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Subject: 2nd update of Tiberian Wrath!

Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 21:11:57 GMT

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Have a look

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Subject: Re: 2nd update of Tiberian Wrath!

Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 22:10:38 GMT

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Anyone, comment ....?

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Subject: Re: 2nd update of Tiberian Wrath!

Posted by [u6795](#) on Wed, 23 Jul 2008 22:35:11 GMT

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Well, for one, the link is wrong.

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Subject: Re: 2nd update of Tiberian Wrath!

Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 22:36:17 GMT

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Fixed!

<http://www.moddb.com/mods/command-and-conquer-tiberian-wrath/news/2dn-update>

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Subject: Re: 2nd update of Tiberian Wrath!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 23 Jul 2008 22:39:05 GMT

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Not bad.

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Subject: Re: 2nd update of Tiberian Wrath!

Posted by [Nightma12](#) on Wed, 23 Jul 2008 23:17:47 GMT

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Quote:Developer

Black Shark Studios

oh lol.. is it me... or is that name very similar to black hand studios?

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 23:26:10 GMT  
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Nightma12 wrote on Wed, 23 July 2008 19:17Quote:Developer  
Black Shark Studios

oh lol.. is it me... or is that name very similar to black hand studios?  
It is a studios called "Black Shark Studios". It does sound like Black Hand Studios, but we didnt name it because of that. It is named after a russia helicopter KA-50 Black Shark

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [mr£ÄŞÄ-z](#) on Thu, 24 Jul 2008 16:36:25 GMT  
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Stay on topic, awesome models ferkhat

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [cnc95fan](#) on Thu, 24 Jul 2008 16:41:13 GMT  
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madrackz wrote on Thu, 24 July 2008 17:36Stay on topic, awesome models ferkhat  
You can talk.  
Ok models.

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [Mad Ivan](#) on Fri, 25 Jul 2008 12:39:36 GMT  
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Pretty good actually

How will this work? Are all subfactions going to be merged into their factions or are they going to be map-specific?

Also how will you make the Avatar, Redeemer's rage generator, Magnetic Mines, Steel Tallons' Particle Accelerator and all the other more specific weapons?

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [mr£ÄŞÄ-z](#) on Fri, 25 Jul 2008 13:38:42 GMT  
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Mad Ivan wrote on Fri, 25 July 2008 07:39Pretty good actually

---

How will this work? Are all subfactions going to be merged into their factions or are they going to be map-specific?

Also how will you make the Avatar, Redeemer's rage generator, Magnetic Mines, Steel Tallons' Particle Accelerator and all the other more specific weapons?  
ermmm yes we will try the avatar will be hard

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [Mad Ivan](#) on Fri, 25 Jul 2008 13:52:51 GMT  
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madrackz wrote on Fri, 25 July 2008 16:38  
ermmm yes we will try the avatar will be hard

Thought a Purifier instead of the Avatar would be easier, at least until you figure out how to do the avatar

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [HeavyX101- Left](#) on Fri, 25 Jul 2008 16:46:48 GMT  
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We are trying to make all the subfactions together. And dont worry about the epic units. All of the stuff from cnc 3 GDI and NOD are going to be included in the mod.

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [mr£Ä§Ä-z](#) on Fri, 25 Jul 2008 16:53:39 GMT  
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The only thing that scare me are the animations of Avatar

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [HeavyX101- Left](#) on Fri, 25 Jul 2008 17:10:36 GMT  
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madrackz wrote on Fri, 25 July 2008 12:53The only thing that scare me are the animations of Avatar  
Lol. We have coders. We need to think about the models right now. The only thing we need to worry about is if it is possible in w3d engine.

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [MGamer](#) on Fri, 25 Jul 2008 17:10:37 GMT  
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and the Annihilator Tripod

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [HeavyX101- Left](#) on Fri, 25 Jul 2008 17:11:41 GMT  
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MGamer wrote on Fri, 25 July 2008 13:10and the Annihilator Tripod  
There wont be scrin. After we finish Nod and GDI completely, then we will think about scrin.

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [MGamer](#) on Fri, 25 Jul 2008 17:17:03 GMT  
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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [sadukar09](#) on Sat, 26 Jul 2008 14:17:50 GMT  
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No Scrin=Fail.

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [HeavyX101- Left](#) on Sat, 26 Jul 2008 15:48:06 GMT  
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sadukar09 wrote on Sat, 26 July 2008 10:17No Scrin=Fail.  
Well, i'm not a super modeler to model those yakyy stuff. We will have to make them on later versions

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [sadukar09](#) on Sat, 26 Jul 2008 17:04:15 GMT  
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Noob, you said you ignored me, attention whore.

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [HeavyX101- Left](#) on Sat, 26 Jul 2008 17:10:45 GMT  
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sadukar09 wrote on Sat, 26 July 2008 13:04Noob, you said you ignored me, attention whore.  
I wanted to see what people were writing in my thread.

---

Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [R315r4z0r](#) on Sat, 26 Jul 2008 17:36:23 GMT  
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Nice models.

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Subject: Re: 2nd update of Tiberian Wrath!  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 26 Jul 2008 19:44:22 GMT  
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HeavyX101 wrote on Sat, 26 July 2008 12:10sadukar09 wrote on Sat, 26 July 2008 13:04Noob,  
you said you ignored me, attention whore.  
I wanted to see what people were writing in my thread.  
lol like Danpaul88 did, lol how did he know that only his "ignored" ppls answered on the Scud  
Szorm Patch threat?

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