Subject: Re: C&C Reborn is released!
Posted by NeoSaber on Tue, 20 Dec 2005 23:03:12 GMT
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Renardin6 wrote on Tue, 20 December 2005 17:47Do we allow people to use those files? NO.

Actually, yes, you did allow people when the file "character definitions.txt" was included in the alpha saying that anyone who found it was free to use what was inside. It even points out the names of the models and textures so people can easily find what they are looking for. Didn't you look at your own team's internal alpha? It says:

character definitions.txtCharacter 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!

Global Defense Initiative:

| Character Name: | File Name Prefix: | Texture00: | Texture01: | Texture02: | Texture03: |
|---|---|---|---|---|---|
| GDI Light Infantry: | c_ag_gdi_inf.w3d | c_gdi_infantry | c_chromic* | | |
| GDI Enginer: | c_ag_gdi_eng.w3d | c_gdi_enginer | c_chromic* | c_gdi_repair | c_gdi_engpack |
| GDI Bomb Specialist: | c_ag_gdi_bsp.w3d | c_gdi_bombspec | c_gdi_bombpack | c_chromic* | |
| GDI Officer | c_ag_gdi_info.w3d | c_gdi_officer | c_chromic* | | |
| GDI Commando: | c_ag_gdi_com.w3d | c_gdi_cando | c_gdi_candopack | c_chromic* | |
| Ghostalker | c_ag_gdi_stkr.w3d | c_gdi_ghostalker | | | |
| GDI Jumpjet | c_ag_gdi_jump.w3d | c_gdi_infantry | c_gdi_jumppack | c_chromic* | |
| GDI Medic | c_ag_gdi_med.w3d | c_gdi_medic | c_gdi_medicpack | c_chromic* | |
| Mutant | c_ag_gdi_mtn.w3d | c_gdi_mut | | | |
| GDI Rocket Soldier | c_ag_gdi_rckt.w3d | c_gdi_rocketsoldier | c_chromic* | | |
| GDI Tech | c_ag_gdi_tech.w3d | c_gdi_tech | c_gdi_techpack | c_chromic* | |
| Umagon | c_ag_gdi_uma.w3d | c_gdi_umagon | | | |

*Note: Editing the c_chromic will change the effect of the glass on the gdi infantries glass textures,

possibly disabling the
specular lighting effect.

Brotherhood of Nod

| Character Name: | File Name Prefix: | Texture00: | Texture01: |
|---|---|---|---|
| Nod Light Infantry | c_ag_nod_inf.w3d | c_nod_infantry | |
| Nod Cyborg | | | |
| Nod flame trooper | c_ag_nod_flm.w3d | c_nod_flame | c_chromic |
| Nod Rocket Soldier | c_ag_nod_rckt.w3d | c_nod_rocket_infantry | |
| Nod Chamelon Spy | c_ag_nod_spy.w3d | c_nod_chamspy | |
| Nod Enginer | c_ag_nod_eng.w3d | c_nod_enginer | c_nod_repairarm |
| Nod Technician | c_ag_nod_tech.w3d | c_nod_tech | |
| Nod Sniper | c_ag_nod_snpr.w3d | c_nod_sniper | |
| Lillith Hespiax | c_ag_nod_lith.w3d | c_nod_lillith | |
| Nod Elite Cadre | c_ag_nod_cad.w3d | c_nod_nodelite | |
| Cyborg Commando | | | |
| Devils Demolisher | c_ag_nod_dem.w3d | c_devils_demolisher | |
| Kerumib | c_ag_nod_ker.w3d | c_nod_Kerumib | |

I changed the spacing a little so it was easier for me to read.

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