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Subject: dbgtr mod

Posted by [Adavanze](#) on Mon, 06 Oct 2003 15:53:58 GMT

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DBZ is cool in some ways, i honestly dont watch it much, but i have seen a few episodes (my friend is like DBZ crazy) What is cool about it is, you think of it as a TV series, people fly around the world light speed while some old guy watches them on some magic ball. You dont think how fun it would be to do all of that in a mod, so thats why i decided to model them.

There is a version 2 to this mod, will soon be up on ammo and i know some people have already got it cauz i sent it around, so far i have done 4 models and i think that is enough for me to do, i might do some others in the future. You are welcome to use them in a mod, if you do decide to do a mod then i might make you one infantry especially.

Here are the 4 infantry:

Also, you should ask around for help on maps, often the people who start these mods are n00bs who just think they can make a mod out of nothing - and believe it, they say like.. im going to make a mod on real life with some super huge map like a city! With all new characters! then they got no idea how to do it.

So i suggest if you dont know how to do it, then recruit people to do it for you.

Another aspect which people know about is that renegade is dying quite quickly, and this is because people like me are just dedicated to making mods and dont play - so it dyes, and the game is waring out, and so the moral of this story is that: 'it is too late to start another renegade mod' unless ofcourse you are phsyco army who can make an entire mod in like 4 days.. lol.

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