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Subject: Building Destruction Announcement Mod  
Posted by [Deactivated](#) on Sun, 19 Oct 2003 06:31:33 GMT  
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This mod changes the EVA announcements for building destruction.  
Also when Power Plants are destroyed, the EVA announcement is corrected and additional sound effect is added.  
This incorporates the power plant fix by Npsmith.

<http://www.cannis.net/yuri/commando/sound.shtml>

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Subject: Building Destruction Announcement Mod  
Posted by [Cpo64](#) on Sun, 19 Oct 2003 06:42:46 GMT  
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Psychic Server Error  
404 Not Found

The page you are trying to view either was not found or the typed address is incorrect.

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Subject: Building Destruction Announcement Mod  
Posted by [Deactivated](#) on Mon, 20 Oct 2003 11:00:53 GMT  
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Sorry, I was typing that while I was in a hurry (my train was about to leave) and forgot to add "files" to address.

Fixed.

Typing this from library computer.

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Subject: Building Destruction Announcement Mod  
Posted by [Deactivated](#) on Fri, 24 Oct 2003 15:22:41 GMT  
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So... Do you like this mod?

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Subject: Building Destruction Announcement Mod

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Posted by [ericlaw02](#) on Fri, 24 Oct 2003 16:49:15 GMT

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I like it

Actually,i like all of those sound replacments you posted on the pits forums and here.

---

Subject: Building Destruction Annoucement Mod

Posted by [Deactivated](#) on Fri, 24 Oct 2003 17:02:10 GMT

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I think I should make a dedicated page/site for all my Renegade stuff.

Also I am thinking of making a mod that replaces Havoc model with Logan who is the real commando and some other game improvements and changes.

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Subject: Building Destruction Annoucement Mod

Posted by [ericlaw02](#) on Fri, 24 Oct 2003 17:53:40 GMT

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Maybe a beta mod

(Why Deezire won't make a deezire mod for renegade? lol)

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Subject: Building Destruction Annoucement Mod

Posted by [Deactivated](#) on Fri, 24 Oct 2003 18:18:51 GMT

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eric\_law\_caMaybe a beta mod

(Why Deezire won't make a deezire mod for renegade? lol)

Because he was/is too busy with other games and Renegade didn't interest him much.

Yeah, but then I need a modeler/the original models from Westwood. I do have a computer that has more than enough power for modeling (1,8 Ghz with 512 mb ram), but my modelling skills are at level zero.

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Subject: Building Destruction Annoucement Mod

Posted by [Deactivated](#) on Sat, 25 Oct 2003 09:22:11 GMT

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<http://www.cannis.net/yuri/commando/>

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Subject: Re: Building Destruction Announcement Mod  
Posted by [Beanyhead](#) on Sat, 25 Oct 2003 15:22:45 GMT  
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SeaManThis mod changes the EVA announcements for building destruction.  
Also when Power Plants are destroyed, the EVA announcement is corrected and additional sound effect is added.  
This incorporates the power plant fix by Npsmith.

<http://www.cannis.net/yuri/files/bdestroy.zip>

Mind if I put this on <http://www.renfiles.com>?

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Subject: Re: Building Destruction Announcement Mod  
Posted by [Deactivated](#) on Sat, 25 Oct 2003 16:03:43 GMT  
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Beanyhead  
Mind if I put this on <http://www.renfiles.com>?

Affirmative.

---

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Subject: Re: Building Destruction Announcement Mod  
Posted by [Beanyhead](#) on Sat, 25 Oct 2003 16:07:56 GMT  
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SeaManBeanyhead  
Mind if I put this on <http://www.renfiles.com>?

Affirmative.

So that's a yes that you mind, or a yes that I can?

---

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Subject: Re: Building Destruction Announcement Mod  
Posted by [Deactivated](#) on Sat, 25 Oct 2003 16:34:00 GMT  
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Beanyhead  
So that's a yes that you mind, or a yes that I can?

Yes you can place it on RenFiles.

---

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Subject: Building Destruction Annoucement Mod  
Posted by [Yano](#) on Sat, 25 Oct 2003 17:19:46 GMT  
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The Beacon Disarm Annoucement link does not work.

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Subject: Building Destruction Annoucement Mod  
Posted by [Deactivated](#) on Sat, 25 Oct 2003 17:46:12 GMT  
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Fixed.

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Subject: Building Destruction Annoucement Mod  
Posted by [Deactivated](#) on Fri, 07 Nov 2003 17:00:44 GMT  
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New sounds are available at <http://www.cannis.net/commando/sound3.shtml>.

Rifle, Visceroid, and Human ambient sounds.

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