
Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 07:43:00 GMT
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I dont have time to do this, but i just have to get the ideas out anyway. (yeah, yeah come on laugh at me, yeah....) Well, here goes: (Please note that i reserve all rights to the idea making of a such mod, and will sue or something if people make something out of it that i dont like, not trying to sound like a...something...)ATG: Attack of the Gnomes (I TOLD you it was crazy)Teams:<ul type="square">1: Humans 2: Roof-GnomesBackground: Humans are the good guys, bent on exterminating the evil roof-gnomes (named such because they often dwell in the ceiling of houses), which in their turn is bent on brainwashing, killing the humans and desroying their houses and civilization (sp?). The evil roof-gnomes have emerged from the darkness, with their headquarters being in a school, which has been abondened long time ago, when the roof-gnomes came. Now the humans and roof-gnomes are fighting a battle for survival and bla, bla, bla both with cruel and malicious weapons.Roofgnomes: The roofgnomes are small, quick, but lacks great firepower is not able to take as much damage as humans. They have captured some human technology, including ballistic missiles (and silos), which they use to their advantage. (Thats their superweapon, yes, just a huge missile doing massive damage). They dont have many vehiclesor advanced technology, but they have the ability to get around quick and unnoticed, due to their low stature, and can access areas where humans cant go. They make use of melee weapons, as swords and axes (not saying they dont use guns). Roof-gnome buildings are more caves than buildings, or they make use of (old, sometimes) abandoned buildings. They have a terrible (defense) weapon known as the Obelisk of Gnomes. (basicy the same as Obelisk of Light), and also a rumored super-weapon known as the "Death-Gnome".Humans: Humans are just that: Humans. Normal physics and stuff, and utilise more ranged weapon and advanced technoloy then the roof-gnomes. Their super-weapon is a chemical missile, that does little damage to buildings, but kills all gnomes in the immediate sorroundings, and creates a huge gas-cloud that spreads out from the impact-site. Humans make use of some explosives, and also sope and parfume (maybe), since it seems that gnomes dislike very much, and might even take damage of, exposure to such substances. To make up for their lack for building destrutction via beacons, and the roof-gnomes ability to move around faster, their buildings has three (or more) "MCT"s, or support areas, that keep the building up, and that has to be destroyed for the builing to be destroyed and crumble. (If totally destroyed support areas can be repaired can be a server-side option. Even if a building has more than three such areas, only three has to be destroyed at once to desteroy the building). Humans also have more heavily armor.Characters: Roofgnomes: Gnome-Lord, The Roof-gnomes leader and commander. (only one available at once in multiplayer, or not available at all.)Gnome Vader. The gnomes second in command, a human brainwashed to the point of believing he is a gnome. (only one available at once. Extremely powerfull, cannot be killed, but converted to the dark side by enough human bright knights (or something).Darth gnome: Does half damage of Gnome Vader and can be killed. Medium health and light armor1337 Gnome: Elite gnome, extra fast and with other abilitys (i.e jumping higher). Carries extra much C4. Kamikaze gnome: Carries loads of explosives, but can not place them on something, only detonating them while they are being carried, as the C4 is strapped to the body.Brainwasher gnome: Using a mixture of chemicals and physic warfare methods, brainwashes the enemy into crazy bots that will attack their own team until killed (or converted back to the bright side, by bright knights, or something). Grunt gnome

(free): Weilding a club/axe/pike and knives (5, can be thrown), plus a C4 package. Archer gnome: Weilds a shortbow and knife, dealing medium damage with the bow. Techie gnome: Runs around healing gnomes to a extent (75 \% health) and fixing holes in ceilings/walls (repairing buildings/caves). Pyromaniac gnome (low-level): Carries gas-bombs (throwed), doing a good deal of damage to unprotected infantry. (Small bombs, might need a few to make a kill, on low-level chracters) Berzerker gnome: Fast, heavily armored, weilding a heavy battle-axe. No knives, 1 C4. Assassin gnome: (high, but not boss-level) Fast, may scale/climb walls (making it possible to make use of passageways/air ducts in the ceiling/). Instant (or two-hit) kill from behind with knife-stabs (or piano-wire, if standing high enough to reach the neck). Have the advantage of jumping down on and surprising enemies, if waiting in the ceiling or something. 1 C4. 2 extra (good) throwing knives. May also be used as socut, because of (extra) high speed and the ability to climb/scale walls. Cloaked gnome: Using the powers of the gnome-side somehow, those gnomes have the ability to cloak (stealth). Weapons: (medium long) Sword and 2 knives (can be thrown). 1 C4. Can be heard, so wise to walk soft, and with a long sword. Phew, that was it for the gnome-side for now i think. Sorry that there is no list of (ideas for) buildings/more weapons/vehicles. I am not sure about the human side (conserning characters and such) yet. I might be fleshing this out a bit more later, but not right now. Thank you if you read through all this. You may now commence the laughing, pointing and flaming. [July 04, 2002, 08:47: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 07:55:00 GMT
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ohhhhhh good i idea only thing its missing is one of those little thingys what do you call them...
oh yah cheese elves

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 07:58:00 GMT
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Just a word...crazy!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:00:00 GMT
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But they almost look like Elves! (Note: This is not a product of my imagination alone, but also of my friend Anders, and several other friends. Much credit goes to him. The roof-gnomes are trying to take over our school! I have a picture of one too. (basicly just my version of the head-tutorial from Gmax , i might upload it later, if i can get enough space tidied up on my site) I have thought about putting this idea and concept up for a while, but havent gotten myself to do it before now, and there is a lot of info/ideas that is missing. As said, i might add more later.)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:03:00 GMT
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Indeed, i am crazy I also have another Idea (concept not created by me at all, i would just love to see a mod about it) that i mihgt post, so beware!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:04:00 GMT
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Cheese elves? (yes, i am a bit slow)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:40:00 GMT
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Be afraid...be very afraid!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:42:00 GMT
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I hate those darn underwear gnomes....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:56:00 GMT
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These are even worse! They are mean! They are evil! They are roof-gnomes!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 09:19:00 GMT
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What about garden gnomes?Come on, you got to have garden gnomes.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 09:43:00 GMT

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Well, they might get a supporting role, or something, like the forgotten, since they are gnomes, they too. But i think wall-gnomes would be more realistic to get in first, since they are closer relatives to the roof-gnomes.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 09:47:00 GMT
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lolu r a phyco its great got any more crazy idea's and yes i am now afraid of u

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 11:56:00 GMT
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Indeed i have, but i shouldnot take credit for them. It only seems that i am the onlyone that is thinking about posting them Afterall, what does ym sig tell you? Phear me! MWHAHHAHAHAH!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 29 Apr 2002 13:36:00 GMT
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*Yawn*Yes, yes, i will give up for the night no...sorry.....*Checks under his bed for roofgnomes (or would that be "under-the-bed-gnomes" ?) and turns off the light*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 00:45:00 GMT
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Not at the bottom yet, but i am soon going to bed, and: A bump a day ensures the topic will stay

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 06:16:00 GMT
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Rough scetch (sp?) of Human characters. Just gave them name for no reason (that i will reveal, that is).Andulf: All-round fighter. 9mm Glock, (must be bough seperately?(sp?)) sword/club/stick (selectable) and knife.Evulf: Tall, fast, jumps extra high. 25\% to health (more than base characters). Long stick/tube of metal/wood or spear/pike.Eiulf: .45 magnum (can also carry

wooden stick, as most characters), fast, can do salto (sp?) (uh, you know, a jump, rotating forward/backwards, landing on your feet) +30/35 % to health
Ollulf: Stick/sword/9 mm Glock.
Evalf: Shotgun
Espulf: Axe/short sword/dagger. Can ram people/gnomes at high speed. Kicks.
Terjulf: Sword/9 mm Glock.(also included?:)
Steffulf: Sword/ 9 mm Glock +(hand)Grenades.
Jallulf): to stamina. Sword/club/9 MM Glock.
Engineer (Thomulf): 2 timed, two remote C4 (In lack of advanced engineer classes?), no armor. 1 pocket-knife (works as mini-toolkit), might carry more tools.
Bright Knight 1: (Ollulf?) +25(?)% to armor? Laser Sword (are we going to get sued here?)
Bright Knight 2: (Terjulf?) Same as above
Bright Knight 3: (Eiulf?) Same as above.
Bright Knight 4 ?) (Jallulf?) Same as above. Remember: Bright Knights can be used to convert Darth Gnome(?)
I think of that as just the base of the characters, except the Bright Knights.
More weapons could be bought, or more advanced versions of the characters purchased.
Economics: Also weird and twisted. Might be changed, ofcourse. Humans: Instead of ransporting something TO the base, humans have to export kebabs (or something else) to a pick-up point outside the base to earn money.
Gnomes: Have a similiar system. They (can) sell building materials from a bunch of buildings outside the base, which trucks pick up. When the turcks depart at the edge/end/whatever of the map, money is given to the gnomes.
2 credits per second can be turned on/off. (would at least be nice).
Thats it for this time, guys. (Stulf and Stalf taken out (from the human characters list), didnt feel like having "fictional character" anymore....
cause, if i might have a chance to get some photos that can be used as base for skins now, which would be impossible with ficitonal characters....i know, it doesnt make sense)
[May 09, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 06:44:00 GMT
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roof gnomes, I LOVE IT

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 07:12:00 GMT
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Indeed, we all love to hate them!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 08:55:00 GMT
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som1 really should make this it would be funny

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 09:08:00 GMT

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Thats why i posted it. Hoping that a bored modder will think "I want to make something original. This would be incredible fun, i will make it!" (knowing that the chance is one to a zillion)Lets hope for the best

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 09:11:00 GMT
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well i hope som1 does make it and this is definently a original idea

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 09:19:00 GMT
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Yes, and this is not everything i can think of and have buzzing around in my mind. BTW, I like your attitude, very humble you are, indeed .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 09:21:00 GMT
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It seems like i forgot this (sorry for the new post):Each of the humans MCT's, or "support points" can only take a third of what a Gnome or normal Renegade MCT can take (3 C4's) So even though you have to destroy three support points to destroy a building, you only need three C4, one for each MCT (support point). (or, would need, as it isnt reality just yet).[April 30, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:19:00 GMT
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I will see if i can clear out some space on my site so that i can uplaod the gnome picture. (remember, its not skinned or anyhting, anyone who want to do that? Also, it is full of flaws and stuff since its one of m very first models, with loads of unneseccary faces and stuff)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:40:00 GMT
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wow every1 says they love the idea but no1 seems to wanna make it i wonder why

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:47:00 GMT
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I think its because they cant make mods. And i gues those who can make mods are busy making thier own mods right now. I guess we have to wait (and keep bumping the topic) :/

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 10:48:00 GMT
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I edited the subject line a bit, maybe it will look a bit more attractive (sp?) now

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 11:55:00 GMT
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gnome property, making holes in walls, etc.+50\% to health. Emits sweat cloud that might poison anyone who is nearby for too long. +200& to damage if you hit in the chest region. Tall. Fast. No weapons, only melee hands and stuff. (might be server-side option)Remember, if anyone wants to do the gnome-mod, you dont need to do everything listed here, i just put up all the (extra) ideas i have, if anyone would care to use them.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 13:01:00 GMT
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its ok nice pic

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 13:30:00 GMT
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Maybe a addition in my sig might get some attention too

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 13:58:00 GMT
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Lets see if it works...Edit: Works now Keep this bumped, will ya? I have to go to bed now [April 30, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 14:14:00 GMT
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ok im on bump duty for ya brutus

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 14:36:00 GMT
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Thanks *Leaves*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 15:03:00 GMT
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hmmm cant beleive no1 wants to make this mod (bump)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 15:06:00 GMT
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(Low, tired voice:) Give...them... time....*Drags himself out of the comp room and crawls in the door to the bedroom*Good...night..... *Falls asleep*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 15:11:00 GMT
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hmmm wonder if brutus is really asleep

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 30 Apr 2002 15:29:00 GMT

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hmmmmm cant think of nething to say nowBump

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 30 Apr 2002 15:48:00 GMT

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bump duty sux

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 30 Apr 2002 16:17:00 GMT

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last bump for awhile

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 30 Apr 2002 17:53:00 GMT

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yet another bump

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 30 Apr 2002 20:44:00 GMT

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last bump of the night

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 30 Apr 2002 21:05:00 GMT

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It sounds like a great idea, but I just began my modding career about 5 minutes ago, aside from map making for Half-Life and it's mods.... But that was with WorldCraft.... If I had more experience and time and stuff, I would love to work on this Mod...[April 30, 2002: Message edited by: Daemetos]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 00:00:00 GMT

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yes maybe that will work

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 00:01:00 GMT

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What? The subject line change or the neutral side stuff?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 00:14:00 GMT

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Uploading now....I hate paint! Impossible to save as anything else than bmp! (without taking the screenshot again, maybe) *Prays that he has enough space left*

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 00:20:00 GMT

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subject line

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 00:27:00 GMT

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K Yes! Success! I had enough space. The server/site might be a bit unstable :(its also relatively large in size, over 2 megabytes curse paint and BMP!)Keep in mind what i said about the picture/model Edit: New updated picture with (black) pupils [May 22, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 00:34:00 GMT

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(A evil roof-gnome! :eek

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 00:34:00 GMT
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man i dont see it

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 00:35:00 GMT
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It just takes time to load. Be patient, sorry.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 00:36:00 GMT
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ok

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 00:41:00 GMT
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lol nice had to use a dowload acelerator to see it

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 00:48:00 GMT
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Thanks Sorry for the big picture/slow site, yet again: I HATE PAINT! Sorry for that too .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 01:29:00 GMT
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Nice to hear. I was maybe not asleep right after my last post, but i was in bed, at least, and i guess i was asleep by your last post/bump. Thanks for the bumps

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 01:30:00 GMT

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(After i finish with maths and religion homework today, i will begin work on my roofgnome essay. Should have written it long time ago, just didnt want to when i didnt have a picture online)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 02:47:00 GMT
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A bump a day ensures the topic will stay.I also put up a "wanted" poster of the gnome at boards.bwgame.com here [May 01, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 07:57:00 GMT
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Aaaaaaah, at last! Finished with the homework For singleplayer, it would be nice with several parts/episode. it could be a whole saga. Like: (updated, and with some timeline notes)Episode one: The Phantom Gnome (the first emerging of the gnomes and the building of Castle Pojka)Episode 2: Attack of the Gnomes (the first full-scale gnome attack and the destruction/occupation (sp?) of Castle Pojka) Episode 3: Return to Castle Pojka (the humans regrouping, counter-attack and reoccupation of Castle Pojka. The defeat of the gnomes)Episode 4: A New Gnome (the gnomes return, with a new leader)Episode 5: The Humans/Gnomes Strike Back (???)Episode 6: Return of the Gnome/Bright Knight [June 02, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 08:21:00 GMT
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quote:Originally posted by CrazEd__DinGo:ohhhhhh good i idea only thing its missing is one of those little thingys what do you call them... oh yah cheese elves No not one of them one of these off south park o.k. here it goes UNDER PANTS GNOMES!step one collect under pantsstep two.....step 3profit!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 08:35:00 GMT
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When the gnomes come, you will have worse thing to worry aboutt han underpants

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 08:36:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 09:34:00 GMT
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Runs away from the horror

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 09:41:00 GMT
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i like the pic of the roof thingy it looks class

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 09:46:00 GMT
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Class? Lol, thanks .Hey, tell your modder friends if you have any

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 09:48:00 GMT
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have any what??and how far are you in making this mod?? cause it sounds kool and i wanna play it!!!*MUMMY THE EVIL MAN AINT LETTIN ME PLAY* loljk lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 09:59:00 GMT
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Modder friends, people who can mod And the point is, i dont have time/cant mod this mod, i just posted my ideas, hoping that someone will want to make a mod of it

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 10:00:00 GMT

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o i c if i could mod i would make your idea its really kool

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 10:34:00 GMT

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Thanks , i think so too in all my humbleness First vehicle idea:Gnome jet: (very) cheap. Light armor. Canbe driven on the groun, until you are in position. You then "launch" the plane with alternate fire (or something else), and the plane will take off with enourmous speed, but only go a certain distance (either in astright line or you might be able to steer it like a gliding plane (sp?)), before it lands and self-destructs, leaving the owner able to continue on foot. Nice for airborne infantry rushes on the enemy base Watch out! In the sky! its a bird! its a plane! Its a roof-gnome!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 10:41:00 GMT

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like the new idea fly baby fly loland i said IF i could mod i would make it but i cant
nooooooooooooooooooooooooooooo

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 10:44:00 GMT

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lol that would be hillarious! but now because of the freaky post everytime i cross one of them old peoples yards an see those things im ganna run thinking there going to attack me!!!! AHH RUN! SAVE YOURSELVES!!! THE LITLE PEOPLE!!! eh wait.... no... i already saw a head docter... NOO!!!! its happening agin!!!!!!!!!!!!!!!!!!!!!! AHH! GO AWAY LITTLE PEOPLE! GO AWAY!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 10:45:00 GMT

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what is wrong with you, you sad sad person

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 11:18:00 GMT

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Lol. Sssh, dont scare him away, the more posters, the better. We must stand united against the roof-gnomes!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 11:21:00 GMT

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The roofgnomes version of EVA/Cabal:GNOME: Genius Nasty Overseeing Master Entity And then we offcourse will have to mention the GNOME Defender too

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 13:08:00 GMT

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lol sorry sometimes i get carried away...

