Subject: QUESTION!
Posted by HORQWER on Tue, 15 Jan 2008 02:19:26 GMT
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Renardin6 wrote on Mon, 07 January 2008 03:30Quote:Command & Conquer: Reborn
Building Preset Pre-Release1/7/08
1/7/2008

Inside you'll find buildings to place on your maps. I've included
placeholders of the Walls, Gates and Defenses that will be included
in the first release. These are objects placed in level edit but
these will help you sculpt your terrain around them. You can then place
them in level edit when upon release.

- Joe

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So you can know submit us infantry maps, the best one will be included in the first release!

IS THERE A 3DS MAX 8 VERSION OF THIS FILE? IF YES CAN I PLEASE HAVE IT? (caps lock
on because i want u to hear)

Subject: Re: QUESTION!
Posted by Ethenal on Tue, 15 Jan 2008 02:34:00 GMT
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Yeah BECAUSE WE'RE REALLY GOING TO HEAR IT AMIRITE?

Subject: Re: QUESTION!
Posted by Dreganius on Tue, 15 Jan 2008 02:37:15 GMT
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sigh

Subject: Re: QUESTION!
Posted by R315r4z0r on Tue, 15 Jan 2008 03:01:06 GMT
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Is that Shana? It looks like her, but her eyes where a different color.. so I wasn't sure.

And @ topic, no there aren't any 3DS versions for those buildings as of yet. I believe he said they

where working on it.. but I don't know for sure.

Subject: Re: QUESTION!
Posted by HORQWER on Tue, 15 Jan 2008 03:08:40 GMT
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R315r4z0r wrote on Mon, 14 January 2008 22:01Is that Shana? It looks like her, but her eyes where a different color.. so I wasn't sure.

And @ topic, no there aren't any 3DS versions for those buildings as of yet. I believe he said they where working on it.. but I don't know for sure.
thanks
this is what kind of an answer i wanted

Subject: Re: QUESTION!
Posted by Dealman on Tue, 15 Jan 2008 05:46:14 GMT
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Ethenal wrote on Tue, 15 January 2008 03:34Yeah BECAUSE WE'RE REALLY GOING TO HEAR IT AMIRITE?

How can you hear it, there's no kind of function which reads the text for you on this site.

It's simple text so you read it... Not hear it...

Subject: Re: QUESTION!
Posted by crazfulla on Tue, 15 Jan 2008 14:04:42 GMT
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Dealman wrote on Mon, 14 January 2008 23:46Ethenal wrote on Tue, 15 January 2008 03:34Yeah BECAUSE WE'RE REALLY GOING TO HEAR IT AMIRITE?

How can you hear it,
Google -> Text to Speech

Subject: Re: QUESTION!
Posted by Dealman on Tue, 15 Jan 2008 16:23:05 GMT
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crazfulla wrote on Tue, 15 January 2008 15:04Dealman wrote on Mon, 14 January 2008 23:46Ethenal wrote on Tue, 15 January 2008 03:34Yeah BECAUSE WE'RE REALLY GOING TO HEAR IT AMIRITE?

How can you hear it,
Google -> Text to Speech

May you suffer a painful death.

In other words; Evil!

Subject: Re: QUESTION!
Posted by Genesis2001 on Tue, 15 Jan 2008 17:24:14 GMT
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Dealman wrote on Tue, 15 January 2008 09:23crazfulla wrote on Tue, 15 January 2008
15:04Dealman wrote on Mon, 14 January 2008 23:46Ethenal wrote on Tue, 15 January 2008
03:34Yeah BECAUSE WE'RE REALLY GOING TO HEAR IT AMIRITE?

How can you hear it,
Google -> Text to Speech

May you suffer a painful death.

In other words; Evil!

lol if it uses Microsoft Sam's voice then....You're right. :\ That's the only computerized voice that
erks me....

~MathK1LL

Subject: Re: QUESTION!
Posted by Dealman on Tue, 15 Jan 2008 19:05:32 GMT
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Between, how often do you sit reading a topic in a forum, copy the text and puts in Microsoft
Sam/Mary/Mike? Only blind idiots would do that, wich is very much unlikley as they can't see what
they're highlighting...

Subject: Re: QUESTION!
Posted by Ethenal on Wed, 16 Jan 2008 02:43:02 GMT
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Had you read the post, you would've noticed that ferkhat said "I put it in caps so you could hear it".