
Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Wed, 13 Aug 2003 05:42:16 GMT
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Yes i have made another model. some of you have probubly seen my old version but my new one is pretty much identical. i would have used my older one but i lost the model . well anyways i have made the TS weapons factory and all i need now is a place to upload this mini video clip.

EDIT:I HAVE RENAMED THIS TOPIC TO TE UPDATES. AND I WILL POST ALL UPDATES HERE.

Subject: Tiberium Evolution Updates
Posted by [Infinint](#) on Wed, 13 Aug 2003 07:13:32 GMT
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havoc89, just ask me if you can use a space on the TRTA web site and ill let you upload it there

Subject: Tiberium Evolution Updates
Posted by [brent3000](#) on Wed, 13 Aug 2003 07:31:59 GMT
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Infininthavoc89, just ask me if you can use a space on the TRTA web site and ill let you upload it there
what web site is that

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Wed, 13 Aug 2003 17:11:21 GMT
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Infininthavoc89, just ask me if you can use a space on the TRTA web site and ill let you upload it there

use space on the what now?

Subject: Tiberium Evolution Updates
Posted by [Infinint](#) on Wed, 13 Aug 2003 18:33:25 GMT
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TRTA, the rise of the aliens, there web site

Subject: Tiberium Evolution Updates
Posted by [Ugauga01](#) on Thu, 14 Aug 2003 00:48:59 GMT
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Post the Link here

Subject: Tiberium Evolution Updates
Posted by [brent3000](#) on Thu, 14 Aug 2003 05:48:00 GMT
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"TRTA"
good name

Subject: Tiberium Evolution Updates
Posted by [Jaspah](#) on Thu, 14 Aug 2003 18:18:07 GMT
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Post the Image here.

<http://www.joaorp.com/btm/forum/index.php?s=4cee703e008b547bc9c6752e4580b46e&showforum=6>

Guests can post here so you don't have to register.

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Sat, 16 Aug 2003 01:07:37 GMT
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thx... but i just converted it to a gif file and had to decrease the image quality to reduce the size. the animated gif file at same quality was 900kb so i decreased the quality and now its 225kb. so than i uploaded it on noobstories.

and here it is.

P.S. i done know why but it slowed the speed of the fps down after i uploaded it. so im not really sure what the problem. and the detail will sux a little.

Subject: Tiberium Evolution Updates
Posted by [Ugauga01](#) on Sat, 16 Aug 2003 02:12:12 GMT
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It looks very great.

How did you do that animated gif??? With 3ds?

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Sat, 16 Aug 2003 04:02:22 GMT
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i used another program.

1st i made an AVI file

than i used a program called "GIF Construction Set Pro" it has the ability to convert gif-avi, images-gif avi-gif and alot more.so yeah thats how i did it

Subject: Tiberium Evolution Updates
Posted by [Ugauga01](#) on Sat, 16 Aug 2003 04:12:09 GMT
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Can you send it to me??
Or when not. Where can i get it??

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Sat, 16 Aug 2003 04:26:06 GMT
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goto <http://www.google.com> and search for it.

Subject: Tiberium Evolution Updates
Posted by [Ugauga01](#) on Sat, 16 Aug 2003 05:24:57 GMT
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I search with <http://www.google.de>

Subject: Tiberium Evolution Updates
Posted by [Jaspah](#) on Sat, 16 Aug 2003 13:26:42 GMT
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Havoc 89i used another program.

1st i made an AVI file

than i used a program called "GIF Construction Set Pro" it has the ability to convert gif-avi, images-gif avi-gif and alot more.so yeah thats how i did it

I have that.

What sucks is when your animating the transparence you have disappears.

Subject: Tiberium Evolution Updates
Posted by [maytridy](#) on Sat, 16 Aug 2003 14:33:47 GMT
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Nice model.

Can't wait to see the finished product.

Subject: Tiberium Evolution Updates
Posted by [pulverizer](#) on Sat, 16 Aug 2003 14:35:23 GMT
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looks very good, is there already an interior?

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Sat, 16 Aug 2003 16:09:35 GMT
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yep. everything about the model is completed, Exterior and Interior.

Subject: Tiberium Evolution Updates
Posted by [brent3000](#) on Sun, 17 Aug 2003 04:14:59 GMT
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nice job

Subject: Tiberium Evolution Updates
Posted by [Ugauga01](#) on Sun, 17 Aug 2003 06:59:28 GMT
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When do you release the mod??

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Sun, 17 Aug 2003 17:34:47 GMT
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Tib Evo will take a while so plz dont ask. we have to recreate the mod folder. that is gonna take a long time.

Subject: Tiberium Evolution Updates
Posted by [dufis791](#) on Mon, 18 Aug 2003 02:58:07 GMT
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how long? isnt there already a tiberium evolution mod package out? i have tiberium evolution X12, is this 4 the next version, or something diff??
btw, the modle looks awsem!

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Mon, 18 Aug 2003 03:35:40 GMT
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yes the pkg of x12 is out but its not possiable to extract the same settings from it. so we have to make everything again.

Subject: Halo Battle Rifle Completed
Posted by [Havoc 89](#) on Mon, 18 Aug 2003 03:49:56 GMT
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here is where u can check out another update on TE.

this is a gun. a fully skinned and extreamly awesome model. (From Halo)

Subject: Tiberium Evolution Updates
Posted by [Ugauga01](#) on Mon, 18 Aug 2003 05:19:00 GMT
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Havoc if you mean the Presets Tree an do on..
You can extract it. You only have to overwrite the files in the mod folder.

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Mon, 18 Aug 2003 05:42:05 GMT
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no i am talking about the settings of the presets tree. all the units,buildings,maps of and all their settings. that cannot be extracted.

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Wed, 27 Aug 2003 16:21:46 GMT
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Another Tiberium Evolution Update.

Subject: Tiberium Evolution Updates
Posted by [Havoc 89](#) on Thu, 28 Aug 2003 16:05:43 GMT
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what next one? u mean x13? i told u guys its gonna take some time, but not that long actually may be in end of september.
