

---

Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Thu, 10 Oct 2002 03:10:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by aircraftkiller2001: quote:Originally posted by Triforce:okay, this was not intended to be a flame fest, so I'm going to ask that we all try and keep it on topic. Anyone on the forum has the right to express their opinion here, so please let them do so. I happen to agree that they are needing new textures, I've been playing TS to see how the animations act and the current textures don't give it the TS feel. My first concern is actually build them in gamx and have them functional in game, then I can move on to textures. I also have a question, should I make a new skin for the doors or keep them as is? Triforce Thank you for illustrating my point - these kiddies think any kind of suggestion not praising someone up to holy hell's ass is a negative comment. Anyways, use new door textures. But ACK, yes you did point out that it needed new textures to look like the buildings in TS but it was just the way you said it quote:Originally posted by aircraftkiller2001:[QB]You've got a lot of work to do before I'd call any of those structures worth putting into Renegade.QB]It is hardly encouraging. Anyway, keep up the hard work Triforce. Oh and is this actually going towards a mod yet ?

---