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Subject: Re: C&C Reborn is released!

Posted by [Kanezor](#) on Tue, 20 Dec 2005 23:48:48 GMT

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NeoSaber wrote on Tue, 20 December 2005 13:22: character definitions.txt  
Character 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!

The .txt file pretty much screams "Pick the mod apart! I'll even tell you how!"

Just because it "screams" for you to pick it apart doesn't mean it gives permission to redistribute it. If I put up a sign behind my door with a map describing all of the areas of my house, it doesn't give you permission to enter my house, even if I left the door unlocked.

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