. Thanks loads guys. j/k lol.

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Tue, 31 Dec 2002 19:40:00 GMT

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quote:Originally posted by Planetshaun.co.uk: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by Planetshaun.co.uk:Send it here mate, planetshaun@hotmail.com get
on MSN or contact me on ICQ: 163808962 .He can't send it to you, fool. That would violate the
EULA we signed back when we were still beta testing the game.I don't think EA would care a less
anymore, the full game was released months ago and the only reason you don't want him to send
it to me is because I would get some credit for it. Just bugger off.No, because I stated the reasons
already and we're still bound to it.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 31 Dec 2002 23:29:00 GMT
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same difference. in renegade its the same graphic, thanks though taximes

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 01:07:00 GMT
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Sveeeeeet

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 01:22:00 GMT
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While you are at it, try and get some of the other stuff, like the old PCT icons and stuff.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 01:24:00 GMT
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We already have all of it, it's just a matter of getting permission to give it to you guys.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 02:09:00 GMT
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ohh man that has some sweet stuff. i want all of the old stuff.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 04:24:00 GMT
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Expanding on the "mobile machine gun" you have up there, the full model and texture is actually still inside the current always.dat with the name "v_nod_gunemp.w3d". I grabbed a screenshot of the Gun Emplacement. I'm really interested in seeing this in somebody's new mods/maps. Maybe it can be developed into a controllable anti-aircraft flak turret... just an idea.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 11:23:00 GMT
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Cool! that's some pretty nice things.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 12:19:00 GMT
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That would also prevent you from using any of the beta content in anything that you then subsequently release.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 12:55:00 GMT
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quote:Originally posted by PiMuRho: That would also prevent you from using any of the beta content in anything that you then subsequently release. I'm going to contact them about releasing the old loading screens to the public...

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 15:01:00 GMT
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I would like to have all the .wav files

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 15:20:00 GMT
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quote:Originally posted by npsmith82: Expanding on the "mobile machine gun" you have up there,

the full model and texture is actually still inside the current always.dat with the name "v_nod_gunemp.w3d". I grabbed a screenshot of the Gun Emplacement. I'm really interested in seeing this in somebody's new mods/maps. Maybe it can be developed into a controllable anti-aircraft flak turret... just an idea. Yeah, I noticed that, that's why I was trying to figure out character positions inside vehicles:[http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_t](http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=025759)

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 15:38:00 GMT
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quote:Originally posted by Blazer:I would like to have all the .wav files Ehm crimson was in the beta so ask her cd

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 16:54:00 GMT
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It's in Dummy Object\Demo level\emmiters\water(In Level Edit of course)

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 17:07:00 GMT
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Steam would be at the bottom of a waterfall because the temperature of water does not change as fast as the temperature of the outside air. So if the air was colder than the water, steam would develop. Now shut up n00b.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 17:25:00 GMT
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watch who your calling a n00b little man, yes you are correct, if the water is warmer than the air around it, it will give off a little heat, which is visualized as mist. mist is the mixing of cool air and warm air, the heat given off by the slightly warmer water mixes with the cool air and creates the mist. Steam is from water evaporating under high temperatures. Also we are not assuming that the air and the water are of a much different temperature. He is asking for the spray from the water hitting water, not water evaporating (steam) or mist on a cold day. It is not steam, it is mist, you are the noob now sit the **** down.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 17:41:00 GMT
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Little man, that was creative. Not to mention the fact that you must be the least helpful forum troll I have ever encountered. You don't even attempt to help people. [January 01, 2003, 18:41: Message edited by: Bumpaneer]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 18:28:00 GMT
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bumpaneer shuddup. Doesn't matter who you are or who you think you are but you don't talk about people in that way. Get a punching bag if you're that willing to express that kind of anger to a person on a GAMING FORUM who you don't even know.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 18:29:00 GMT
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Whatever, I am right, you are right.No need to get all emotional there bumpy.And forum troll is NOT a deserved cut against me.I help whenever i can and i try to help. I have nothing against you, just dont call me a n00b and know what your posting about.(thanx toasty) [January 01, 2003, 19:11: Message edited by: DeafWasp]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 18:42:00 GMT
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quote:Originally posted by SOSToasty:bumpaneer shuddup. Doesn't matter who you are or who you think you are but you don't talk about people in that way. Get a punching bag if you're that willing to express that kind of anger to a person on a GAMING FORUM who you don't even know.Guilty as charged, edited, and apologies offered to DeafWasp.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 18:57:00 GMT
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I still have nothing against you.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 19:02:00 GMT
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Nice job removing your post DeafWasp

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 19:06:00 GMT
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yeah, I did that before I saw Toasty's post. I figured this topic was spammed enough so I tried to trim it to just essential spam.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Thu, 02 Jan 2003 02:18:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Taximes:Yeah, there's a big chance of that, unfortunately it's not as easy to tell what's been modified as it is to tell what's new.Which version are you using? The original beta from beta 1? I still have my disc... But I don't know where my serial number is, lost it after I formatted a few months back.Some of that stuff is extremely useful, and I'm definitely going to look into using it.Put the CD in and open the CAB files there.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Thu, 02 Jan 2003 10:38:00 GMT
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OMG THESE ARE sw3333333t Those loading screens are amazing, I can't even begin to express myself. Alot of work went into those