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 13:36:00 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 14:55:00 GMT

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who long do u want people to bump this until som1 makes

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 14:56:00 GMT

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BUMP IT UP! SOMEONE WILL MAKE IT! lol yes! Keep bumping!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 01 May 2002 15:17:00 GMT

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What the hell is this guy talking about?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 15:37:00 GMT

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quote:Originally posted by Bobo Q. Malone:What the hell is this guy talking about?what the hell are u talkin about

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 15:45:00 GMT

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quote:Originally posted by Bobo Q. Malone:What the hell is this guy talking about?If you would take about 1 second to look at the topic, you might just see.... or, you could take 5 minutes to skim the posts.... It's all about these gnomes that live in the roof of your house and will kill you!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 15:46:00 GMT

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Oh.. BTW.. bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 15:49:00 GMT

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yah more bumper

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 17:15:00 GMT

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another bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 18:13:00 GMT

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hmm maybe no1 wants to make this

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 20:37:00 GMT

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hmmm fell to page 2 of the forum.. time for a bump... Let's got some modders in here to make this already.. it sounds cool...Bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 20:58:00 GMT

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ya i wasnt on bumpin duty for a while but now im back

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 22:38:00 GMT

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any modders out there looking for something to do???

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 22:52:00 GMT

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I've gotta put this right above mine, or at the top, so it will get some recognition and get done soon.... this would be a sweet mod.... BUMP

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 01 May 2002 23:42:00 GMT

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last bump from me for a while... I'm off to take a nap for a few hours, then I'll be back....If anyone couldn't guess.....BUMP

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 00:10:00 GMT

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hey gps see u found that mod idea i was talkin about

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 00:30:00 GMT

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lol that face is from the GMAX tutorial???-----*_*Revangerr*_*Member of TRZ 3D Design TeamWol Nick : DjTrancerCLAN :***Downloading prived Westwood files*** ...Darn!!They have security ****Sniping Devinoch at the battlefield ... Cheers Guys!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 00:34:00 GMT

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Yes (BTW, i am going away from friday to monday, probably wont be back before tuesday, and might nohavetime to come here tomorrow, so keep this bumped, willya? Thanks)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 05:16:00 GMT

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Thanks for the bumps guys, its really great to have your support New buildings and a unit:Gnome communication tower: Just a square metal/wood tower, but important as it provides means of communication and remote commanding among the gnomes. The Death Gnome, however, does not need the com tower, as it has its own backup com link. (For your information, the Death Gnome (singleplayer only? i guess so...) Works by reflecting a powerfull laser beam via a huge mirror orbiting in space onto its target below, making its range several thousand miles.)The human also gets a com. tower/sat uplink/radar, that amongst other things warns about incoming airborne gnomes. (read the first vehicle idea post). Gnome Drone: (Requires communication tower).Does not do much direct damage to buildings and vehicles, as instead of firing normal weapons, it deploys (and self-destructs) on command, spreading many proximity mines around its deploy point, making a hallway impassable, or hampering/slowing down repair of buildings (as engies will be killed, or will have to disarm the mines first). The mines spread over quite a wide area. It is remote controlled (use a remote control, fire to start driving the vehicle, fire again to stop (for example to reposition yourself, you can still take command over the drone at any time), secondary fire to detonate). Fast, light armor, not expensive, but not ultra-cheap.I am working on the gnomes war-song, i will come back when/if it is/gets finished. But as said before, it might not be before next week :/So keep on bumping Thank you. [May 02, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 05:55:00 GMT
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~BuMp~

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 06:12:00 GMT
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More kool stuff for a kick A\$Z Mod which no modder is picking up.... someone should jump on this soon and take the credit for being able to produce it...Caution Bump AheadBUMP

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 06:27:00 GMT
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dude save it as a jpeg

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 06:52:00 GMT
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Sorry, forgot it or something when i first took the picture, and havent gotten myself o take a new yet. Going to do it now, i think.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 07:06:00 GMT
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Sorry, i saved as jpeg, but Paint () isnt able to optimize with jpeg, so its still over 2 meg Now, back to making more evil gnomes in Gmax [May 02, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 07:59:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 08:01:00 GMT
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Stop the spamming, you are going to get Dev and the admins to turn off images. Darth Gnome is finished now , but i have ran out of space on my site, so does anyone know where i could get the picture hosted?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 08:20:00 GMT
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I registered at renegademods, so i am uploading now

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 08:49:00 GMT
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Hmmm, had some problems with the uploading, not sure why...So currently the image is sitting duck on my hard drive (W00t! 100 posts in this thread!)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 09:24:00 GMT
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Well, well, guess i wont have time to do more before on tuesday :/Have to go pack my baggage and such now, i might come back some later today, but i dont think i will get the pic up today

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 11:32:00 GMT
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I need something else than MS Paint to save as jpg, and bmp files arent allowed on renegademods, so currently, i am stuck Cya on tuesday, if not before (I just have to leave a "bye" message after every post in case i dont get time to post more before i leave)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 11:41:00 GMT
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I am downloading Paintshop Pro 7 demo now, so i hope to get the pic up tonight. Downloaded

now, pic should be up shortly if i dont get interrupted.edit 2: I have it now, and have made a new jpg and replaced the old with it, but i think i messed up something with the new picture and have to do it again....Hang on...[May 02, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 14:12:00 GMT
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"Bump"Seems like nobody cares anymore?Well, well, not much to do about that...And as always, cya on tuesday *Goes to sleep*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 14:55:00 GMT
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It's not that none of us care, it is just that some of us have class... Oh, the picture is not displaying. Nevermind, I just didn't wait long enough for it to load... Looks good...Caution Bump Ahead*BUMP*[May 02, 2002: Message edited by: Daemetos]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 20:19:00 GMT
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Wow.. we've really missed a few bumps... this post fell to the bottom page three... Good thing someone found it quickly... But come on.. I know there are some experienced Modders out there who are just DYING for a kickA\$Z Mod to make.. and this is it!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 22:07:00 GMT
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starting to slide down the board... it's gonna be one BUMPY ride before the mod is picked up by a modder it seems....*buckles up and gets ready for the BUMPS*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 23:25:00 GMT
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Ah, i got some time today to to check the boards before i leave, but i have to go now Thanks for the bumps

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 02 May 2002 23:38:00 GMT
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umm, all you did was sue the gmax tutorials tahts that chracter in the tutorials that i made when gmax was released.it looks alot like mine

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 03 May 2002 00:51:00 GMT
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Here it is, fear the evil Darth Gnome! Well, thats it, i am signing off, see you on tuesday

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 03 May 2002 06:18:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 03 May 2002 16:00:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 03 May 2002 20:16:00 GMT
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dies back! bump back to the top we go

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 03 May 2002 20:21:00 GMT
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I saw my title at the front door. Vote KingWolf for Peasent!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 03 May 2002 20:23:00 GMT

quote:Originally posted by brutus:I dont have time to do this, but i just have to get the ideas out anyway. (yeah, yeah come on laugh at me, yeah....) Well, here goes: (Please note that i reserve all rights to the idea making of a such mod, and will sue or something if people make something out of it that i dont like , not trying to sound like a...something...)ATG: Attack of the Gnomes (I TOLD you it was crazy)Teams:1: Humans 2: Roof-GnomesBackground: Humans are the good guys, bent on exterminating the evil roof-gnomes (named such because they often dwell in the ceiling of houses), which in their turn is bent on brainwashing, killing the humans and desroying their houses and civilization (sp?). The evil roof-gnomes have emerged from the darkness, with their headquarters being in a school, which has been abondened long time ago, when the roof-gnomes came. Now the humans and roof-gnomes are fighting a battle for survival and bla, bla, bla both with cruel and malicious weapons.Roofgnomes: The roofgnomes are small, quick, but lacks great firepower is not able to take as much damage as humans. They have captured some human technology, including ballistic missiles (and silos), which they use to their advantage. (Thats their superweapon, yes, just a huge missile doing massive damage). They dont have many vehiclesor advanced technology, but they have the ability to get around quick and unnoticed, due to their low stature, and can acess areas where humans cant go. They make use of melee weapons, as swords and axes (not saying they dont use guns). Roof-gnome buildings are more caves than buildings, or they make use of (old, sometimes) abandoned buildings. They have a terrible (defense) weapon known as the Obelisk of Gnomes. (basicky the same as Obelisk of Light), and also a rumored super-weapon known as the "Death-Gnome".Humans: Humans are just that: Humans. Normal physics and stuff, and utilise more ranged weapon and advanced technoloy then the roof-gnomes. Their super-weapon is a chemical missile, that does little damage to buildings, but kills all gnomes in the immediate sorroundings, and creates a huge gas-cloud that spreads out from the impact-site. Humans make use of some explosives, and also sope and parfume (maybe), since it seems that gnomes dislike very much, and might even take damage of, exposure to such substances. To make up for their lack for building destrutction via beacons, and the roof-gnomes ability to move around faster, their buildings has three (or more) "MCT"s, or support areas, that keep the building up, and that has to be destroyed for the builing to be destroyed and crumble. (If totally destroyed support areas can be repaired can be a server-side option. Even if a building has more than three such areas, only three has to be destroyed at once to desteroy the building). Humans also have more heavily armor.Characters: Roofgnomes: Gnome-Lord, The Roof-gnomes leader and commander. (only one available at once in multiplayer, or not available at all.)Gnome Vader. The gnomes second in command, a human brainwashed to the point of believing he is a gnome. (only one available at once. Extremely powerfull, cannot be killed, but converted to the dark side by enough human bright knights (or something).Darth gnome: Does half damage of Gnome Vader and can be killed. Medium health and light armor1337 Gnome: Elite gnome, extra fast and with other abilitys (i.e jumping higher). Carries extra much C4. Kamikaze gnome: Carries loads of explosives, but can not place them on something, only detonating them while they are being carried, as the C4 is strapped to the body.Brainwasher gnome: Using a mixture of chemicals and physic warfare methods, brainwashes the enemy into crazy bots that will attack their own team until killed (or converted back to the bright side, by bright knights, or something). Grunt gnome (free): Weilding a club/axe/pike and knives (5, can be throwed), plus a C4 package.Archer gnome: Weilds a shortbow and knife, dealing medium damage with the bow.Techie gnome: Runs around healing gnomes to a extent (75 \% health) and fixing holes in ceilings/walls (repairing buildings/caves).Pyromaniac gnome (low-level): Carries gas-bombs (throwed), doing a good deal of damage to unprotected infantry. (Small bombs, might need a few to make a kill, on low-level

characters)Berzerker gnome: Fast, heavily armored, wielding a heavy battle-axe. No knives, 1 C4.
Assassin gnome: (high, but not boss-level) Fast, may scale/climb walls (making it possible to make use of passageways/air ducts in the ceiling/). Instant (or two-hit) kill from behind with knife-stabs (or piano-wire, if standing high enough to reach the neck). Have the advantage of jumping down on and surprising enemies, if waiting in the ceiling or something. 1 C4. 2 extra (good) throwing knives. May also be used as scout, because of (extra) high speed and the ability to climb/scale walls.
Cloaked gnome: Using the powers of the gnome-side somehow, those gnomes have the ability to cloak (stealth). Weapons: (medium long) Sword and 2 knives (can be thrown). 1 C4. Can be heard, so wise to walk soft, and with a long sword. Phew, that was it for the gnome-side for now i think. Sorry that there is no list of (ideas for) buildings/more weapons/vehicles. I am not sure about the human side (concerning characters and such) yet. I might be fleshing this out a bit more later, but not right now. Thank you if you read through all this. You may now commence the laughing, pointing and flaming.[May 02, 2002: Message edited by: brutus]Just out of sheer ignorance, im going to post a reply for this very long message.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 03 May 2002 20:28:00 GMT
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hmmmmmmmmmm ok

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 04 May 2002 17:26:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 04 May 2002 19:23:00 GMT
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ok.. just as long as it gets bumped...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 04 May 2002 22:45:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 05 May 2002 09:06:00 GMT

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hmm like 3 pages of bumps when are we ever gonna give up

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 05 May 2002 14:04:00 GMT

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we're not going to give up!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 05 May 2002 16:16:00 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 05 May 2002 18:41:00 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 05 May 2002 19:42:00 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 05 May 2002 22:50:00 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Mon, 06 May 2002 09:11:00 GMT

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gfrrrrr... people are falling off of bump duty.. we need this Mod to be made...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 06 May 2002 11:49:00 GMT
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I am back! Thanks for the bumps guys, i really appreciate your efforts. Anyway, the gnome song should be up soon, either later today, or tomorrow (And many other ideas too, ofcourse)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 06 May 2002 22:48:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 00:30:00 GMT
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Right.....here we go:Gnome March:Make way, make way, for the army of gnomes!Make way, make way, here the army comes!We are the gnomes, we are marching into war!We are the gnomes, fear of us will spread far!(Chorus:)When the gnomes, the gnomes, come marching in, our enemies know they cannot win!Our destiny is now clear: To conquer land and induce fear!So get down and before us bow, 'cause the gnomes can not be stopped now!For every gnome blown to kingdom come, another stands ready to march for Rome!We will take all land on this earth, and make it into our own home-turf!ChorusThe gnomes are the ones with supreme force! The gnomes will not show remorse!We will kill everyone without a blink!The gnomes can fight without the need to think!Make way, make way for the army of gnomes! Make way, make way, here the army comes!(Chorus:)When the gnomes, the gnomes, come marching in, our enemies know they cannot win!Our destiny is now clear: To conquer land, and induce fear!So get down, and before us bow, 'cause the gnomes can not be stopped now! *Signs off for the evening*[May 06, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 05:44:00 GMT
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New unit (idea):SSG: Surface-to-Surface Gnome-launcherDoing exactly what it does, the Surface-to-Surface gnome launcher is used for launching and deploying legions of gnome-troopers quickly behind enemy lines, instead of delivering explosive payloads. It is capable of launching gnomes faster and longer than the gnome jet and can be used multiple times. The deployment pods it launches travels to quick to be targeted by automated defenses, and is hard to

hit with conventional weapons. The pod will be destroyed on impact with the ground, but leaves the occupant free to travel off from the impact site. These launchers is the solution to beating that hard-to-crack defense, and can often be deadly against a un-cordinated team. Great for when having a long siege. Two people are needed to launch. The driver/operator, and the one that is to be launched. The first who enters the vehicle becomes the operators, and anyone entering after that becomes subject to launch. The operator launches by hitting (secondary?) fire, and the after a short launch sequence, the launch pad will be launched. Armor: Medium Cost: A bit expensive, to prevent hordes of them launching at the same time.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 07:48:00 GMT
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When scandisk is finished scanning the HD's (had a crash), i am going to see if i can get some work done/started on the gnome com. tower. (Disguised "Bump")

