## Subject: Remaking carnage club!
Posted by jngdwe on Thu, 15 Mar 2007 07:35:01 GMT
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Yo im remaking carnage club in an attempt to revive roleplaying along side roleplay2 and ive got the original LE completed and restored along with changes of my own to increase playability and minimize spawn killing, aswell as increase overall looks of the interior, But i was wondering if anyone would like to help out! All credit goes to the original maker of the carnage club, and anyone else who helps redo it with me!

Edit: I now have imported the w3d into RenX and am currently fixing errors aswell as retexturing!

Help i need:

Skin/texture artist
Beta tester
(possibly someone to animate a stripper for stripper poles!)

My current addons to the map are:

RC Hell Mammoth

New music (maybe will be changed to better suit the map later)

New spawn points and each team has more convenient locations for PTs

Backroom where volt used to be is now a prison for owned players, also has a keycard to open incase you do not have nightregulator.


Planned additions/fixes not yet implemented:

Several fixes on the terrain

Polygon optimization

Stripper poles (sorry, but i cant actually animate strippers lol)

More weapons, probably most that were used on roleplay2 (originally from some mod which i cannot remember the name of)

An exterior parkinglot and maybe a parking garage

Most likely gona retexture the map with higher res!

Indoor pool in the lobby area near office!

Much more to come!

SCREENSHOTS WILL BE POSTED WHEN THERE IS MORE TO SHOW!