
Subject: OT: Portal
Posted by [icedog90](#) on Sat, 22 Jul 2006 01:41:24 GMT
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If you have Steam, get the Portal trailer from the media section. It's insane. that takes a serious amount of coding for sure. it's supposed to be free with HL2: Episode 2, so I can't wait...

Critical thinking+++++++

Subject: Re: OT: Portal
Posted by [Renx](#) on Sat, 22 Jul 2006 03:41:45 GMT
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<http://youtube.com/watch?v=GWzmL05OIYA>

Subject: Re: OT: Portal
Posted by [bigejoe14](#) on Sat, 22 Jul 2006 04:50:17 GMT
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It's probably wishful thinking at this point, but I sure hope that they add some sort of easy level design software so a lot of people can manage to make new levels for this game. If they did that the replayability for this game would be insane.

Subject: Re: OT: Portal
Posted by [z310](#) on Sat, 22 Jul 2006 04:59:57 GMT
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O_O
Fucking Sexy.

Subject: Re: OT: Portal
Posted by [Viking](#) on Sat, 22 Jul 2006 05:10:16 GMT
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OMFG THAT ALMOST LOOKS LIKE MORE FUN THAN RENEGADE!!!

Too bad my computer sux...

Subject: Re: OT: Portal
Posted by [Doitle](#) on Sat, 22 Jul 2006 05:23:12 GMT

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That's interesting, I wonder how long it is. If it is really long it just may be worth the cost.

Subject: Re: OT: Portal

Posted by [Dave Anderson](#) on Sat, 22 Jul 2006 06:07:56 GMT

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Interesting indeed. Lookes like it would take alot of practice to actually get used to warping around like that. You would think that you would constantly lose your sense of direction.

Subject: Re: OT: Portal

Posted by [icedog90](#) on Sat, 22 Jul 2006 06:16:40 GMT

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Doitle wrote on Fri, 21 July 2006 22:23That's interesting, I wonder how long it is. If it is really long it just may be worth the cost.

It's free, if you buy Half-Life 2: Episode 2.

Subject: Re: OT: Portal

Posted by [PiMuRho](#) on Sat, 22 Jul 2006 07:03:19 GMT

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bigejoe14 wrote on Sat, 22 July 2006 00:50It's probably wishful thinking at this point, but I sure hope that they add some sort of easy level design software so a lot of people can manage to make new levels for this game. If they did that the replayability for this game would be insane.

It uses Hammer for level editing. It is easy, when you get used to it

Subject: Re: OT: Portal

Posted by [Oblivion165](#) on Sat, 22 Jul 2006 07:31:58 GMT

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Wow, thats madness. I thought the scene from Episode 1 when Dog throws the car across the gap was about as good as it gets. I was amazed thoroughly, and this is just looking great.

Subject: Re: OT: Portal

Posted by [icedog90](#) on Sat, 22 Jul 2006 07:41:19 GMT

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yeah, I really like the motion blur. hopefully that will be an actual feature and not a video effect.

Subject: Re: OT: Portal
Posted by [Viking](#) on Sat, 22 Jul 2006 08:00:50 GMT
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ICEDOG FOR MODERATOR!!!

Subject: Re: OT: Portal
Posted by [z310](#) on Sat, 22 Jul 2006 15:45:26 GMT
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idjit626 wrote on Sat, 22 July 2006 04:00: ICEDOG FOR MODERATOR!!!

Shut up.

Subject: Re: OT: Portal
Posted by [Doitle](#) on Sat, 22 Jul 2006 19:21:03 GMT
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I know it is free with Ep2 Icedog, but I never bought Ep1 nor did I plan to buy Ep2. Thus, I'd be paying the amount for Portals. So I'd like to know how long it is to see if it was worth it. Do you know what I mean?

Subject: Re: OT: Portal
Posted by [Jaspah](#) on Sat, 22 Jul 2006 20:08:10 GMT
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Damn, Episode 2 is going to kick ass. We get Episode 2, Portal 2, and Team Fortress 2 all in one box for \$25.

Fucking hawt.

Subject: Re: OT: Portal
Posted by [Aprime](#) on Sat, 22 Jul 2006 20:31:05 GMT

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Portal 2? Wtf?

Subject: Re: OT: Portal

Posted by [bigjoe14](#) on Sat, 22 Jul 2006 21:42:21 GMT

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^^

2 many 2s

PiMuRho wrote on Sat, 22 July 2006 00:03It uses Hammer for level editing. It is easy, when you get used to it

I was thinking more along the lines of pre-made tilesets and drag and drop functionality. Kind of like the world builder for Neverwinter Nights. Unless of course Hammer actually does work that way then I'm happy with it.

Subject: Re: OT: Portal

Posted by [light](#) on Sat, 22 Jul 2006 22:00:19 GMT

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I wouldn't pay for it but i'd love to get it free. If nothing else it's a great achievement as far as interactive environments go.

Subject: Re: OT: Portal

Posted by [cmatt42](#) on Sun, 23 Jul 2006 02:05:12 GMT

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Well, that looks interesting.

Subject: Re: OT: Portal

Posted by [z310](#) on Sun, 23 Jul 2006 02:06:14 GMT

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I love your avatar, Cmatt.

Subject: Re: OT: Portal

Posted by [icedog90](#) on Mon, 24 Jul 2006 05:54:31 GMT

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Doitle wrote on Sat, 22 July 2006 12:21 I know it is free with Ep2 Icedog, but I never bought Ep1 nor did I plan to buy Ep2. Thus, I'd be paying the amount for Portals. So I'd like to know how long it is to see if it was worth it. Do you know what I mean?

Yeah, I know what you mean. Nothing against that.

Subject: Re: OT: Portal
Posted by [glyde51](#) on Mon, 24 Jul 2006 07:27:47 GMT
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Pfft, who doesn't have a portal gun nowadays?

Fires portal gun under chair

Fires portal gun at ceiling

Gets crushed by chair...

A goddamn menace to society it is.

Subject: Re: OT: Portal
Posted by [bandie63](#) on Mon, 24 Jul 2006 11:46:44 GMT
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That game is going to be orgasmic.