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 09:49:00 GMT
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Feels alone Anyway, gome com tower is in the works now. (Remember, i am a newbie to Gmax, so its not anything advanced or good, just a basic model that i guess could resemble a guard tower) But i have a few issues/questions: I have no clue on skinning, so i have to do some (basic) tutorials on that. I am not sure how to carve out the inside of the boxes that make up the tower. Could anyone explain this or link to a tutorial? Could anyone give a quick tip on how to make a parabol(a) antenna. I am not good enough with Gmax to figure out this on the fly, but i guess i have to use some modifiers of some kind. Again, could anyone explain this or link to a tutorial? Any help apreciated

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 11:30:00 GMT
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We present another character: The medic gnome! (oh, the wonders of photoshop) (no, really, i DID make a (very messed up model), but as i made it as a part of the head, not a sperate model, i couldnt figure out how to color it (the "hat") properly, so i just used photoshop.) [May 07, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 13:08:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 13:18:00 GMT
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Mod sounds like a good idea, but I was wondering, when are we going to see some pictures of your work? The pictures you've shown us are just modifications of the head from the gmax tutorial. I haven't read this whole topic but have you modeled anything else yet?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 07 May 2002 13:32:00 GMT
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As said, i am working on a gnome com. tower. But the point of this topic, as you would understand if you read the whole of it, is that i am not a (skilled) modder, so iam just posting this/these idea(s) up for others to (hopefully) use .Meanwhile i am trying to learn more about and practising with Gmax... [May 07, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 08 May 2002 07:24:00 GMT
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Aahhh, weekend!That means more time to work with Gmax

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 08 May 2002 09:18:00 GMT
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shall i BUMP along? BUMPbtw nice idea =)/weird idea =)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 08 May 2002 11:01:00 GMT
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Thank you And thank you again for your compliments (sp?) Hmm, does anyone know where i can get a tutorial on hollowing out things/making a hole in a object, i cnat seem ot figure it out Its so weird and confusing that you only delete faces, not real mesh....Like, when i extrude (negatively) a face and deletes it, the hole shows up on one side of the object (tower, but not on the other

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 08 May 2002 11:07:00 GMT
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Super weapon: Death Gnome beacon: (only on some/one map(s)?)Cost: 6000. This beacon provides targeting information for the dreaded Death Gnome, and due to the slow targeting/aiming of the Death Gnome, it has to be operational longer than normal beacons for the strike to commence. (and to balance things out).If the beacon is not disarmed in time, the Death Gnome strike is powerfull enough to wipe out a/the whole base; Simply said, the game will be won.(usable for a special multiplayer scenario? like, the humans mus destroy the Death Gnome, while the gnomes, without heavy weaponry or advanced player classes, must place a beacon to strike with the Death Gnome?) I just thought it would be cool having the Death Gnome in (some) multiplayer maps too

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 08 May 2002 11:12:00 GMT
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(Whoa! Just remembered, 1000 post party! Wohoo!) (Or at least a small celebration)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 08 May 2002 15:16:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 08 May 2002 23:52:00 GMT
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Gnome unit (idea): Chemical TankSimiliar to the flametank, this tank sprays death with two barrels, but with chemicals instead of flames. The chemical mixture is effective against infantry and buildings with wooden armor, but ineffective against more heavily armored units and buildings.(this one would be easy, you/we only need a new skin and a weapon change for the flametank, and possibly some other stuff for fixing the things about varying damage against various armor-types)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 09 May 2002 11:47:00 GMT
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A bump a day, ensures the topic will stay.But with more than that, you look like a **** ("p-r-a-t"

sensored? Well, its not very nice to say, but it isnt a curse word, is it?). (uh, right, that means i will stick to one...) "Bump". [May 09, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 10 May 2002 06:44:00 GMT
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bump,bump,bump,bump...bump the gnome!
faster!!!! Bump-

Make the roof-gnome mod

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 10 May 2002 06:55:00 GMT
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Great idea dude it would be cool if you actually did make it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 10 May 2002 07:48:00 GMT
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Thanks for the bumps guys Well, i am not very good with Gmax yet, just i begun on the power-charger thingy tutorial yesterday, and i learned a lot from just the beginning of that one, and i think it will make the learning go even faster, so hopefull i may be able to present some more and better work in the (near?) future Feel free to add your own ideas too, if you have some

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 10 May 2002 10:24:00 GMT
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Wheee, i finally learned how to hollow out things (a bit more complicated than in q3radiant, though) A major step forward So i have continued work on the com. tower and hollowed out a doorway, but it got a bit wide, so i may have to do it again. Now only some more antennas (and possibly a fix of the doorway) remains .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 00:41:00 GMT
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*Sneaks in**Plants a "Bump" beacon**Runs out**Warning: Bump strike approaching: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, : "BUMP!" " [May 10, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 02:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey im sorry 2 break yer hearts or anything but...1.) that was jus done on the tutorials,2.) do you have any idea how many polygons those heads have?3.) you cant have meshsmooth when exporting your files4.) your mod would be novel for about 10 mins, then we would realize its not as good as playing normal renegade5.) WHY GNOMES!?!?!? (they r goblins anyway)but wat the hell if u can get sum1 2 do it, sure

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 03:20:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

heythe song sounds great the darth gnome or woteva looks urm "scary" and the medic looks classwell doneo and btw BUMP

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 05:27:00 GMT
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Thank you

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 09:44:00 GMT
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quote:Originally posted by Buzzinhead:hey im sorry 2 break yer hearts or anything but...1.) that was jus done on the tutorials,2.) do you have any idea how many polygons those heads have?3.) you cant have meshsmooth when exporting your files4.) your mod would be novel for about 10 mins, then we would realize its not as good as playing normal renegade5.) WHY GNOMES!?!?!? (they r goblins anyway)but wat the hell if u can get sum1 2 do it, sure*Sigh*As said before, if you had all read the few first posts you would relalise that i have already stated most of what you said, and that the pictures was mostly a kind of joke. They are my version(s) of the tutorial, and i do ofcourse know they are very high poly (1354 for the base head), and that they couldnt be used in a mod.And who says they arent gnomes? How do YOU know? Those pictures was mostly to show my view of the (roof-)gnomes, and get the imgaination going.But i am still reading and learning more aobut Gmax...[May 11, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 12:55:00 GMT
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I guess the rest of thw world havent waked up yet, so i thought i would bump this meanwhile."Bump"*Runs to hide from the flammers*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 13:40:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:00:00 GMT
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!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:14:00 GMT
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im back to help the bumpin crew

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:16:00 GMT
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Nice to hear so I am signing off for the night now, so some bumpers could be needed, yes

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:37:00 GMT
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who would bump for the garden gnomes ???oh wait i just did.d4mn.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, no, no! Not garden-gnomes! Roofgnomes! *gathers mental will to start shutdown*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:41:00 GMT
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garden gnomes, roof gnomes god d4mn pixies, whats the effing difference ?none of them exist (well that i have witnessed!) !!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 11 May 2002 14:53:00 GMT
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i know they sint gnomes cos i have a secret army of gnomes standin outside the white house right now, bush jus thinks they r lookin pretty, but i tell u, that fishin rod in my gnomes hands sure looks like a sniper rifle. ok ill make it up 2 u by bumpin"bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 12 May 2002 02:03:00 GMT
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Aaaaaaaaaaaagh! Well, i guess its ok if you just let Gore become president afterwards....I am sure he can handle the situation.BTW, no-one has ever seen a roof-gnome with their own eyes, at least not as i know off.And there is a big difference between garden gnomes and roof-gnomes: Roof-gnomes are 100 times more evil Beware!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 12 May 2002 05:46:00 GMT
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would you say that with a fishing rod pressed 2 your head?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 12 May 2002 06:46:00 GMT
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all you need to get rid of the roof/garden gnomes is 1 of those leaf sucker up things and put a airwaves chewing gum down it works fine lol!!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 12 May 2002 06:56:00 GMT
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there are like 3 pages of bumps lol!!bump!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 12 May 2002 07:07:00 GMT
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Sounds like a good idea, but i dont think i completely understand it....oh, well, you dont need to understand things for them to work.*Goes to buy bubble gum and leaf-sucker-thingy*If i would say what with a fishingrod to my head?I am sure the US can handle the situation, if only barely.They could always do some carpet bombing....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 13 May 2002 00:19:00 GMT
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BTW, was those gnomes outside the white hose roof-gnomes or just gnomes?I am sure they could easily handle some small gnomes, but roof-gnomes, however, is a completely other thing...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 13 May 2002 06:51:00 GMT
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Are they still there?I hope not so.("Bump")

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 13 May 2002 09:52:00 GMT
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"Bump"*Runs*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 13 May 2002 11:32:00 GMT
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run , run like the wind and for my earlier post you had to of seen this airwaves advert to completely understand and its in the UK and u ppl r US so it wont make much sence never mind !!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 14 May 2002 00:55:00 GMT
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Nooooo, i am not american!*Cries*j/k.Anyway, i am norwegian

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 14 May 2002 09:30:00 GMT
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Hmmmmm, would it be possible, just theoretical, to have a fishing rod in-game? Or would it need to much animations and special stuff?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 15 May 2002 13:08:00 GMT
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Whoa! I thought this thread had been abandoned! *Sniff*Thank you (for the bump too)...
[May 15, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 15 May 2002 16:42:00 GMT
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lets have a bump-a-thonbump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 16 May 2002 00:20:00 GMT
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i like this topic thank u!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 16 May 2002 06:04:00 GMT
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Thank you, thank you ("Bump")Tomorrow it is the National Day (that isnt the right english term, is it?) here, so its not scholl, and after that its weekedn, so maybe i will get back to work with Gmax and the gnomes But right now i am so tired of school... *Sigh*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 17 May 2002 04:09:00 GMT
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("Bump")

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 18 May 2002 01:30:00 GMT
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"Bump"*Runs to hides from the "dont-bump-you-tragic-jerk" flamers*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 18 May 2002 01:38:00 GMT
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this still being made ? god help us . . .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 18 May 2002 07:55:00 GMT
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Ah, the moral is rising again! Thank you Yes, god help us if the gnomes attack

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 18 May 2002 08:03:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 18 May 2002 13:41:00 GMT
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Thank you, Sir Have a nice day, and feel free to come again

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 07:08:00 GMT
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Right...: I continued work on the gnome com tower today, and i think i am satisfied with it myself (for now). It is nothing great, and most experienced modelers would think it is crap, i think , but i present, for my own and yours viewing pleasure, the Gnome Com tower (*Pulls aside the curtains and claps his hands, encouraging the audience to do the same*): Polycount: 1916. I know its rather high, but its only a building, so hopefully you wouldnt need more than one on each map It isnt skinned either, as i havent read/learned how to do that yet. Thanks to Renegademods.info for image hosting Any opinions?[May 20, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 07:10:00 GMT
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(I can post more pictures (different angles) if wanted)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 09:25:00 GMT
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hey my man brutus what do you think about a roof-gnome mod great idea the com tower looks great and so im gonna say!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 09:27:00 GMT
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o and brutus have you got icq or msn messenger???cause i would like to help you with idea's and stuff and you sounds just normal cool

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 10:39:00 GMT
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I sound normal? Lol, thanks Yes, i have both MSN and ICQ:My mail is Jarle_magnus@hotmail.com and my ICQ # is 141849354. Thanks for the bump too *Wonders what to do next**Sigh* School again tomorrow

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 10:50:00 GMT
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Added you on ICQ

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 11:39:00 GMT
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on icq it says awaiting authorization but i added ya 2 msn

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 11:57:00 GMT
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!!bump!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 20 May 2002 13:35:00 GMT
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Wouldnt think it would be nesecary with more than one bump each half-a-hour but thank you anyway

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 00:17:00 GMT
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^^!!BUMP!!^^

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 00:28:00 GMT
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Heh, thanks for the bumps

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 00:37:00 GMT
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ill b bumping 4 another half hr

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 05:29:00 GMT
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I sent you the file

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 06:01:00 GMT
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Work on the Gnome Jet has started. We will see how it works out

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 06:36:00 GMT
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I think its finished already Cause i made it extremely simple. And because i know that, i expect no "Wow!"s or anything, infact i am sure again many will find it "crappy" Well, here it is anyway, the extremely simple first version of the Gnome Jet :I think it would be best to just have the cockpit as a part of the skin, saves polygons and i honestly have no idea how to do a cockpit
Polygons: 540Again, thanks to Renegademods.info for image hosting

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 07:08:00 GMT
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hey Brutus need me to help with bumps again

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 07:33:00 GMT
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Well, i dunno It doesnt seem like there is much activity on the boards now, but i guess some bumps could be of use later *Wonders what to work on next*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 07:55:00 GMT
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W00t! 200 posts! I added a cockpit to the Jet, but it made the polycount skyrocket (to 1116), so i still think its best just let it be part of the skin (And it looked a bit/pretty silly too)Now i am

going to see if i can fix and adjust a bit on it, making it look a bit more "realistic" and life-like, and less blocky

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 08:43:00 GMT
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If anyone who can model (or not. I barely knew anything about Gmax when i started with the gnomes), feel free to make whatever you can, if you want too Maybe this can become a real mod once, if WW release a SDK

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 09:44:00 GMT
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!!bump!!and brutus cherez for the model

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 10:07:00 GMT
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Np Do you think you can skin it?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 10:17:00 GMT
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brutus are you on msn or icq??i can sort of skin it. i can clour it all in red or green or black or grey.all the basic colours.if you made it more than 1 part it would be all different clours

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 10:20:00 GMT
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Ah, i know how to do that, but not real skinning , thats the problem [May 21, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 21 May 2002 10:35:00 GMT

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I think i will try go much around with RenX a bit.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 21 May 2002 10:48:00 GMT

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kool

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 21 May 2002 11:47:00 GMT

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i can help i have already done a bit of modelling and can skin as well.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 21 May 2002 11:50:00 GMT

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nice pic brutus will like it

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 21 May 2002 11:52:00 GMT

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have you got icq or msn messenger??could it would be really helpful if you could teach me how to do that in gmax.add me to msn on philip_eveleigh@hotmail.comor my icq no. is in my profile thanks

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 21 May 2002 12:37:00 GMT

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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 21 May 2002 13:16:00 GMT

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my msn is bob_the_caretaker@hotmail.comi also have another pic

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 21 May 2002 13:54:00 GMT

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I am not exactly sure what that is, but it looks great Skinned too I added you on MSN messenger (I will be very busy with school-work tomorrow and on thursday, but hopefully i will get more time from friday)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 00:38:00 GMT

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!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 00:39:00 GMT

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Cool! Lol! It seems like something is really coming together here I too am trying to figure out that about skinning

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 07:24:00 GMT

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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 08:18:00 GMT

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i have time tonight no h/w but Jeru_Tha_Damaja i didnt get the tut ****

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 10:27:00 GMT

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!!bump!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 10:34:00 GMT

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The skinning tut? I could also need a such one Thanks for the bump(s), i really appreciate it [May 22, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 13:00:00 GMT

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K It doesnt display the picture, Jeru/bob The ones you posted before didnt either, at least not before i had copied and pasted and viewed them in another window. One of them doesnt show anymore either Thanks for teaching us the basic skinning, though Good luck with the skinning, i didnt know RenX crashed that much

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 13:03:00 GMT

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brutus can you go online on msn?and what colour should the com tower be?? cause it worked fine for me and i can do it

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 13:06:00 GMT

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brutus i just had a idea we should make a roof-gonme mod teamas there are all the modeling teams we should have on for this

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 22 May 2002 13:18:00 GMT

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well im signing off for the nightGOODNIGHT ALL good luck all and keep bumping this topic!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 00:00:00 GMT
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got a new model a actual gnome

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 00:35:00 GMT
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nice i have now skinned the gnome com. towerill try and upload it some where to putthe pic on here :Sand i say thanks to Jeru_Tha_Damaja with his quick tut that he made
<http://www.geocities.com/whitegorillaz/pg1.jpg> and <http://www.geocities.com/whitegorillaz/pg2.jpg>