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Thu, 02 Jan 2003 10:41:00 GMT
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hery i just looked at all this stuff....now you can really tell the must of rushed this game..if they had the PT icons for the mutanats y did thy not use them..bloody rushing idoits..i hope revelution thing can get all those pt's sorted out...and what about the GDI mutants....thats kewl

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Thu, 02 Jan 2003 15:52:00 GMT

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Taximes, if you need a server to host this ZIP file, providing as ACK said it won't violate any contracts, contact me over AIM at DarkAspenth. I'll enable ZIP files for my file upload script and you can upload it. I have unlimited bandwidth as well, so "eating it up quickly" should matter not. EDIT: After talking to ACK, I now know that you uploading the ZIP to my server for distribution would violate the NDA and EULA you testers signed. Oh well. I'll still hold the offer in the event EA gives you permission to give it to us. [January 02, 2003, 17:36: Message edited by: DarkAspenth]

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 00:00:00 GMT

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60MBS!?!?Wait!! I'll see if i have that space in my Editingsource.com account! DARN!! I have 50mb limit!!!! IT AINT FARE!

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 16:38:00 GMT

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i am pretty sure that some of that content posted is ALSO in the Demo Always.dat.. the demo always.dat also has files that the full always.dat doesn't..

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 17:29:00 GMT

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just a confirmation.....most of the stuff listed in the "alwaysdifferencelog" is actually on the first release of the cd too.....minus the mutant cameos and a few other little things....but most of it is on my cd too....and i was never a beta tester.....just a beta map tester{my own beta maps}I have looked over the models and it seems that some of them listed in the "alwaysdifferencelog" are actually still in the latest version{patched from my cd}....just slightly different file compression.....there is a ton of stuff you can use right on your cd.....beta or final versions.....you can actually go back into the .mix maps and extract trees,rocks,walls,.....all kinds of goodies that didnt work in the commando editor before till i started extracting them from the single player levels and re-associating the file paths correctly.Also.....someone should tell greg hjelstrom to fix the .tga colordepths in the always and always2.dat files.....it seems that a lot of crashes in commando editor are caused by the fact that when they slapped this baby together someone tripped over their shoelaces and forgot to make all the colordepths 24 or 32 bit and uniformly scaling a few of the textures.....these are some of the errors that i see regularly in commando that should be brought to gregs attention for the benifit of us all.Eric. [January 03, 2003, 17:31: Message edited by: SGT.May]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 17:47:00 GMT
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Well, if there are files that are in the renegade demo and not in the full version, someone post them, since there was no NDA that goes with the demo, it should be ok to post anything from the demo not in the full game

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:52:00 GMT
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The demo always.dat won't help me much. My main center of interest are the beta loading screens, as I would like to try and replicate them, making them into usable loading screens for the retail version. However, I'm aware that replicating them is against the NDA/EULA, and since the demo had the same loading screen, what's the point? Thus, until EA officially releases them or lifts the NDA from the beta and someone could send me the full size images, then I'm not going to attempt it.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 20:03:00 GMT
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Just because the demo had the same loading screen doesn't mean these wouldn't be in there, we never saw them in the beta, either.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 20:11:00 GMT
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It wouldn't be in the demo, as the demo was based off of the retail version.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 20:19:00 GMT
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quote:Originally posted by Demolition man:I like the beta boink and i got that one in my data folder for a long time. I like the boink I made for myself.

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 20:19:00 GMT

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no no no, you took my post wrong. As i recall, the demo doesn't have the loading screens but it does have the ammo PT icon and the health PT icon, along with some others like the GDI mutant, and other things that you didn't mention.

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 21:16:00 GMT

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ummmm.....hello?????.....did everybody miss all the pics posted on the first page??????They are actually quite close to the original .tga image resolution.I didnt miss a single one he posted that i didnt already have.....if you are looking at it and the picture quality is good....you already have downloaded itHe didnt even resize them.....they are still in the original format.....resizing them is what kills the resolution unless done properly.I saved them to a folder and batch converted them back with highest resolution output set.....right back into tga format....ready to recycle at any time.cncg_load.jpg=81.6 KB(900Kb uncompressed)cncg_load.tga=900.0 KBIf you clicked on every picture that he posted then you already have downloaded the same picture he has(the quality of the picture hasnt been degraded much.....it's hardly noticeable....it's just in a verry compact format.He did a top notch job on the batch format conversion....theyre not over compressed.Overcompression is what degrades or distorts the resolution of a .jpg image.Nice work Taximes Eric.

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Mon, 06 Jan 2003 06:37:00 GMT

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Well as far as the mobile machine gun goes. I am not sure if you will be allowed to use these. Hopefully I will get confirmation on that soon. Thanks

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Mon, 06 Jan 2003 09:29:00 GMT

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w00t that would be nice.

Subject: 60MB of cut files (Now up for download!)

Posted by [Anonymous](#) on Tue, 07 Jan 2003 02:04:00 GMT

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YEAH!Mega NICE!

