Subject: Battle For Dune update 10
Posted by cnc95fan on Fri, 01 Feb 2008 16:11:04 GMT
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Written by FW-Wolf.. So no flaming. I do apologise for my Sadukar09 comment last week
 http://www.fwclan.co.uk/battlefordune/forums/index.php?s=042062b8bd1f7b039ec9162
99603e3b7&showtopic=104&view=getnewpost
WE DESPARATLY NEED INF MODELER. As we are nearing this mod to completion, we need
someone to make infantry. Nearly all weapons are already made.. just no inf

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Subject: Re: Battle For Dune update 10
Posted by mrÃ£Ã§Ä·z   on Fri, 01 Feb 2008 16:12:39 GMT
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WOW that looks awesome you guys work fast

Subject: Re: Battle For Dune update 10
Posted by Zion on Fri, 01 Feb 2008 16:29:08 GMT
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I don't want to poke fun, but i have to say something...

Your models look very low poly, is there a reason behind this?

Also, vertex solve your map, and it won't look black like that.

Other than that, it's looking okay, although i've only seen this blog (not much else to do, yet i do
now so no reading others).

Subject: Re: Battle For Dune update 10
Posted by cnc95fan on Fri, 01 Feb 2008 16:34:08 GMT
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Zion Fox wrote on Fri, 01 February 2008 10:29I don't want to poke fun, but i have to say
something...

Your models look very low poly, is there a reason behind this?

Also, vertex solve your map, and it won't look black like that.

You think? Hmm, well, too bad there skinned now
But looking at images from BFD (The game itself) it doesn't go into much more detail.. so IDK,
maybe we will imporve in second release.

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r34ch made that map as a quick test, so eh, blame him

Subject: Re: Battle For Dune update 10
Posted by Di3HardNL on Fri, 01 Feb 2008 16:34:47 GMT
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I could make character models

Subject: Re: Battle For Dune update 10
Posted by cnc95fan on Fri, 01 Feb 2008 17:48:27 GMT
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Sounds good ^^

Subject: Re: Battle For Dune update 10
Posted by cnc95fan on Fri, 01 Feb 2008 18:18:44 GMT
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Sorry for double post   , I had to inform those who have read it.. to read it again...(by request of
FW-WOLF)or, if you're like me and lazy, I'll just tell you. We got a standalone licenece thingy, so
you won't need Renegade to play or nothing

Subject: Re: Battle For Dune update 10
Posted by danpaul88 on Fri, 01 Feb 2008 19:07:23 GMT
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Quote:reborn has been very busy at work on our Level Edit and it is complete!

Also he has made us a KeyGen with help from Oblivion, thanks to Oblivion!

Your aware that distributing a keygen is illegal, right?

Subject: Re: Battle For Dune update 10
Posted by cnc95fan on Fri, 01 Feb 2008 20:36:24 GMT
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danpaul88 wrote on Fri, 01 February 2008 13:07Quote:reborn has been very busy at work on our
Level Edit and it is complete!

Also he has made us a KeyGen with help from Oblivion, thanks to Oblivion!

Your aware that distributing a keygen is illegal, right?
It's on RenHelp.net.

Subject: Re: Battle For Dune update 10
Posted by danpaul88 on Fri, 01 Feb 2008 21:24:03 GMT
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And that makes it legal?

Any keygen for commercial, non-abandonware software is illegal.

Subject: Re: Battle For Dune update 10
Posted by Zion on Fri, 01 Feb 2008 22:37:24 GMT
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danpaul88 wrote on Fri, 01 February 2008 21:24And that makes it legal?

Any keygen for commercial, non-abandonware software is illegal.

Owned?

I was curious about that too.

Subject: Re: Battle For Dune update 10
Posted by Genesis2001 on Fri, 01 Feb 2008 23:14:48 GMT
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Zion Fox wrote on Fri, 01 February 2008 09:29Your models look very low poly

yea, they need to be better constructed. :\ They don't look that good, IMO. :/

~Zack

Subject: Re: Battle For Dune update 10
Posted by cnc95fan on Fri, 01 Feb 2008 23:14:50 GMT
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Doesn't matter now. Dan pointed out the *right* way of doing it.

Subject: Re: Battle For Dune update 10
Posted by reborn on Sat, 02 Feb 2008 09:58:16 GMT
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danpaul88 wrote on Fri, 01 February 2008 14:07Quote:reborn has been very busy at work on our Level Edit and it is complete!

Also he has made us a KeyGen with help from Oblivion, thanks to Oblivion!

Your aware that distributing a keygen is illegal, right?

It's a registry key generator for level edit, pointing it to BFD's install rather then renegade, not a key generator for any serial.

Subject: Re: Battle For Dune update 10
Posted by danpaul88 on Sat, 02 Feb 2008 10:31:06 GMT
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So it's not a keygen at all, cnc95fan just didn't understand what it was you had made? Lol...

Anyway, now that you told us what it really is, yes, those are probably fine legally.

Subject: Re: Battle For Dune update 10
Posted by cnc95fan on Sat, 02 Feb 2008 10:34:50 GMT
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I never said it was a KeyGen, Wolf wrote that

Subject: Re: Battle For Dune update 10
Posted by TeamWolf on Sat, 02 Feb 2008 10:39:50 GMT
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Yeah my bad lol

Subject: Re: Battle For Dune update 10
Posted by reborn on Sat, 02 Feb 2008 17:59:48 GMT
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danpaul88 wrote on Sat, 02 February 2008 05:31So it's not a keygen at all, cnc95fan just didn't understand what it was you had made? Lol...

Anyway, now that you told us what it really is, yes, those are probably fine legally.

Oblivion made it . But yeah, there was obviously an air of confusion...

Although, you could argue that it is a keygen, it's technically a registry Key Generator (it actually makes a .reg file).

Although agreed, it's not your typical KeyGen that you might expect when someone uses that word.

Subject: Re: Battle For Dune update 10
Posted by OWA on Sun, 03 Feb 2008 02:11:10 GMT
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I can make infantry, but I'm busy working on AR/APB and Reborn

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Subject: Re: Battle For Dune update 10
Posted by cnc95fan on Sun, 03 Feb 2008 11:51:57 GMT
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One Winged Angel wrote on Sun, 03 February 2008 03:11I can make infantry, but I'm busy working on AR/APB and Reborn
I don't know weather that was sarcasm or not. Be we need people who have that spare time to model apprx. 3 inf for each side.

Subject: Re: Battle For Dune update 10
Posted by OWA on Mon, 04 Feb 2008 12:08:52 GMT
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cnc95fan wrote on Sun, 03 February 2008 11:51One Winged Angel wrote on Sun, 03 February 2008 03:11I can make infantry, but I'm busy working on AR/APB and Reborn
I don't know weather that was sarcasm or not. Be we need people who have that spare time to model apprx. 3 inf for each side.
Then I guess you won't find them here.

Subject: Re: Battle For Dune update 10
Posted by TeamWolf on Mon, 04 Feb 2008 14:13:11 GMT
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... guys if your going to do this, do it IM or PM, not a thread...

Subject: Re: Battle For Dune update 10
Posted by danpaul88 on Mon, 04 Feb 2008 14:28:19 GMT

If OWA had time to make your infantry then he would have time to make AR's infantry, so I'm afraid you won't get anything out of him for a while.

Subject: Re: Battle For Dune update 10
Posted by cnc95fan on Mon, 04 Feb 2008 14:48:29 GMT

He was pointing out the uselessness of the post.