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 01:45:00 GMT
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!!bump!!it aint been abandoded yet

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 04:39:00 GMT
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ARGH!!! MY EYES!!! MY HEAD!!! 10 PAGES OF THIS!!! I like it, when I started I didn't know there were so many pages... quote:Originally posted by philip67:brutus i just had a idea we should make a roof-gonme mod teamas there are all the modeling teams we should have on for this If you making roof-gnome mod team maybe I could be Webmaster or something...*BUMP* [May 24, 2002: Message edited by: siegecjj]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 06:24:00 GMT
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Heh, cool, i am sure we would need that too (my HTML knowledge does not stretch farther than the basic)Ah, yes, seems like something s coming together now, a mod team would be a good idea Philip: If you skin, its your choice

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 08:30:00 GMT

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COOL finally took a while to actually become more than just an idea

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 08:39:00 GMT
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yes i skin red and white lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 09:08:00 GMT
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are u guys going to make a website if u decide to have a mod team

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 10:36:00 GMT
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Heh, Siegecjj is more than welcome to make a try (With a layout, or something)[May 23, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 10:47:00 GMT
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Lol, your skin just looked a bit weird, Philip, like a huuuge piece of candy Lol Cool anyway

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 11:27:00 GMT
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candy yer sorry i was just messing about

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 13:48:00 GMT
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Stealth buildings! What a insanely geniously idea! Your a genius! Good idea! That would be cool (Would be even better if the building(s) was placed slightly diffrently each time the map was played)BTW, I am alive

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 20:09:00 GMT
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up we go weeeeeeeeeeeeeeee (bump)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 23 May 2002 23:30:00 GMT
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SWEET... Stealth buildings would be cool...Here is my site, check that and see if you like it... I could do something like that, but different... And make it look better... [May 23, 2002: Message edited by: siegecjj]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 00:04:00 GMT
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!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 00:18:00 GMT
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i have the tower so it should be stealth i think that could be fun cause you would have to walk about to find itlol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 00:27:00 GMT
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anyone alive gawd!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 24 May 2002 01:44:00 GMT

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quote:Originally posted by siegecjj:SWEET... Stealth buildings would be cool...Here is my site, check that and see if you like it... I could do something like that, but different... And make it look better... [May 23, 2002: Message edited by: siegecjj]All I gotta say is, what the hell kind of music is that!?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 24 May 2002 02:18:00 GMT

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They killed the BD thread! (at the BW forums)What a unbearable loss! Time to go off and mourn, for thread rising to over 5000 replies and 335 pages during its existence spanning almost a year...Yeah, yeah, i will shut up now... (i could make something like that site too, but not much else...)(["Bump"](#))

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 24 May 2002 06:37:00 GMT

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quote:Originally posted by Hitman021:All I gotta say is, what the hell kind of music is that!? What about the music? I havent listened to that in ages..... Maybe ill get rid of it..... OH RIGHT! that music... That was in a game I played... yea, ill get rid of that later....

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 24 May 2002 06:45:00 GMT

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quote:Originally posted by brutus:(i could make something like that site too, but not much else...)(["Bump"](#))Yea well... quote:Originally posted by siegecjj:SWEET... Stealth buildings would be cool...Here is my site, check that and see if you like it... I could do something like that, but different... And make it look better... [May 23, 2002: Message edited by: siegecjj]Thats why I said different and better[May 24, 2002: Message edited by: siegecjj]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 24 May 2002 06:56:00 GMT

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Working on a Radar Dome now...not for the gnome project (although it could be used, i guess), i just wanted something to do, so i figured i would make a simple Radar Dome.I know, most would say it is very simple, but i have used quite some time on it and yes, it is a simple model, as usual

Here is a pic, it isnt finished, and the walls angles is messed up (Modeled after the Ra1 radar dome) [May 24, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 08:10:00 GMT
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well thank you for comments on the stealth building idea.and the rader dome looks good that should be on the gnome mod

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 08:20:00 GMT
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i just had a quite important thought.Does anyone who would help us know how to put all the new things into a map and then into a mod package??but we still need new units (a few) new buildings (a few) and a terrianso it may still take quite awhile.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 08:21:00 GMT
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andthanks for all your supporteveryone who has read of joined in this topicthank youand to our good man brutus with the idea3 Cheers

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 09:01:00 GMT
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Hehe, thank you, thank you I am finishing the radar dome now Jeru: How did it go with the skinning? Did you manage to get one on the tower without RenX crashing?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 09:11:00 GMT
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There, i think its finished I fixed up the all a little, although i still think it looks a bit weird somehow...Its not much new, just fixed the wall, carved out the inside, and added a small ramp up
Polys: 656, i think that isnt too bad [May 24, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 09:43:00 GMT
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I just realised what that was wrong with the wall and fixed it, so here is a new front (or is it back?)
) view Again, no major changes [May 24, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 11:17:00 GMT
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kooli will skin it for you if you want(invisable)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 11:29:00 GMT
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Nah, invisible isnt thesame as stealth We will see how it turns out.A such/this mod would/will also certainly need a SDK. Lets hope WW releases a SDK or does something else/more soon

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 11:36:00 GMT
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sorry but wots SDK??

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 11:51:00 GMT
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I am not sure what the letters mean, but its something that let you mod much more in the game. Its hard/impossible to make a total conversion for a game without a SDK. (parts of the souce code)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 11:53:00 GMT
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o right thanks mate(can you log onto msn??)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 12:55:00 GMT
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Ok... One bump for ya them I'm playing Renegade...*BUMP*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 13:01:00 GMT
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Ideas, ideas, they are always flowing in (almost always at least)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 13:10:00 GMT
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Sent the radar to Jeru. Do you want it too, Philip?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 14:08:00 GMT
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yes i would like it please thanks mate !!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 14:20:00 GMT
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calling all web designerscan one of you make a site for our roof-gnoms??if we have that then we have a start on a teamso far we have brutus, me??, "the web designer" and Jeru_Tha_Damaja cheers thank you all

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 24 May 2002 18:02:00 GMT
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woa, its going down...*BUMP*Much better

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 24 May 2002 18:26:00 GMT

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stop bumping you idiots.This is retarded.And your models suck.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 24 May 2002 18:37:00 GMT

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quote:Originally posted by brutus:You may now commence the laughing, pointing and flaming.[May 20, 2002: Message edited by: brutus] quote:Originally posted by Mmmm_cheese:stop bumping you idiots.This is retarded.And your models suck.Well you're pretty much the first one to flame... [May 25, 2002: Message edited by: siegecj]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 24 May 2002 22:37:00 GMT

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Hey, how long has this topic been on these boards???

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 25 May 2002 00:41:00 GMT

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any-one got any more idea's or anything??or could Brutus send me a new building or something thanks

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 25 May 2002 01:03:00 GMT

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okay, ive made a site for it, and I am uploading it to somewhere now, it just doesnt have a background... I need to find one that would go with "roof-gnomes"

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 25 May 2002 01:09:00 GMT

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okay, its up, I can update it and stuff... it is mostly copying and pasting stuff of this topic... and it needs a background or it looks kinda plainThe Roof-Gnomes Website!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 01:36:00 GMT
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Cool, thanks Couldnt you use a picture of one of the gnomes, just darkened a bit, to make a gloomy (sp?) athmosphere? You know, dark and evil

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 01:38:00 GMT
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Maybe you oculd add a section for pictures of work in progress too? (models and such)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 01:40:00 GMT
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ok, ill get too work on that, models and stuff in progress I will put in Screenshot section... I will get too work on that

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 01:42:00 GMT
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hey, one of you gnome guys making the mod, message me!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 01:42:00 GMT
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ill get some of the screens off the topic, if you got anymore you can email then too me.. what is your MSN? ill add you to mine

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 01:45:00 GMT
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gotta go... Ill work on the site tomorrow, Cyaz

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 02:29:00 GMT
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add me to msn philip_eveleigh@hotmail.comHitman021 we havnt quite started on the terrian yet we are still working on the models and such like.If you arn't making one at the momment we would like to have you aboard to help us make?? 1 webpage maker well done looks really good but there should be one more link at the bottom saying the team, there name, there WOL name and there age and so onwell done tho.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 02:38:00 GMT
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Wow, much has happened since i went to do my homework Great, Siege. My MSN is Jarle_magnus@hotmail.com, i have you added already Added you on MSN, Hitman, was it anything? [May 25, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 03:31:00 GMT
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im amzed ack hasnt said anything on this like "get a trash can" or whatever he doesyer we must be quite good

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 05:22:00 GMT
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Lol I think he simply doesnt care Guess we would classify as "mostly harmless"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 05:49:00 GMT
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lol he got more popular people to lare off

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 05:53:00 GMT
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here we go new website new units new buildings friends with someone who could make us a
terrianthis is going well thanks all

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 05:55:00 GMT
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sorry im just trying 2 get my sig to work

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 06:21:00 GMT
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OK... Minor update to the Website... I just put in the first screenshot in, C ya all later

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 06:21:00 GMT
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Good news! I just opened up the skinned radar dome Jeru sent me back in RenX, and the skin showed properly! Sure, it needed some UVW mapping, and didnt fit perfectly, but thats not the point The skin got transfered properly, so now we can go skin-crazy! [May 25, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 06:46:00 GMT
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Cool Cya

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 06:47:00 GMT
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Ah, now i understand The dome was converted to W3D when i got it back

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 07:13:00 GMT

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MMM... Bump Pow Ping Pong Pouf!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 08:46:00 GMT

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I take that as a sign of support?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 09:13:00 GMT

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i managed to skin the com tower at lastweb page[May 25, 2002: Message edited by: Jeru_Tha_Damaja]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 09:21:00 GMT

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Cool, thanks

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 10:13:00 GMT

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Dont you think 3000 polys is a bit high?You couldnt skin the original vesion too, i suppose?Other things i thought didnt make it seem to fit (again: No offense, it looks very good): It looks more like a guard tower with some antennas on top than a com tower now. It alsolooks very thin/hollow with that hole/door in the top section.) It just imagined something a bit more simple, and low poly But the skin is perfect (except the one dish)No offense, i can ofcourse try to do it myself if you wont [May 25, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 10:50:00 GMT

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!!bump!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 12:45:00 GMT
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Since April 29. Very nice said of you, Cheese I never said any of the models were great, or even remotely good, either.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 14:04:00 GMT
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Wasnt more than half a page down...Take it easy with the bumping

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 25 May 2002 20:22:00 GMT
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half way down second pageBUMP

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 00:16:00 GMT
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going down VVVVso it now going up ^^!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 02:21:00 GMT
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"Bump"School aain tomorrow, and i might not be back before saturday in worst case. Wait! I am going away next weekend, so in worst case i might not be back before next monday. But then it is school again, so i might not be back before in almost two weeks. But that is not very probable

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 02:22:00 GMT
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Okay, three things. I cannot see the skinned version of the Com Tower (Geocities says the page is unavailabe for viewing), The screenshots are all up (except for the skinned Com. Tower) and I need all the usernames and position names I should put down for the Mod. team.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 02:25:00 GMT
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quote:Originally posted by brutus:"Bump"School aain tomorrow, and i might not be back before saturday in worst case. Wait! I am going away next weekend, so in worst case i might not be back before next monday. But then it is school again, so i might not be back before in almost two weeks. *sniff sniff* quote:Originally posted by brutus:But that is not very probable YAY!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 02:33:00 GMT
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(w00t! 300 posts!) [May 26, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 03:35:00 GMT
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this is quite bit now and i hope you are back by two weeks otherwise it would be slow here and it would be a bit bad but then you would come back and it will be ok again

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 03:43:00 GMT
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ok, that's enough now.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 08:21:00 GMT
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i got a new pic unfortunately it will never make it to renegade because maya doesn't support 3ds files

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 09:03:00 GMT
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1. What is it exactly? 2. you say maya doesn't support 3ds files who or what is maya?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 09:05:00 GMT
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it is a forestand maya is a 3d program

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 26 May 2002 09:30:00 GMT
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aw thank you.What can you change it intoand it looks good well done must of taken you a while

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 00:30:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 05:55:00 GMT
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Well, what about adding "project leader" next to me? Nah, its ok i guess

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 06:04:00 GMT
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quote:Originally posted by brutus:Well, what about adding "project leader" next to me? Nah, its ok i guess Thats a Good Idea... so its:Project Leader\Modeler: BrutusSkinner:
Jeru_Tha_DamajaWebmaster: siegecjOfficial Bumpman: philip67OK, ill get too work on that in the morning

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 06:22:00 GMT
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k, thanks What about changing the "screenshots" section a bit? I just thought that many people could think "aha! in-game screenshots!", so why not have a "images" section? Like Images, and from there models, and under models skinned/unskinned?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 09:17:00 GMT
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i am not just a bumper i am also a skinner and i can be a tester

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 09:23:00 GMT
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Ah! tester! there you got something! We arent there yet, though , and he havent uploaded the changes either

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 09:25:00 GMT
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true true but i am still a sort of skinner maybe??

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 11:18:00 GMT
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Heh, just as much as me i guess Here comes a neat present: First in-game screenshots!
(i think the tower needs to be widened out a bit, if only i could do it without making it higher at the same time....)[May 27, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 11:49:00 GMT
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nice but can i join a game?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 12:05:00 GMT
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OK, so when I put the mod Team page on the website, how do these positions sound?Modeler:
BrutusSkinner: Jeru_Tha_DamajaWebmaster: siegecyjOfficial Bumpman: philip67Should there be anymore positions, or should I change the name of any, or is that fine? [May 27, 2002: Message edited by: siegecyj]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 13:00:00 GMT
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I know i posted this up on the third page but change it to THE UNDERPANTS GNOMES!!!!!! (from the best adult cartoon in the world SOUTH PARK!!!!!!!!!!!!!!) for some strange reason, how about they are really really strong and they go up and steal your underpants but then that kills you so you need it to be fair so it takes about 30 seconds for the UNDERPANTS GNOME to get the underpants out from you pants and instead of a harvester they have got a gnome wheeling a cart full of underpants and that some how gets you profit (remember they dont know how they profit from underpants remember step one collect underpands step 2----- step 3 profit!) it would be wierd and funny at the same time so DO IT NOW!! comon! [May 27, 2002: Message edited by: ZERITH]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 27 May 2002 13:12:00 GMT
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Lol One thing at a time Roof-gnomes first

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 28 May 2002 00:03:00 GMT
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I would suppose so.Just works like a Team Deathmatch map without spawning weapons or anything now

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 28 May 2002 05:37:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 28 May 2002 05:40:00 GMT
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Woa, a lot has happened since I last checked... so ok... I'll make a screenshot section, it will be a bit like this...In-Game Screen ShotsModelsThe in-game screenshots will have a list of all ingame screenshots and the models will be like I have it now... it'll have a name of a building, you click on it, and it has all versions of that building (skinned and unskinned).How about that??

