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Subject: TA Mod

Posted by [danpaul88](#) on Sat, 10 Sep 2005 01:10:23 GMT

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I have been working on a mod for renegade based on the old RTS game Total Annihilation for some time now, with the help of a few other people.

Although I only have limited skill with RenX and LevelEdit, I think this would make a nice mod, and if anyone is interested in working with me on it then post here.

I have created 2 video previews showing some of the models and such that have been created so far, they can be downloaded at <http://www.members.lycos.co.uk/dp88/downloads.php?cat=6> (its hosted free on lycos, so there is downtime sometimes). NOTE the weapon settings are NOT finalised, there is a lot of balancing needed.

If there is sufficient support I will get a proper website setup for the mod.

What is needed most is textures for the models created (I can create decent UVW maps, using the automated tools to flatten the mapping though).

Anyway, post your thoughts here.

Oh, the people who worked on the mod so far;

Server557 - Textures for defender, guardian and pulverisor

SuperFlyingEngi - Models of Flash Tank, Brawler Gunship and Thunder Bomber

Me - Levels, Buildings, Model Bones, UVW Maps, LE Settings and almost everything else >.<

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