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 07 Jan 2003 15:37:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Planetshaun.co.uk:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by Planetshaun.co.uk:Send
it here mate, planetshaun@hotmail.com get on MSN or contact me on ICQ: 163808962 .He can't
send it to you, fool. That would violate the EULA we signed back when we were still beta testing
the game.I don't think EA would care a less anymore, the full game was released months ago and
the only reason you don't want him to send it to me is because I would get some credit for it. Just
bugger off.No, because I stated the reasons already and we're still bound to it.Hotmail has a 2mb
limit to unpaying users .

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 07 Jan 2003 17:59:00 GMT
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quote:Originally posted by Mobius:Well as far as the mobile machine gun goes. I am not sure if you will
be allowed to use these. Hopefully I will get confirmation on that soon. ThanksWOW!! That would
be very nice to start the new year. Thanks for looking into it.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Tue, 07 Jan 2003 19:53:00 GMT
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That would be nice, Mobius And SGT.May, I suppose someone could use those PT icons if they
wanted to convert them back, but the loadscreens were shrunk down to 640x480 and put together
from their original four piece, 1024x1024 resolution.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 01:37:00 GMT
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what news?

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 05:35:00 GMT
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None of the links are working, can you send it to me pls?msn: iscripters@hotmail.commail:
jjhagebeek@wanadoo.nl - webmaster@nodnl.net

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:34:00 GMT
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I fixed the links.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:36:00 GMT
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Good idea Taximes -- the more models/textures/etc... we can get will make modding better...hope Mobius can get that permission ---!

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:58:00 GMT
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Sorry but I didn't get a reply. As I no longer have moderation powers you can try talking to the community manager when one is appointed. Really hope you manage to find this out.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 07:59:00 GMT
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quote:Originally posted by Mobius:Sorry but I didn't get a reply. As I no longer have moderation powers you can try talking to the community manager when one is appointed. Really hope you manage to find this out.Doh!email sent to Greg H. -- maybe he can shake them loose?thanks Mobius -- any help for the modding effort is always appreciated... ! [January 29, 2003, 08:07: Message edited by: StoneRook]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 08:38:00 GMT
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WOOTGreg answered!! quote: Bobby, you guys can go ahead and rip whatever you want out of the beta always.dat unless its something nuts like the source code to the game Go for it! greg So -- let us know where you want to send them Taximes!!!!Dante might be able to get space!!!!

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 09:00:00 GMT

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Update -- Dante can host your zip --!where are you?? LOL

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 09:01:00 GMT

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yeah, come on dude... email me when you get in, and i will give you some connect info to upload it to an FTP for people to download

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 09:22:00 GMT

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quote:Originally posted by Mobius:Sorry but I didn't get a reply. As I no longer have moderation powers you can try talking to the community manager when one is appointed. Really hope you manage to find this out.How'd you lose your powers?

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 10:16:00 GMT

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I'm back, w00t thanks Hjelstrom/Mobius/StoneRook/Dante I can't email it though, Hotmail...The .zip is only 30MB, but that's still way to big for hotmail. :SContact me on AIM (TaximesCNCSG) or MSN (taximes@hotmail.com) though and I'll send it over. [January 29, 2003, 10:20: Message edited by: Taximes]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 10:29:00 GMT

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anything for the modding community...,

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 10:36:00 GMT

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aye ^^

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 10:46:00 GMT
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<http://www.havocide.com/dante/Taximes/cutfiles.zip> Now everybody thank Dante for the hosting I edited the main post to include the link, too. [January 29, 2003, 10:48: Message edited by: Taximes]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 11:05:00 GMT
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thank you Dante.... and thank you Taximes - this will save time... [January 29, 2003, 11:06: Message edited by: StoneRook]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 13:15:00 GMT
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w00t to me for bumping the topic... i thought it had been forgotten.... And orca.... i might do something for you, and you can dload off my server... but only you [January 29, 2003, 13:17: Message edited by: SlugWollop-CNCU[BG]]

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 13:24:00 GMT
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quote:Originally posted by SlugWollop-CNCU[BG]:w00t to me for bumping the topic... i thought it had been forgotten.... And orca.... i might do something for you, and you can dload off my server... but only you <small>[January 29, 2003, 13:17: Message edited by: SlugWollop-CNCU[BG]]</small>woot to you...

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 17:53:00 GMT
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What kind of sounds files or in there.

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 19:35:00 GMT

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quote:Originally posted by npsmith82:Expanding on the "mobile machine gun" you have up there, the full model and texture is actually still inside the current always.dat with the name "v_nod_gunemp.w3d". I grabbed a screenshot of the Gun Emplacement. I'm really interested in seeing this in somebody's new mods/maps. Maybe it can be developed into a controllable anti-aircraft flak turret... just an idea. hey taxime.. where is this model??? why isnt included in the pack?

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 19:53:00 GMT
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Because that model is in the regular always.dat

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 29 Jan 2003 20:45:00 GMT
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Renegade use to be cool!!!

Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Thu, 30 Jan 2003 00:53:00 GMT
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Can't you break it up into smaller files? 30MB is alot for a 56k connection.