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 28 May 2002 09:34:00 GMT
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Ok

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 28 May 2002 16:15:00 GMT
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bump (ps can i help beta test when u guys are ready)[May 28, 2002: Message edited by: Die3221]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 28 May 2002 20:42:00 GMT
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bump where is every1

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 29 May 2002 00:46:00 GMT
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Sorry that i havent made anything for the last few days. Been busy with homework, messin around with Gmax/RenX and trying to learn myself some mapping.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 29 May 2002 01:26:00 GMT
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I am at school

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 29 May 2002 04:34:00 GMT
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Hey hey hey i just got home from summer exams ONLY 2 MORE TO GO!!!! i cant wait

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 29 May 2002 05:42:00 GMT

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I have none (actually, it wasnt exams at all, just end-of-term tests)But i still have loads of homework! *Loads up RenX and starts messing around*Education

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 29 May 2002 06:44:00 GMT

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Nothing to do with the roof-gnome mod really, but here is some images of another very simple (poly count 228) model i made. (a missilie launcher) Could need a texture [May 29, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 29 May 2002 10:03:00 GMT

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im back i wasnt allowed on the pc yesturday!it is cool well done everyone!!i can bump it again now

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 29 May 2002 10:19:00 GMT

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Well done? Nah, took my less than 30 minutes I just wondered if someone might want to use or skin it Not much difference to the standard MRLS either, just looks a bit more like the one from dune [May 29, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 29 May 2002 14:17:00 GMT

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anyone wanna use this model: I was gonna use it in my mod, but I can't skin it, so it's no use. If you do use it, remember to state that it's mine [May 29, 2002: Message edited by: JWP]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Thu, 30 May 2002 04:58:00 GMT

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Looks great, but i have no idea if we would have any use for it Whats the polycount? *Loads up

Gmax*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 30 May 2002 08:23:00 GMT
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its a good modelwhy dont you just learn to skin its easy and then you could use it

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 30 May 2002 09:08:00 GMT
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i could skin it and use it for the gnome guard tower im making

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 31 May 2002 00:16:00 GMT
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Cool Although Hitman told me that he is making/has made a guard tower we can have

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 31 May 2002 06:03:00 GMT
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Well, i am leaving now, so cya on sunday or monday

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 31 May 2002 08:23:00 GMT
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cya man

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 01 Jun 2002 04:06:00 GMT
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has this idea died then i thought d bump it up again

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 01 Jun 2002 20:38:00 GMT
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Geeze, not going so well.... half way down third page...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 02 Jun 2002 07:30:00 GMT
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I am back again, but got some friends here now. Will be back later today, hopefully.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 02 Jun 2002 11:17:00 GMT
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("Bump")Edited an earlier post to add in some time-line notes... I think i am off until tomorrow.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 03 Jun 2002 08:12:00 GMT
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Does noone else want to help make the mod?We are only four as of now, and i can only produce very basic unskinned models, and supply ideas.If noone else wants to help/work with it, this will go very slow Anyway, still working with stuff, but not finished any models since last time.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 04 Jun 2002 06:46:00 GMT
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Noone cares anymore? Oh, well, maybe something new will renew the interest.i will try to finish soem models today...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 04 Jun 2002 06:48:00 GMT
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cool new models

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 04 Jun 2002 09:00:00 GMT
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you guys need a website

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 04 Jun 2002 10:16:00 GMT
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Well, we have, but just a very simple one with some flaws and that lacks much.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 04 Jun 2002 13:21:00 GMT
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I would help, but I can only produce very basic unskinned models (like the one above) and I've only just started modelling.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 04 Jun 2002 13:44:00 GMT
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Well, any help is help, and any help is greatly appreciated and welcome And you always learn, you know, as i do (at least i hope i do) Even if you don know so much now, it comes with time

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 05 Jun 2002 04:18:00 GMT
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Sorry, didnt get any time for Gmax yesterday, and wont have today or tomorrow either, i think Will try to get back to it on friday afternoon.Sorry for the delay

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 05 Jun 2002 13:19:00 GMT
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WOW! Thats awesome!Wouldnt call it a "simple" model, though Oh, maybe it is for you, forgot that Good job PS: Want to help (us) out? [June 05, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 05 Jun 2002 13:32:00 GMT
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hey nice modelandnever fear philip67 has returned!!yea!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 05 Jun 2002 14:37:00 GMT
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hehe brutus, I don't think it's simple, I just don't like it (it has about 1000 polys-I need to reduce the poly count, I have a lot of unseen polys I can delete) I just used the quote from you because it seemed appropriate, perhaps I should have edited it first if anyone wants to use any of my models, all they have to do is ask. BTW I added a door opening to it, now all I have to do is figure out how to do the interior P.S I would gladly help out, but I am still learning how to use GMAX properly, so there are a lot of things I can't make yet. Oh well [June 05, 2002: Message edited by: JWP]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 05 Jun 2002 15:23:00 GMT
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AHHHHHHH!!! it's the evil roof-gnome, it's gonna kill us all

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 05 Jun 2002 15:51:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 05 Jun 2002 23:08:00 GMT
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WOW! Even more awesome! Goncgrats! You are very talented, indeed I would love it if you would honor us with helping out with the mod, although i could imagine it fast can become you who does almost all the work

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 05 Jun 2002 23:15:00 GMT

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Polycount?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 00:47:00 GMT

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quote: Nothing to do with the roof-gnome mod really, but here is some images of another very simple model i made. *****\VVV\BUMP!!!!\VVV*****BUMP!!!!*****

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 10:03:00 GMT

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about 1100 polys, it's just the GMAX tutorial head stuck on the havoc body because I got bored . More pics, this time of my 6th ever model, an ore purifier (1000 polys exactly) What do you guys think?[June 06, 2002: Message edited by: JWP]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 10:10:00 GMT

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Very cool and very nicely done Good job I was wondering what i should do (for practice) next, and thought about trying to make something from RA2, but many of the things from RA2 has already been made, and i wanted to do something original... Still wondering

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 10:14:00 GMT

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Try the airforce command centre or the Allied refinery. Or make your own like I did with my emplacements.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 10:16:00 GMT

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do you have any models i could make for the roof gnome mod?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 10:34:00 GMT
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Heh, thanks for the ideas If you want to make anything, just look at the earlier pages, loads of ideas there (ok, maybe not loads, but a few at least)What about the Death Gnome? (imaging a giant gnome holding a crystal or prism or laser or whatever or something over his head)I would Love to be able to show that to my classmates Hey, you are the artist, you decide (PS: Our english teacher is moving to Thailand this fall to teach there, and we are making posters (sp?) about Norway to send there, i am of course writing about norwegian folklore: Trolls and gnomes)
[June 06, 2002: Message edited by: brutus]
[June 06, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 11:29:00 GMT
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I got bored, so I spent 10 mins making funny models and I made these: the gnome barracks and the pot-head gnome! lol doh! UBB code images have been disallowed.
<http://www.btinternet.com/~rpitch/pothead.jpg> <http://www.btinternet.com/~rpitch/gnomebar.jpg>
June 06, 2002: Message edited by: JWP]
[June 06, 2002: Message edited by: JWP]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 11:37:00 GMT
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ROFL![*]null

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 11:38:00 GMT
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BTW, do you know anything about Commadno/leveledit, or about rigging characters and such?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 11:46:00 GMT
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I know quite a bit about the level editor and I made a small mod. but I haven't tried to make a character yet.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Jun 2002 11:48:00 GMT
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you should edit the thred title to show that there are pics on page 14 and 15 too

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 00:07:00 GMT
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I thought about it, but as the pictures arent really from/for the mod i thought i shouldnt, sorry about that Working as fast as i can on my ltest "thing" now, hope to get it ready today. (evening here now, i have to hurry up)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 00:11:00 GMT
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erm... they could be the battle lab could be some sort of funny gnome comm center and the ore purifier the gnome tiberium purifier (gives 5 bonus creds along with 2 from refinery) and the funny gnome character could be te gnome engineer. hehe

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 00:29:00 GMT
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Yeah, ofcourse, i didnt say they couldnt be used. They just isnt in right now Almost finished....(with the "thing")

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 00:34:00 GMT
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what "thing"?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 00:48:00 GMT
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Heh, the relevation of that has come I would like to present a simple but for me important piece of work. (a kind of symbol)Welcome to Castle Pojka!

http://www.renegademods.info/users/Brutus/Castle_Pojka01.jpg
http://www.renegademods.info/users/Brutus/Castle_Pojka02.jpg
http://www.renegademods.info/users/Brutus/Castle_Pojka03.jpg
http://www.renegademods.info/users/Brutus/Castle_Pojka04.jpg
http://www.renegademods.info/users/Brutus/Castle_Pojka05.jpg Polycount: 918edit: Image code is OFF?! Why? Spammers? Changed to URL links... [June 06, 2002: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 06:30:00 GMT
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"Bump" Oh, how i want image tag back already!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 06:45:00 GMT
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If anyone wants to have a closer look at the models or try to skin them, they are located at <http://www.renegademods.info/users/Brutus/models1.zip>

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 10:01:00 GMT
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brutus, I could send you some of my models (although they are very basic) to show some of the techniques I used to make them.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 11:49:00 GMT
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it seems like no-one is interested anymore

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 13:02:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 13:36:00 GMT
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Sure, i am, i just cant be here 24/7 Sure, that would be nice of you My e-mail is Jarle_magnus@hotmail.com (although it is in the profile too)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 14:16:00 GMT
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hey im back soz been in manchester for a few days were i couldn't get to a pc.but im back and i love the new images well done

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Jun 2002 14:51:00 GMT
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Hi, welcome back Late here, so cya tomorrow [June 07, 2002, 14:52: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 01:01:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 01:38:00 GMT
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Brutus, I just sent the models to you, check your e-mail (if you haven't already).

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 02:02:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 03:24:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 03:39:00 GMT
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Ok, thanks

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 03:52:00 GMT
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So you have MSN Messsenger or ICQ? a q: I cant see any modifiers on some of the objects that has been mesh edited (they are, right?), have you collapsed them or something? (cant learn much if i cant see the modifiers you have used) [June 08, 2002, 03:55: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 04:02:00 GMT
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I have messenger but not ICQ, I used chamfer on boxes a bit as well as moving edges, taper on the ore purifier, bend, and boolean cut.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 04:06:00 GMT
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I mesh edited the models you can't see modifiers on.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 06:56:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 07:40:00 GMT
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Yeah, i guessed so, but the problem is i cant study anything without the modifiers viewable.
Without them i could just as well look at a picture [June 08, 2002, 08:47: Message edited by:
brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 10:52:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 08 Jun 2002 14:05:00 GMT
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Argh, havent got time to Gmax/RenX at all today ...Cya tomorrow.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 02:29:00 GMT
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"Bump"Everyone is sleeping on sunday?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 02:35:00 GMT
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brute can i help you with your mod Mayby

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 02:37:00 GMT
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you got me on icq all ready mine is 160452732sms is white_wolf6@hotmail.commail priavat i do
noyl give mym ail to they i trust 100%

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 02:53:00 GMT
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Ah, you think you can help? Good/cool Made a very simple tank model now, 648 polygons, i added it to the models zip (<http://www.renegademods.info/users/Brutus/models1.zip>), but wont bother you with pictures (since you cant post images directly).Oh, and people, if you have any ideas or vehicles (or anything else), please post them , cause i dont have any more ideas for original vehicles, and i need something to make, before i die of boredom! (well, try to make, at least)Doesnt matter if it is totally insane, this is a crazy mod [June 09, 2002, 03:03: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 04:12:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 06:10:00 GMT
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Still working/messing around No offense, but there is loads of typing errors in your sig and elsewhere, you should work on that

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 06:43:00 GMT
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Just finished a (very simple) heavy tank, uploaded that one two tank (628 polygons)heavy tank (928 polygons) [June 09, 2002, 06:44: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 07:28:00 GMT
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sweet models urm you could make a flying pig with wings(forst thing that came into my head lol)!!BUMP!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 07:34:00 GMT

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Sorry, i am not that advanced yet Working on a sonic tank (dune 2k version) now

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 08:04:00 GMT

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o kool anywayz

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 09:53:00 GMT

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This topic lives on bumps!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 11:22:00 GMT

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Joakim, what did you want to say? Didnt catch you on ICQ, just leave a message here

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 11:25:00 GMT

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Heyyyyy. All of these pictures of "roof-gnomes" are just from the gmax tutorial "modelling a head" These aren't your creations. These are the gmax author's. You juts painted them red and added horns.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 13:16:00 GMT

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yeah im fine i've been away on holiday for a week no internet in cornwall.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 09 Jun 2002 13:18:00 GMT

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k *Goes to bed, maybe...*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Jun 2002 14:46:00 GMT

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lol, those tank models look almost like the one I sent you.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Jun 2002 00:12:00 GMT

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JWP if you send me your models i could use them in sommat.lcalabrese@lineone.net

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Jun 2002 00:39:00 GMT

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quote:Originally posted by ReHash911:Heyyyyy. All of these pictures of "roof-gnomes" are just from the gmax tutorial "modelling a head" These aren't your creations. These are the gmax author's. You juts painted them red and added horns. Duh/doh, how many times do i have to say this? the gnome heads are my version of the Gmax head tutorial, and i made them by following the tutorial. The Gmax finished exsample looks prettydifferent from mine. I made all of them, also the one with horns (you cant just paint on that) Jeru, how are you? You havent been here for some time

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Jun 2002 00:39:00 GMT

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You should make a gnome that throws bananas at people, that would be interesting. Post No.1!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Jun 2002 00:47:00 GMT

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quote:Originally posted by ChronicSlug: You should make a gnome that throws bananas at people, that would be interesting. Post No.1!! Great idea! Ofcourse, how could i forget that! Like the banana bomb from Worms Great idea, keep them coming! BTW, welcome to the

forums! [June 09, 2002, 12:49: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Jun 2002 06:38:00 GMT
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Nah, i seriously think that they are pretty different, but your is cool too WW 2, kinda. [June 10, 2002, 06:39: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Jun 2002 08:17:00 GMT
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Finished the first version of my sonic tank Not rigged or anything, as usual, so animations (for the turret) and such has to be made before it can be used for anything. My modelDune 2k Sonic tank548 polygons

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Jun 2002 08:26:00 GMT
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sweet looks good!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Jun 2002 08:59:00 GMT
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heh, thanks

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 11 Jun 2002 00:48:00 GMT
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"Bump" I also have plans for three maps, i think i will start on them when i get time, maybe when the summer vacation starts.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 11 Jun 2002 06:26:00 GMT

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"Bump" *Starts RenX*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 11 Jun 2002 08:01:00 GMT

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Uploaded the Sonic Tank to the models package, in case anyone wants it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 12 Jun 2002 00:47:00 GMT

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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 12 Jun 2002 05:50:00 GMT

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"Bump".....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 12 Jun 2002 06:43:00 GMT

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Just finished my AA gun, based on the allies AA gun in Red Alert My AA gunAnother
pictureRed Alert AA gun1336 polys :/Uploaded it to the Models pack zip I know how i could
optimize it a little, but now its too late, and i wont bother now [June 12, 2002, 06:52:
Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 12 Jun 2002 11:37:00 GMT

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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 12 Jun 2002 11:42:00 GMT

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hey, brutus, get redy for ur "1337" post party!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 12 Jun 2002 13:13:00 GMT

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for this many months! (a few at least) Looking forward/looked forward to see if anyone would figure my joke out Now, delete that post! Its an order! Was going to/is going to be a fun "joke"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 12 Jun 2002 13:14:00 GMT

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BTW, i am going to post in general discussion, lets hope not so many from there reads the mod forums And everyone who knows, dont tell them!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 12 Jun 2002 13:57:00 GMT

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My thread was deleted fast

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 13 Jun 2002 05:12:00 GMT

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"Bump"(Even though i am not posting many pictures, i am sitll working, some things just takes time to make)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 13 Jun 2002 05:30:00 GMT

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do u mean delete the "1337" post party reply?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 13 Jun 2002 07:31:00 GMT
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Yes, but no need for that now Dev (or another moderator) deleted the thread, and it is over now

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 13 Jun 2002 08:08:00 GMT
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This is a really great idea for a Renegade mod. I have an idea to: a roof-gnome bacteria beacon. It looks like a pipe filled with green liquid, it contains bacteria that eat up the whole building

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 13 Jun 2002 08:13:00 GMT
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he he, brutus do you remember me?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 13 Jun 2002 08:46:00 GMT
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Yes, indeed! ofcourse! Ahhhhhh! Morn has arrived! Run for your lives! [June 13, 2002, 12:21: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 13 Jun 2002 08:52:00 GMT
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BTW, cool/good idea [June 13, 2002, 12:21: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 14 Jun 2002 00:32:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 06:06:00 GMT

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he he die everyone!!!! [June 14, 2002, 06:07: Message edited by: MoRn]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 06:22:00 GMT

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Back to Gmax...

