

---

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE

Posted by [N1warhead](#) on Sun, 14 May 2006 00:06:36 GMT

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

---

To be Honest guys, this wasent intentionally suppose to be for Renegade i was in the making of a Terminator 4 movie With CGI Animation..... but i just thought it was gonan take about 5 years with no crew adn by that time there should be another movie out so it would have been a waste..... but i have played renegade sence it came out till i broke my copy aobut 2 years ago then i couldnt find it no more then i saw the Decade i only bought it to get Renegade cause its the easiest game in the world to mod and also one of the funnest LOL, but the maps will be based on the Future war of Terminator which should be in the next movie of Terminator, and i might throw in some maps of the Original Terminator movies set in are past and present. but guys i will need a crew i cant do this all on my own im only good at modeling and thats about it, i already got thousands of textures, about 4 gigs of textutres that will probley never be used LOL boy i just love games that give away textures in there mod tools HAHA, but yea i would like more modelers to help if there are any on this forum which i was told this is where all the modders hang out so yea LOL, im looking for scripters, modelers ( for ) Maps, Weapons, Characters ( IN HIGH POLY ) i get my maps running smooth with 150 thousand polys each frame so the engine is pretty good, i mean its is real smooth thats why i use 3ds max for modelin HAHA, and if u want a free copy of 3ds max just get it off Limewire LOL, but yea, anyone that wants to help my screen names are on my first post

---