Subject: Re: DJTHED's RaceMod 2
Posted by SSIDJTHED on Tue, 07 Sep 2010 17:07:00 GMT
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R315r4z0r wroteI remember about 4 or 5 years ago I was working on a race mod. My friend got me into it. He threw together this quick mod over night and a bunch of us played the next day. It was incredibly fun. He kept working on it and came up with these cool little features. You would lose health if you crashed into a wall, so he had an automated pit zone where ceiling guns with repair rays would heal your vehicle. He also had a startup sound (like "ding-ding-DING!") that you could activate anytime to start the race.

I later designed this really cool track. However, when I started designing the cars I began to lose interest. I stopped working on it and then a couple years later I lost all the work due to a virus.

Anyway, I'm glad to see another race mod. They can be really fun when you really put thought into it.

Nice ideas, though i already thought of the "taking damage when running into a wall"

Mr.NiceGuy wroteyou can find some cool vehicle models for free like this one
http://www.turbosquid.com/FullPreview/Index.cfm/ID/310098

Ill go ahead and check it out, but i may not use them..