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 08:45:00 GMT

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|||---BUMP---|||

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 09:25:00 GMT

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Working on a gnome palace now

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 09:56:00 GMT

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ohhhh, nice. i wish you luck and by the way Morn! Morn!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 10:03:00 GMT

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Faints

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 10:18:00 GMT

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laughs at brutus

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 14 Jun 2002 10:24:00 GMT
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when will this topic end?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 14 Jun 2002 10:27:00 GMT
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First pictures from the palace
:http://www.renegademods.info/users/Brutus/Gnome_palace01.jpg If you think the outmost towers look a bit like obelisks, thats right. Thats where i got inspiration, i thought it fit well, and it was good practise for making aobelisk-like building I think shield generators could be there, and power generators in the towers connected to the palace Only 622 polygons yet I will try to make some simple interior soon too Edit: Errr, doesnt the [IMG] tag work again yet, then how did Taximes post images earlier today Dunno why i made it, cant come up with a MP use for it yet, just wanted to make it, a gnome palace [June 14, 2002, 10:30: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 14 Jun 2002 10:28:00 GMT
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quote:Originally posted by Gernader8:when will this topic end? Nevah! MWHAHAHAHHA!
Well, until Dev thinks it is too large and clutters up the forums too much, i guess

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 14 Jun 2002 11:15:00 GMT
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nice palace

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 14 Jun 2002 11:39:00 GMT
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Heh, thanks Very simple that one too, really. [June 14, 2002, 11:39: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 00:36:00 GMT
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brutus, I don't mean to be offensive, but try to avoid making large boxes because it makes models look undetailed, try to put some more details into the boxes, that's just my opinion.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 00:43:00 GMT
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Heh, textures is the things, textures. Textures can easily add loads of details, but unfortunately i dont know much about skinning Also, things can be added later, thats just an early version, most probably not finished. Better to finish the base model, look at polycount, and then add details, than adding loads of stuff at once, get to high polycount and have to begin to remove stuff. Your expressed views and opinions are appreciated, though [June 14, 2002, 12:45: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 00:53:00 GMT
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textures can't add all the detail, you can't make a box look like a palace just with textures

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 00:55:00 GMT
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Nah, but it can help, and as said, it is not finished

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 01:29:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 01:50:00 GMT
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|||---BUMP---|||

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 02:09:00 GMT
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hello all!the place i mean palace looks well good its like that palace in that country over there!!(i cant remmber which one tho.)and hello moRn get your name from koRn by any chance?!?!?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 02:12:00 GMT
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Well, yes, it may look a tiny bit like "Taj Mahal" (sp?), if it is that you are thinking about, but i didnt think of that when i made it Got some suggestions from a friend, and mixed with what i had in thought it became like that As for MoRns name, i can assure you, no, its not from KoRn (but its a cool band, KoRn)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 02:15:00 GMT
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I am going to continue onthe palace later today (hopefully), after doing some house work and playing some Jedi Knight 2

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 03:20:00 GMT
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Finished beta2, hollowed it out, so it has some rooms. One small entrance hall, two small rooms to the sides, and one main hall in the middle. Its not easy to see anything more than before, so i wont post pictures yet.Upped polycount to 1120 I will try to add some ramps to the main room, but i dont know how to add lights. Should i do that in Leveledit or RenX? [June 15, 2002, 04:06: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 06:09:00 GMT
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I am working on my first Renegade map now Very simple, though, cause i am not that good, and its best to start out simple, i think I hope to have the GMax terrain finished today. (i am almost finished with it, it think, if nothing diastrous turns up)But i hate the bug-ridden RenX!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 06:27:00 GMT
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quote:Originally posted by JWP: quote: Nothing to do with the roof-gnome mod really, but here is some images of another very simple model i made.

*****\WWW\BUMP!!!!\WWW*****BUMP!!!!***** <IMG
SRC="http://www.btinternet.com/~rpritch/battle_lab.jpg"> <IMG
SRC="http://www.btinternet.com/~rpritch/battle_lab1.jpg">WOW!!!! thats the allied tech center of RA2

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 06:31:00 GMT
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Heh, yes, it looks very good

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 08:07:00 GMT
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I think i am mostly finished with the terrain, just havin some problems with the buildings. Cant work or post pictures now, though, got some guests over for dinner I will try to get back to it this evening

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 08:17:00 GMT
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This topic should be closed. I think it's the longest spam i've ever seen, lol.1. It's quite easy to tell your not even working on this mod and that it will never be finished.2. All it is is spam.3. Dev, Deliete this topic!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 09:32:00 GMT
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1. we/i am/are trying to make this mod. There is no great or quick progress, but i am always doing what i can to make things that can be of use in this mod. I am still not very experienced, so i cant make much advanced stuff, but if i knew how to make this mod completely, i would use all my time on it. I can make (some simple) models, but know very little about leveledit or how to make/create and export a mod, so not much is happening there. I am also busy making my first

map right now (which also gives valuable experience). This thread is also here to let people see the idea, and let them tell if they want to contribute. Although some posts (like the many bumps) are unnecessary, this thread is in no way spam.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 13:51:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 15:50:00 GMT
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Hmmm, this looks interesting. . . .I have watched this thread for many weeks I have . . . AND IT IS SO COOL! I myself am SO new to skinning editing. . that well, um, lets not talk about that! But, I am trying to learn this stuff, and enjoy myself. I think its a great idea, and um, I kinda *squirms* wanted to help. BUT BE WARNED! I KNOW NOTHING! NOTHING! Of making maps, and. .I KNOW ALMOST NOTHING about modding (im starting w/ Commando level editor) AND I HAVE ONLY BEGUN COLORING SKINS DIFFERENTLY! So, since you are the creator of this, and i want to join, be on your guard and DO NOT just say "sure!" If i join you, I want it to be because you DECIDED. Not because you were worried about hurting my feelings or even just saying yes because you felt pressured. Evaluate me, and if i live up to your standards, say yes. If not, say no, and have no regard for my feelings. Even if you say no, I still may ask you about editing and modding. Tell me if this is ok. Oh, and you can ask me all the questions you want, because I need your whole-hearted assurty that I am worthy to become one of your team. So, ask away!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 01:57:00 GMT
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how is the map going? can i see it when it is finished BTW Morn! Morn!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 02:03:00 GMT
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quote:Originally posted by CHUCKELS:This topic should be closed. I think it's the longest spam i've ever seen, lol.1. It's quite easy to tell your not even working on this mod and that it will never be finished.2. All it is is spam.3. Dev, Delete this topic!if you don't like it, we like it. so get you ass out of this topic

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 03:52:00 GMT
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Whoa! Morn going hardcore! Just moderate your language a bit I finished the terrain for the map in RenX, but it wont compile in Leveledit, (see the other thread), i will go check the other thread i made now. I will also try to recompile the original test map i made a moth or so ago, and see if i can get the radar dome with the proper textures in-game BTW, MoRn, in your signature it says "WOL nick: Mornmorn", have you finally got Renegade? [June 16, 2002, 03:54: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 04:30:00 GMT
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When i copied all the textured i used on the map to a folder called "textures" in the roof-gnome mod folder, i got those weird Westwood textures in place of the ones that i used in RenX. When i placed the textures in the main folder, the radar dome turned (mostly) black instead Does anyone know how to get textures to function properly? Am i doing something wrong?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 07:31:00 GMT
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*bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 08:36:00 GMT
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I think I know how to get your textures to work, but I'm not 100% sure. Try placing your textures in the same folder as your W3D map file, that should get the textures in game, or make a new folder for your building and place the textures and the W3D files in there and tell Commodo Level Edit where your new building is. Hope this is of any help, half the time I have no idea how i get things to work, or why they don't work. Good luck on your mod, sounds cool.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 09:15:00 GMT
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I have tried both to have the textures in the base mod directory, and in a sub-directory under the mod directory called "textures". I think leveledit searches all folders and sub-folders, but it still

doesnt work

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 11:36:00 GMT
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Hey thanks! Hmm, a question: All I have is the Commando Level Editor and W3d viewer. Do i need more, and if i do, where do i get it?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 11:46:00 GMT
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You need RenX if you are going to model, i think, but i think thats included in the public modding tools. [June 16, 2002, 11:46: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 11:49:00 GMT
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Where do i download it? I got the Renegade public tools, but i dont think I have renx. Wait, im firing up explorer now, brb.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 11:52:00 GMT
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Whoops! My mistake! I have it!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 11:54:00 GMT
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Grrrr. THis is what it says:The object that 'C:\WINDOWS\Program Files\RenX.ink' refers to has been removed or is unaccessable.Any help?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 12:29:00 GMT

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Dont know anything? Doesnt matter, you can always learn. Thats one thing i hope to acomplish with this project, learning more about modding Feel free to ask me all your questions, and i ill answer the ones i can, it will be a great delight to help a fellow modder on his way Just come on in, try to make something, and even if you fail, you will probably have learned something from it Welcome and have fun

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 14:04:00 GMT
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Ok, i dont game Gmax. That must be the problem. . Ill log in later and try to get it

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 22:57:00 GMT
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|||---BUMP---||| BTW good luck LazrClawz

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 22:59:00 GMT
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To brutus: I finnaly figured out how to get Gmax work going to do it when i come home from school

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 23:20:00 GMT
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Cool, good luck

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 16 Jun 2002 23:35:00 GMT
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cya later brutus

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 00:11:00 GMT
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Brutus? You on? You replied a minute ago. ..

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 00:44:00 GMT
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I dunno...try downloading the whole thing again.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 00:45:00 GMT
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you need to download gmax before renx can work

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 06:16:00 GMT
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Right, i am back...Ok, i think that if we are to have any hope of progress, we have to get this organised (sp?). The bad thing is, i am not good at all at organising. So, first, a list of what we need to get at least a workable small beta out:A modeller/mapper: Well, me at the moment at least, but as you know i cant make advanced stuff, characters and such. JWP, do you want to help, maybe?A skinner: Jeru?A implementer: Even if i can make models, maybe some vehicles, i have no idea of how to get them into the game, so we would need someone who can work with level edit/commando, and also rig vehicles/characters in RenX.A coder? If features need it and Westwood releases and SDK. Would surely need a scripter anyway.A web-designer/master: Well, it would be nice with one at least, i can only makee basic HTML pages. Where did that guy (forgot your name, sorry) go?Well, any volunteers?Could everyone who wants to contribute sing up here please, so i can make a list, collect ICQ #'s and try to get this organised?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 08:41:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:10:00 GMT
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Sorry, but i am a bit new to this what is ICQ# ?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:12:00 GMT
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ICQ is a messaging program, a bit like MSN, but it isnt very good. Slow and annoying usually, you dont need it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:34:00 GMT
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Ok im back on im gonna download Gmax now. Thank MoRn, Im gonna need that luck!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:36:00 GMT
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No Problem it is allways a plesaire to help people

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:41:00 GMT
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Well, im downloading gmax now. Its 6\% done. It wont be more than 15 mins beause I have DSL, and that speeds up my downloading speed (THANK THE LORD FOR SMALL BLESSINGS) Oh wait, 9\% now. MoRn, you on brutus' modding team? 11\%. I have to go take some Orlida fries out of the oven in 7 mins, so it might be a little late b4 i log on again. But then again, I could bring my food upstairs. . .15\%. Thanks for all your help guys!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:45:00 GMT
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Yeee! 29\%!!!!Oohh. Oven beeped.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:48:00 GMT
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but i would be happy if i can be at any help

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:48:00 GMT
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No i don't have renegade , but i an going to buy it on saturday (i hope)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:49:00 GMT
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39\% Fries almost done! (Ill share with you guys if you give me your adress!)Ill mail them to you and we can enjoy Orlda FRIES YUM! 42\%

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:53:00 GMT
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quote:Originally posted by LazrClawz:39\% Fries almost done! (Ill share with you guys if you give me your adress!)Ill mail them to you and we can enjoy Orlda FRIES YUM! 42\%what is Orlda FRIES ?????? [June 17, 2002, 09:54: Message edited by: MoRn]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:55:00 GMT
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60\% HACK COUGH! I JUST ATE WHAT I THOUGHT WAS A DONE FRY!! EUGH! RAW POTATO!! III let them BOIL IN THE SEARING HEAT for a while longer. MoRn, ask brutus what you can do to help! Maybe you dont need Renegade to help! 65\% downloaded!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:59:00 GMT
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Lol, something like french fries i guess Well, we dont actually have a "modding team" yet, guess thats what i am trying to assemble now

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:01:00 GMT
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Hey, ill help! Although Im no good at shadows for skins, i have done some pretty good coloring w/ Photoshop. Yes, I have Photoshop, so if we need it ive got it. Version 5.2, my harv skin is pretty cool though. 85\% done! Almost!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:09:00 GMT
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Oh and: Do i need to download the tutorial? I got Gmax, but do i need the tutorial? Im eating at comp (shows his greasy fingers) Download complete!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:16:00 GMT
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How did the registration go? When i do it it just say: Registration not complete Gmx failed to start

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:17:00 GMT
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Ohh yea. Register. I havnt yet! ill go do that

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:29:00 GMT
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Im feelin good! Yea, I registered. It was easy!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:39:00 GMT
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Jeez! You guys are slow responding to my posts! COME ON SHOW SOME FEELING!
-----"I FART IN YOUR GENERAL DIRECTION!" --Ironically said
my the Frenchmen (Monty Python and the Holy Grail)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:44:00 GMT
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Sup, i just want to say, this mod sounds like it could be awesome if it ever gets finished.. OK, anyway, I am a skinner and if you need me i'll be glad to help Im also trying to learn to model and i can do some basic stuff but nothing too advanced, and i was just wondering if any of you know how to make something hollow.. :/ ill prolly be on MSN under gekidoku@hotmail.com (dont email there, i never read them, if you need to email me Chrisfletcher@charter.net)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm, could you tell me how to skin stuff very well? I am starting but need a little help.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:47:00 GMT
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how did the registration go?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:48:00 GMT
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It went fine MoRn. Umm, the hting that may be bugging you, is when you register, make sure you turn on cookies, and then give them a REAL email, not a fake one. and make sure its yours,. They emial you conformation.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:48:00 GMT
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I'll help, but at the moment, I'm working on
this:<http://www.btinternet.com/~rpritch/blackeagle2.jpg><http://www.btinternet.com/~rpritch/ingame.jpg>

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:50:00 GMT

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Ok thanks. Im in need of advanced skinning help. All i can do very well is re-color stuff right now. I have Photoshop and that is what I skin in.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:51:00 GMT
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Very nice black eagle

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:53:00 GMT
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Heh, guess we will soon need our own forum Anyone who knows of a place which could host a forum? Payaso: So should i list you as "available" then? Will get back to it if i get time later tonight. [June 17, 2002, 10:54: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:54:00 GMT
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Umm, I have a forum. Its Yuri's Revenge and its linked to my sisters "REDWALL" talking animals site. We could use it though. Ill brb as I get it ready!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

if you want to use it, you'll have to wait until this mod is publically released, I just joined the team so it's for that airmod

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:55:00 GMT
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how come this thread is so active at the moment?!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:57:00 GMT
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No idea JWP, but active is better I suppose.. This is becoming more of a chat then a message board Brutus, yeah, go ahead and list me as available

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:02:00 GMT
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K JWP, congrats and good luck. On a modding team already, you are very talented Also, could i ask all people who have posted here a favour?As big threads tend to slow down the forum (or so they say), Dev tends to delete them (after 1000+ posts or so), so could you all just delete all unesecary posts here, not recent ones or about the mod, just already answered questions and bumps, to slow down the growth a bit? Thank you Thanks for the forum, although i think we should try to get our own as soon as possible. Unfortunately, i dont know anything about running a forum

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:04:00 GMT
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Ok here is link to my site. It is the most dumb site ever, but you can post on the forums by clicking 'My message board' then 'Yuri's Revenge', then "roof gnome mod: post here"Here is link:http://pages.sbcglobal.net/jbeckerdite/_wsn/page5.html

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:06:00 GMT
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Oh and: Forget the stupid pop-up ads. I have tried to get rid of them but i cant. Unless i pay \$15 a month. I can afford it, yea ez, but its free right now, so why fork out mmoney? Sorry if im rambling!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:09:00 GMT
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Heh, i thought about a ezboard too they just changed to a new board, but i thought it was pretty nice Two pop-ups there too, though.I think the new board is without pop-ups, but i am not often there. I will try to check again.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:10:00 GMT
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**** 21 pages

