
Subject: Re: renvis - first public beta
Posted by [Ma1kel](#) on Fri, 02 Sep 2005 08:47:05 GMT
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Minax71 wrote on Fri, 02 September 2005 03:21

@Prulez: Yes, I am already thinking about that. Things like an "Affirmative!" sample from Havoc when you click on a soldier etc. However I will first have to contact EA/Westwood if they wont send their lawyers by helicopter if they do so. In any case - many other features will be implemented FIRST before I come to sound.

What the heck do you mean with that?
