
Subject: Text transcript of Mission 3 missing dialogs
Posted by [Deactivated](#) on Fri, 07 Nov 2003 23:26:08 GMT
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I have written a text transcript for the dialogs included in M03.mix. These are not used in the mission.

<http://www.cannis.net/commando/mission3.shtml>

Subject: Text transcript of Mission 3 missing dialogs
Posted by [Dante](#) on Sat, 08 Nov 2003 00:59:11 GMT
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kewl site idea, and i wondered when someone would use that as a layout, just do me one favor, line it up.....

Subject: Text transcript of Mission 3 missing dialogs
Posted by [Deactivated](#) on Sat, 08 Nov 2003 10:28:01 GMT
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Heh, I first tried making those as menu background for Renegade, but I ended having a cool layout for a site

If you type "C&C Commando" in Google now, instead of directing it to a early preview of Renegade, it goes to my site.

I'm currently working with Mission 7 dialogue.
If you want to see what's done so far...
<http://www.cannis.net/commando/mission7.shtml>

Subject: Text transcript of Mission 3 missing dialogs
Posted by [spreegem](#) on Sat, 08 Nov 2003 14:43:12 GMT
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I never thought of using that as a site layout, but I did use it to make a desktop, (Un finished) Also what was it supposed to be for? I think if it was made into a menu background for Renegade it would look cool.

Subject: Text transcript of Mission 3 missing dialogs
Posted by [Deactivated](#) on Sat, 08 Nov 2003 15:15:35 GMT
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I have a slight visualization of the old main meny screen... I saw it on now-bankrupt MoonTV. It also featured Havoc driving a Nod Buggy and shooting noddies with the machine gun enplacement (controlled from outside).

Subject: Text transcript of Mission 3 missing dialogs
Posted by [Deactivated](#) on Mon, 10 Nov 2003 14:44:51 GMT
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Mission 7 dialogs are now complete. I wasn't able to make out everything clear, so they might be a bit inaccurate.

<http://www.cannis.net/commando/mission7.shtml>

Mission 5 and 6 are still under way, but it might take some time as the Mission 5 has 127 lines and Mission 6 dialogie has over 200 lines.