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:21:00 GMT
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Hey brutus, want to make a clan, and we can join it? Im already in a clan, but the leader moved to another clan. Can you make a clan? Tell me when to get on so we can page each other. Oh, and we need a chatroom where we can talk quickly. Its too slow here.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:22:00 GMT
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Do you have a problem with that? Lol, i was at forum.co.dive or something, looked at their signup page, looked at the rest of the site, and when i got back to the signup page, there was a message that they have stopped with accepting free signups

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:24:00 GMT
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Well, i dont play much Renegade now a days, but i could surely make a clan Its name will be UBR -United Braindead Renegades, if you have no problem with that

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:25:00 GMT
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Umm. Why do we need to sign up for something? What is it? *Reads over brutus' shoulder* We dont need to sign up for my site, just post. Is there some chatroom or soemthing?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:27:00 GMT
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No problem. But, you might want to make it something creepyer like "RD" ROASTING DEATH or,

IBA IM BURNLING ALIVE !!! No im kidding about IBA. But make it something better maybe. But, its your choise, i must join.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:33:00 GMT
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Couldnt think of a better name, and i dont want to look like a jerk making a clan with a "tough" name, thats for 10 year olds Also a tribute to my long short career as Braindead Idiot in Charge of Sniffing, *sniff* Any other suggestions? If so feel free to come with them [June 17, 2002, 11:33: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:37:00 GMT
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Hmm. Well, we also dont want A BrainDead commander. We need a name like. . .FBI. make up something that makes that into words. Or even, my secret: GROSS Get Rid Of Slimy girls hahahaaaaaa sorry hahaa! Ok really. CIA C4's In America? WOYIC: We Own You In Combat. Or BSS Bad Shot Snipers! Lol not taht one. . .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:40:00 GMT
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Bah, the braindeads rule! Do not underestimate our power! The en*****d s*** will die! Free danishes to all new braindead recruits! Wait, thats right, our danish stock was blow up together with our castle a few weeks ago Oh well, life goes on!*Wanders off to eat danishes and drink antifreeze*We have beat our enemies in many a battle, you see!Uh, right, sorry, where was we?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:42:00 GMT
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YMCA: Young Men's Combat AssociationDEATH: Dead Even After The HolocaustSPIT: Snipers Platoon In TransilvaniaGROSS: Gut Rippers Of Social Security (LOL)BLAST: Bazookas, Lasers and Stealth (need a t word...)Need more? [June 17, 2002, 11:42: Message edited by: LazrClawz]

Subject: Insane crazy (fun) mod idea (roofgnomes)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 22:53:00 GMT
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this mod...is really freakyi don't belive this many posts have gone into it

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 22:54:00 GMT
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Going to school CYA

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 22:55:00 GMT
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Me too, will be back later

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 00:11:00 GMT
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Well, maybe i shouldnt call it out here, but the clan name is United Braindead Renegades () and the join password is Zita. Dont expect me to do much with the clan, though , maybe i should delete it and let one fo you make a clan if you want to, cause i really dont have time for a clan

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 00:13:00 GMT
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LarzClawz, can you explain how to register Gmax step for step (i am a newbie and i am NOT proud of id) To brutus: can i be at any help on the mod?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 00:16:00 GMT
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going to bed now, i will check in to morrow (before school if i have time) CYA

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 00:28:00 GMT
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Ok bye! ill tell you later than!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 00:44:00 GMT
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Uh oh. MoRn, by the time you get this, it will be the next day, unless your still on. Bad news: You live in Europe. I live in Texas, America. Your bedtime is now, its only 2:35 pm here. Consider the fact you get ten hours of sleep. THat makes it, Umm say its 10 now (for you), 8:00 am for you. But for me, it makes it 38 mins past midnight. Whoo, talk about ungodly hours. No way I can post then. Wait till evening for you, and i should be on!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 00:48:00 GMT
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Tip for you who are starting out with Gmax:Read and do all the tuts, up too and including the making a powercharger, more if you want to , then just fool around, experiment, and try to make whatever you want, you will probably leanr a lot that way too. After that read all the tutorials again, because as of then you will probably have forgot half of what you read in the tutorials Hmmm, we still need someone good with rigging/implementing and Leveledit :/MoRn: Dunno, do what you want, send in anything you think might be of use

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 00:49:00 GMT
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quote:Originally posted by LazrClawz:Uh oh. MoRn, by the time you get this, it will be the next day, unless your still on. Bad news: You live in Europe. I live in Texas, America. Your bedtime is now, its only 2:35 pm here. Consider the fact you get ten hours of sleep. THat makes it, Umm say its 10 now (for you), 8:00 am for you. But for me, it makes it 38 mins past midnight. Whoo, talk about ungodly hours. No way I can post then. Wait till evening for you, and i should be on!Lol, to bad :/ Anyway, it should be explained in the install or readme file for Gmax how to register. But not how to turn on cookies and off a firewall, of course :/

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 05:47:00 GMT
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Back from school

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 06:15:00 GMT
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Uhm, me too, as if that is so interesting (It seems such posting may be looked upon as spam)Anyway, it looks like everyone that was here and sey they would like to help earlier, is gone and/or busy with other projects, and everyone here now is learning Gmax and stuff, so nothing is really happening. I need a break from this now, so i wont bother anymore with this until something new happen (e.g someone else comes and wants to help, or i or others learn something more so that some work actually can be done)I will ofcourse bump this when needed, to keep the idea here, but i wont bother much with it. So cya, and good luck with Gmax or whatever you are learning, i think i will go and play some Jedi Knight 2

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 08:34:00 GMT
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AUGH! Brutus! Did you even read my idea on page 22?!?! Im asking you with my brain. Ok
any way. I have a question: are you going to give the gnomes new PT icons?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 08:40:00 GMT
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Oh, brutus! I have added new forums to my website. We can use the modding forum to discuss ideas.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:50:00 GMT
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Dang your not on are you.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:55:00 GMT
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Uhm, yes i read it, forgot to reply. Well, one thing is ideas, another is implenting them (BTW,

nice ideas)And as of now, this mod is still just a idea , and as said, as nothing is happening, i am mostly off. (but i am still around, so just shout if it is anything!) [June 18, 2002, 10:56: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:58:00 GMT
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Hmm. What about the gnome PT icons? U goin ot make new ones?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 11:25:00 GMT
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SHOUT!! Brutus. We REALLY need to find a chatroom to talk to each other. You just DONT REPLY FAST ENOUGH. I need to swap ideas faster than its going now!! I have Gmax tutorials now BTW. Hmm, you know of any good chatrooms? It doesnt have to be a Renegade one, we could private chat each other.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 11:36:00 GMT
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Hmm, i know of a nice quiet little place on irc.beyondirc.net. The channel of choice is #brainwar.Usually it is not many else around, just on the evenings (chatroom for the braindeads)Anyway, is there really much to talk about, as nothing is really happening, or is it?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 11:42:00 GMT
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head over there now. I need more of a briefing. ill go too.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 11:43:00 GMT
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I cant get it to logg up!! I cant even get to the site!!!!!!!!!!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 11:48:00 GMT
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Wait, here is a room where we can chat: <http://teenchat.chatroom.org/teenchat.htm> head there now brutus! use your brutus name ok?? I'm on as LazerClawz.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:02:00 GMT
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Why thank you! We've certainly worked hard to get it this way! Check the date on the first post

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:04:00 GMT
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It's amazing, ain't it? And now I'm working for brutus!! WHOOO I like this team, even though we've hardly started.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:06:00 GMT
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Hey. If brutus lives in Europe, and he went to bed now, what time is it there? It's 3:00pm for me. Join roof-gnomes.com and check out our inventory, or, call 1-800-000-0001 and hear us chatter like maniacs! LOL ALL LIES.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:07:00 GMT
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Well, it's not the largest thread ever on this board, there has been bigger ones (like "R U Nod or GDI?") (Wasn't supposed to be in bed now?) Oh, well, that can wait [June 18, 2002, 13:08: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:07:00 GMT
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mad pplz I SAY IT!!! U ARE ****ING MAD!!! YOU SCARE ME!!! ****ING MAD PPLZ!!! (no not angry I MEAN MAD!!!) LIKE CRAZY!!! YOUR ARE ****ING CRAZY!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:09:00 GMT
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we must make this to be the largest ever! we must make it to have 466 pages !!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:22:00 GMT
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a ha i have returned with another unrelated model i have made.<http://www.geocities.com/whitegorillaz/turret.jpg>

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:22:00 GMT
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No, thanks, then it will probably deleted. Therefore i once again encourage everyone to delete all old bumps

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:22:00 GMT
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quote:Originally posted by Slubby_Q:we must make this to be the largest ever! we must make it to have 466 pages !!466 is'nt likly, maybe 50

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:25:00 GMT
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Very cool AA gun? Good job, and nice that you are back:)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 18 Jun 2002 23:13:00 GMT

Posted by [Anonymous](#) on Wed, 19 Jun 2002 00:27:00 GMT

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ok

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 19 Jun 2002 00:55:00 GMT

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this is the LARGEST topic ever!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 19 Jun 2002 06:03:00 GMT

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"Bump"*Yawn*

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 19 Jun 2002 08:39:00 GMT

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Ok im on now! I miss anything?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 19 Jun 2002 08:48:00 GMT

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Missed anything? Well, nothing has happened (as usual), so i dont think you missed anything.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 19 Jun 2002 09:02:00 GMT

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Hmm, nothing much then. . . oh yeah, an idea i had:Gnomes can throw knives. That is their infinite ammo pistol. and repair gun. . ive been puzzling ove rthat. think they should throw small packets or medication? or something. . .Oh, rather than knives, if you cant get an anim. for that, make them throw rocks.But, as their 'super weapon' they need somethign like a Rancor Gnome with lots of teeth, sharm claws, and can spit acid. As primary fire, its claws. Secondary, acid. they cant hit orca's or apache's.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 19 Jun 2002 09:20:00 GMT
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Im goin to play some Renegade now! WHOOOO 100 posts!! YEAAA

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 19 Jun 2002 09:34:00 GMT
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^BUMP^

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 19 Jun 2002 11:16:00 GMT
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quote:Originally posted by LazrClawz:Hmm, nothing much then. . . oh yeah, an idea i
had:Gnomes can throw knives. I have been through that already If only everyone read
the first pages. [June 19, 2002, 11:17: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 19 Jun 2002 12:56:00 GMT
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quote:Originally posted by Jeru_Tha_Damaja:a ha i have returned with another unrelated model i
have made.<http://www.geocities.com/whitegorillaz/turret.jpg>May I give you an advice? DONT GET
HOSTED ON GEOCITIES!!!! never get to see images because the bandwidth has been
exceeded. Try Fateback

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 19 Jun 2002 14:15:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 19 Jun 2002 14:16:00 GMT
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are someone making this mod?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 19 Jun 2002 14:18:00 GMT
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Still just an idea Waiting for people who can work seriously on it, as i can only make models

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 19 Jun 2002 19:42:00 GMT
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AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAaa! Ha! scared the spit outa ya! Lol, i enjoy pulling childish pranks on ppl! Hmmmm lemna read the first page. . i did a while ago, but it was a WHILE ago. . .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 00:39:00 GMT
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I just made a laser tank (based on the Ordos laser tank from Emperor: Battle for Dune), but i dont have anywhere to upload the image

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 05:30:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 09:13:00 GMT
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Bump. This topic was on the second page!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 09:25:00 GMT
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Not a huge problem, though

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 09:36:00 GMT
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WHOOOO 600 replies to this topic! YEAAAAAAAAAAAA

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 09:40:00 GMT
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But limit the spam

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 09:51:00 GMT
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omg to long!!! _____ Got skillz
<http://www.elitekillingmachine.cjb.net> it takes a few hundred to make a community and one n00b
to ruin it all thanks hot wire you freak of nature lol mmmk

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 09:55:00 GMT
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lol yea but some one should make this _____ Got skillz
<http://www.elitekillingmachine.cjb.net> it takes a few hundred to make a community and one n00b
to ruin it all thanks hot wire you freak of nature lol mmmk

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 20 Jun 2002 09:56:00 GMT
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Yeah, that would be fun/nice/cool

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 21 Jun 2002 05:48:00 GMT
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"Bump"Wohooooo, vacation!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 22 Jun 2002 02:27:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 22 Jun 2002 07:15:00 GMT
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Just for your information, i am still modeling, its just that i dont have anywhere to upload images now that renegademods.info is down Hopefully the CNCU hosting service will be up soon
Cya, i am off to see Star Wars [June 22, 2002, 07:15: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 22 Jun 2002 09:06:00 GMT
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I saw it the first day it came out, second showing.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 22 Jun 2002 14:27:00 GMT
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"Bump"*Is off for the night*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 23 Jun 2002 00:40:00 GMT
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I came back half a hour ago or so. That movie was good! Very cool and good, and it revealed so much! Suddenly i understood EVERYTHING (almost, at least). Why palpatin did what he did/does, who he is, that he IS evil (no doubt anymore) and much more and bla, bla, bla. (SPOILER:) Got so surprised when i saw the plans for the Death Star, i was just startled. I still understand more, ten minutes or so i just stood washing my hands and suddenly exclaimed "AHA!" when i understood yet another thing. That movie was so good, i just wish i had paid more attention and just watched instead of trying to figure it out and come to conclusion while the movie was running.
That movie can be summarised in one word; "Wow!" [June 22, 2002, 12:41: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 23 Jun 2002 03:22:00 GMT
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"Bump"Seems like renegademods.info is up again, partially at least, and since i have my files hosted there and they have got a nice new forum i think i will make a new roof-gnome thread there, since they have got UBB and maybe their forums will get more visitors than this too.Have been wondering for a while what would be the best place to create a new thread (the place where most people would see it, and greatest chance for anyone seeing it and want to contribute/start on it)Any suggestions for another better forum?Not much happening, but would be nice to have a place visited by quite a few people where the idea maybe could get some more attention than here at the moment, and where images can be posted if anything starts to happen. [June 23, 2002, 03:43: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 23 Jun 2002 03:39:00 GMT
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"the RMNM team has make a UBB forum that is exactly like this one...yet with images...sigs....UBB code...AHHH!!Hope yeh all like it, THanks to Iron_Fi5twww.planetcnc.com/rmnm" - Assualt Mech

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 23 Jun 2002 03:46:00 GMT
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Sounds good Will try to get back to it later

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 24 Jun 2002 00:07:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 24 Jun 2002 03:45:00 GMT
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"Bump"Horay, renegademods.info is finally up again and allows uploading of files too

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 25 Jun 2002 07:13:00 GMT
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|||---BUMP---|||

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 25 Jun 2002 09:18:00 GMT
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"Bump"Nothing happening, as usual...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 25 Jun 2002 09:34:00 GMT
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BuMp...Yeh I saw starwars to it rocked.NAd it all made snense I understand hte wholw starwars plot.I hope they redo the last three episodes. You know hte ones that were playing then they went basck to the begging so It would catch more people/

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 25 Jun 2002 11:42:00 GMT
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.-:'BUMP':-.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 25 Jun 2002 14:27:00 GMT
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"NAd it all made sense I understand the whole starwars plot." (spell-correction made)
)Exactly, it explained a whole lot I dont need/want any remakes, the old are good enough to me
Still havent seen Episode 4 though :/ [June 25, 2002, 14:27: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 26 Jun 2002 13:00:00 GMT
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"Bump"*Yawn*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 03:41:00 GMT
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"Bump"...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 10:38:00 GMT
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plop...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 10:58:00 GMT
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Plop?Are you a fish?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 11:09:00 GMT
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felt like i was the only forum member who hasn't posted here

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 11:16:00 GMT
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Nah, but no problem if you can drag the other 13 000 who havent posted in here too

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 11:46:00 GMT
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when this gonna be released?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 11:54:00 GMT
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It aint, if no one starts making it

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Jun 2002 23:28:00 GMT
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---|||BUMP|||---Going away for sumer vaication

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 30 Jun 2002 02:06:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 30 Jun 2002 03:01:00 GMT
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its will be hard to make make the people that short, like as short as a roofnome

