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Subject: Anyone have my.....

Posted by [Oblivion165](#) on Tue, 03 May 2005 20:06:10 GMT

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Well this is what i posted before when i released them:

Oblivion165 This is all the work i did for Ren1918. Everything from the gmax files, to the mod pkg. Most of it isnt complete, and was made for temporary models until we got different aspects done.

<http://www.dr-oblivion.com/ww1.zip> Gmax Files 5.2 mb

[http://www.dr-oblivion.com/1918\\_pkg.zip](http://www.dr-oblivion.com/1918_pkg.zip) Mod Pkg 7.7 mb

<http://www.dr-oblivion.com/theme.rar> Menu Theme 2.8 mb

(mod pkg includes an almost finished lv)

I would think the ren1918 mod would be something similar to 1918.Pkg

I would just search for "1918" and see what comes up.

And RenRev i named it different ways over the course of productions, i would go with:

"RenRev" "RenegadeRevovler" or even "RR"

And thanks again.

EDIT:

Oblivion165 Beta Release of RenRevolver

I am releasing my work as of now, in hopes of some people wanting to join me and help with the mod. Its playable, but not very good yet.

play maps:

Desert Town, Test1 and Bridge.

Neither are real maps, just ones i put together for this release. Also health settings arent "True" yet. Like the bridges fall in three shots....

<http://www.dr-oblivion.com/RenRev.exe> 73.8 Mb

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If you have problems with myfile copier, then simply Copy all the files in your Renegade Dir (Not

the folders) and paste them in your RenRevolver Folder.

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