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 30 Jun 2002 03:27:00 GMT
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Yes, i know.....hard but hopefully not impossible.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 30 Jun 2002 06:28:00 GMT
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look.go here.<http://www.renegademods.info/users/magic013/FlameMe.gif>

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 30 Jun 2002 06:30:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 30 Jun 2002 06:31:00 GMT
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it didn't work!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 30 Jun 2002 06:38:00 GMT
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Bad for you

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 01 Jul 2002 03:03:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 01 Jul 2002 09:49:00 GMT
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thats becuse they took the link stuff away and I WANT IT BACK!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 01 Jul 2002 10:49:00 GMT
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Me too, but nothing to do with that

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 01 Jul 2002 10:51:00 GMT
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so what is the status with this mod?haven't really had the patience to read through it all, and i took a look at the pics, release?Dante

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 01 Jul 2002 10:54:00 GMT

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Pffft, seems like i have to repeat this for ever.....*sigh* Sorry, its just an idea. I dont have the knowlegde to gather a mod team or start serious work on it yet But anyone is free to start making it! [July 01, 2002, 10:55: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 02 Jul 2002 07:53:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 02 Jul 2002 11:26:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 02 Jul 2002 11:38:00 GMT
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bump....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 03 Jul 2002 00:07:00 GMT
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Wasnt excatly nesecary with a bump....but oh well.....:/

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 04 Jul 2002 07:13:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 04 Jul 2002 07:25:00 GMT
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whole over 20 pages thinks that this kind of wonderful mod is truly under development? EDIT:I hate it too when they took the UBB code out(the image thingie special thingie whatever you know) [July 04, 2002, 07:26: Message edited by: SlimyFury]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 04 Jul 2002 07:54:00 GMT
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holy crap! 25 pages and 666(about) reply's!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 04 Jul 2002 08:49:00 GMT
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Pffft, it is clearly stated in the first few posts and subject line that it is a idea, and that i am not able to start making it. If they wonder, they can always go to the last page.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 05 Jul 2002 04:29:00 GMT
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"Bump"Last bump for a while, will be away two weeks from tomorrow. I hope someone (in bold) will take their time to bump this in the meanwhile. Thanks in advance

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 05 Jul 2002 06:19:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 05 Jul 2002 11:11:00 GMT
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"Bump"

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 07 Jul 2002 14:55:00 GMT

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Whoa! This was back on the 4th page!! People, we need to keep this up and running! You must recruit under me to serve the topics of justic. . umm. I mean, please keep this topic alive. I wont be able to in 10 days because im cruising to Alaska! WHOOOO

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Wed, 10 Jul 2002 16:50:00 GMT

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BUMP. BUMP>

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 13 Jul 2002 11:35:00 GMT

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back and BUMP

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 14 Jul 2002 10:14:00 GMT

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so, no1 is bumping so i have to do it *sigh*

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sun, 14 Jul 2002 10:40:00 GMT

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Why did anny 1 bump this *** topic?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Mon, 15 Jul 2002 11:54:00 GMT

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I have finnaly got the full version, HURRAY!!!! , BTW BUMP

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Mon, 15 Jul 2002 13:09:00 GMT

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weeeeeeeeeeeeee, cool mod ideaai only read 2 lines tough...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 15 Jul 2002 16:32:00 GMT

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Is it worth to read pages 7 to 26 or are just bumps? Are there any new features or something? I don't want to through 20 pages of bumps. Anyway, cool idea, cant help with making it happen, sorry. Keep up the brainstorming, it's better than killing people!!greetingsJustifier

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 15 Jul 2002 18:45:00 GMT

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yeah the gnomes look cool

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 15 Jul 2002 18:46:00 GMT

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sorry bout this, just have to make post 666.I AM EVIL!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 15 Jul 2002 21:07:00 GMT

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the last post put this at the # of hell 666lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 16 Jul 2002 00:23:00 GMT

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cor its still goin then i thought it would be dead by now 27 pages holycrap!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 16 Jul 2002 00:24:00 GMT

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Go vote for your favorite map in the General forum in my topic

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 16 Jul 2002 00:49:00 GMT
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quote:Originally posted by Kirovy1234:Go vote for your favorite map in the General forum in my topic u have posted that on every topic. bUmP

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 16 Jul 2002 00:52:00 GMT
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of course. It's important

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 17 Jul 2002 15:57:00 GMT
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how do you bump? ill be on the bump squad. and buy the way, this is on the 4th page

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 19 Jul 2002 13:23:00 GMT
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BUMP BUMP BUMP BUMP BUMPITY BUMP

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 19 Jul 2002 15:17:00 GMT
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CAN I GET A BUMP!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 20 Jul 2002 11:01:00 GMT
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so these people actually made this mod?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 20 Jul 2002 12:54:00 GMT
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bump sump pump rumb lump sunk c... .. runt punt hunt see what this thread has been reduced to ? i'm not really bad i just thought the mad smileys looked funny when righting this

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 20 Jul 2002 14:31:00 GMT
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is this mod all talk and no action? because it seems this topic is living off bumps and I haven't seen much progress over it's "bump-time". no offence

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 20 Jul 2002 19:31:00 GMT
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So, are you ever going to make the roof gnomes? I pity anyone who has read all 27 pages...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 20 Jul 2002 19:37:00 GMT
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d00d, there was no mod to start with. He was never working on it and never will. This topic should be closed/delieted

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 22 Jul 2002 05:23:00 GMT
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|||---BUMP---|||

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 22 Jul 2002 07:06:00 GMT
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I am back, for a short time at least. I never said it was a mod to start with. I said it was an idea as clearly stated both in the topic subject and in the first post(!). This is no "hoax" or anything, i dont pretend like i am making something i am not, i merely put up a idea i found funny here for the

(hopefully) amusements and entertainment of others, and with a slight hope of someone strolling by, seeing it and saying "hey, that sounds fun! I want to make that!" And actually make it. I dont force you people to come to this topic either, and i have said several times that this mod idea is not something in the making. I wonder how so many people have failed to notice that.I apologize for the many pages , but its really mostly the first pages that there is anything interesting on, and you can always skip to the last side (or just skim the pages for what you want, you dont actually have to read all yhe posts) I am here right now, but i dunno for how long. I think i wont will visit here so often anymore, and use some time outside enjoying the summer . Maybe i will check in once a week, maybe more often Cya!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 23 Jul 2002 02:37:00 GMT
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Welcome back Burtus , and i have finnaly bought the full version

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 23 Jul 2002 08:28:00 GMT
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Cool (I'm on MSN now, got up a hour ago....Jet lag)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 13 Aug 2002 05:22:00 GMT
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This mod is never going to anythig it is just to bad cause it was a good idea

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 13 Aug 2002 11:31:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 13 Aug 2002 14:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey guys, finally brought this back, you have. The dark side clouds all! Ok anyway. GOOD TO C YA.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 13 Aug 2002 15:10:00 GMT
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Brutus, have you done any more work on the Roof-Gnomes? Just wondering. . . .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 05:10:00 GMT
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*sigh*Its non-existent. The few models i made was just for fun and crap anyway. Just thought it was a fun idea Doubt anything like that will or can be made for Renegade in the near future anyway, without more tools (not complaining or whining, just stating a sad fact)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 05:18:00 GMT
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quote:Originally posted by LazrClawz:Hey guys, finally brought this back, you have. The dark side clouds all! Ok anyway. GOOD TO C YA.Why keep resurrecting this dead topic? Let it die in peace ffs.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 08:28:00 GMT
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wow this has a lot of posts.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 08:41:00 GMT
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Places a gravestone, puts down a few flowers and leaves

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 19:44:00 GMT
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Sigh So many months of thinking of ideas and no one wants to finish making it *Sigh** Joins brutus, puts down flowers and walks away, then begins to cry* [August 14, 2002, 19:45: Message edited by: Mr.RcaDumba]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 20:11:00 GMT
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pees on the grave and says "and stay down!"

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 21:53:00 GMT
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This thread is and always was stupid.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 21:57:00 GMT
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dont dis the biggest thread going. lets break a record

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 21:59:00 GMT
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Doesn't matter Homey, it sucks big time ass, and should be closed or deleted, it useless, and I want a bigger one in the GENERAL FORUM, this one is harly moderated

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 14 Aug 2002 23:27:00 GMT
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eat me! sorry guys i just havent wrote anything in here yet..... thats all u here from me

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 16 Aug 2002 09:54:00 GMT
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huh?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 16 Aug 2002 10:15:00 GMT

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quote:Originally posted by Homey54:dont dis the biggest thread going. lets break a recordNah, that would just be spam and make even more (whiny, stupid) people angry...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 17 Aug 2002 08:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 05:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 06:24:00 GMT
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its very long now.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 09:29:00 GMT
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Brutus, you have the power here. just go to your very first post, edit, and select delete post. It will all end because of you. Please?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 10:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

700 [August 22, 2002, 10:33: Message edited by: Zelord]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 15:35:00 GMT
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701! HWOOOO*cries* no grave *Rips it out of ground* IT IS ALIVE!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 17:42:00 GMT
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is this thing ever gonna get done?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 18:43:00 GMT
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703... lets go for the record.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 20:06:00 GMT
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its funny how far this topic has gone even though all along it wasnt real code: code:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 22 Aug 2002 20:12:00 GMT
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lol 705

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 06:07:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 09:12:00 GMT
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come on ppl keep it moving...707

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 10:22:00 GMT
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708!!! it would be really kewl if it was actually implimented as a idea

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 10:36:00 GMT
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709

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 14:15:00 GMT
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woohoo 710...lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 15:07:00 GMT
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Holy s....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 15:08:00 GMT
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quote:Originally posted by xXSoul_SlayerXx:Holy s....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 15:10:00 GMT
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Do not kill this dream. Perhaps someone is looking at this right now, thinking of where to start the mod. Keep the longest post in history alive.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 23 Aug 2002 20:39:00 GMT

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714

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 24 Aug 2002 02:22:00 GMT

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Please.....spam only incurs the wrath of the moderators (and the old-bies and wannabe-olbies and everyone else...)Also, i realise it would be next to impossible to make a such mod for Renegade (with the current mod-support), but maybe for Battlefield: 1942 [August 24, 2002, 02:24: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 26 Aug 2002 00:39:00 GMT

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dude

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 26 Aug 2002 06:38:00 GMT

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718. Lol it has been months since I visited the forums and I was amazed to see that this thread was still alive, will this mod ever be made? Tha is the question on all our minds, LOL lets hope so as it would be a great addition to a great game LOL.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 26 Aug 2002 12:10:00 GMT

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717- an airplane- this topic has been around for about 7 months seriously no esageration

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 27 Aug 2002 10:33:00 GMT

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719

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 27 Aug 2002 10:34:00 GMT
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720

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 27 Aug 2002 10:36:00 GMT
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721

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 27 Aug 2002 10:37:00 GMT
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722

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 27 Aug 2002 10:43:00 GMT
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723

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 27 Aug 2002 15:12:00 GMT
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seven hundered and.. well, alot, the most ive seen in a while, wasnt some ppl making this at first?
but did u just " stop " or summat?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 27 Aug 2002 22:00:00 GMT
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YOUR MOMS A *****!! 726

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 28 Aug 2002 00:19:00 GMT

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724

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 28 Aug 2002 06:11:00 GMT

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I guess we fooled ourself But please, stop, this is just spam now, and will ultimately just lead to the whole thread being deleted. Feel free to post if you have anything to say, but please, dont post if you are just going to post a number

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 28 Aug 2002 06:34:00 GMT

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Brutus, delete this thread. Just click on the delete topic option in "edit post" for your first post.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 31 Aug 2002 00:25:00 GMT

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WHY SHOULD HE?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 09 Sep 2002 20:13:00 GMT

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quote:Originally posted by KIRBY098:Brutus, delete this thread. Just click on the delete topic option in "edit post" for your first post.Yep. This thread is becoming useless. As it already was weeks ago.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 10 Sep 2002 06:11:00 GMT

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omg, this thread is still going?? its at 731 posts

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 10 Sep 2002 06:27:00 GMT

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Delete this thread. DO IT NOW!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 14 Sep 2002 04:27:00 GMT

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PAMPAMPOEWEIYO!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 14 Sep 2002 05:02:00 GMT

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so hows this mod going?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 14 Sep 2002 07:43:00 GMT

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is this ever going to get made, or what? geeeeeezzzz

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 14 Sep 2002 10:23:00 GMT

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I love the idea, but I don't think it'll happen

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Sat, 14 Sep 2002 10:24:00 GMT

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I think they are still trying to put a team together

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Fri, 20 Sep 2002 15:40:00 GMT

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c'mon, make this mod!thought id post in here for the first time.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 00:23:00 GMT
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do any of you roof gnome mod guys want this turret I made in 5
mins?:<http://dynamic4.gamespy.com/~rmnm/ubb/ubb/turret1.jpg> [September 20, 2002,
12:24: Message edited by: JWP]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 00:27:00 GMT
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739 replys.....I envy you....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 00:32:00 GMT
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this thread is getting very stupid. please delete it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 01 Dec 2002 11:49:00 GMT
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YES WE WANT THE TURRET! PPL PLEASE JOIN THIS MOD TEAM! MAKE BRUTUS
CONSTRUCT THE TEAM THAT SHALL DRIVE TO VICTORY! Jeez that was cheesy

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 12 Dec 2002 16:55:00 GMT
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this mod can happen long live Brutus!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 12 Dec 2002 17:57:00 GMT

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it's baaa aaackkk!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 12 Dec 2002 22:34:00 GMT

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NEVAR!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 13 Dec 2002 08:42:00 GMT

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quote:Originally posted by imdgr8one:this mod can happen long live Brutus!Please... Maybe in 2-3 years, if there is enough new scripts and modding capabilities... Now lets sit back, relax and wait for the next patch (if it comes, but we gotta hope it does) Alternatively, You could go join the Braindead Army (or the Enlightened forces) to shorten down the time (Shameless plug there) [December 13, 2002, 08:44: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 20:46:00 GMT

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Well guess what! NEW SCRIPTS= possible.LONG LIVE THE GNOMES!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 21:27:00 GMT

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THE ***EST MOD EVER!!! KILL THIS TOPIC!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 19 Jan 2003 22:11:00 GMT

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Good God its back! I love this topic...

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Mon, 20 Jan 2003 08:30:00 GMT

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ph33r the gnomes!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Mon, 20 Jan 2003 09:45:00 GMT

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THE ***EST MOD EVER!!! KILL THIS TOPIC!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Mon, 20 Jan 2003 13:32:00 GMT

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This topic may out live alot of peoples lives here lmao I think this Gnome concept kicks ASS! I want to play as a GNOME! who doesnt?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Mon, 20 Jan 2003 13:50:00 GMT

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I'll have to agree with Havocman. This topic has been around since the Mod tools were released. Its getting old and it was always ***.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Mon, 20 Jan 2003 13:57:00 GMT

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??? Someone doesn't have a life to take all that time to revive this.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 21 Jan 2003 06:45:00 GMT

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quote:Originally posted by imdgr8one:Well guess what! NEW SCRIPTS= possible.LONG LIVE THE GNOMES!Well, if so it would be up to someone else anyway....cause i havent got a clue! (just a crazy insanely fun mod idea)Too bad Renegade isnt very mod friendly, but yeah, maybe, with the knowlge of guys like Dante and the like, maybe it would be possible...but i guess the "enlightened" wouldnt care with something this "stupid" and "childish"...:/Oh well, we can hope, cant we? [January 21, 2003, 06:46: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Feb 2003 17:08:00 GMT
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Awww, cmon! I know alot of ppl who would love to play this mod! I will see if I can get some advanced modders on our side

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 06 Feb 2003 19:37:00 GMT
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THE ***EST MOD EVER!!! KILL THIS TOPIC!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Feb 2003 03:30:00 GMT
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or u could just not post here if ur sick of it...heh, how many members now?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Feb 2003 06:06:00 GMT
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quote:Originally posted by Havocman2:THE ***EST MOD EVER!!! KILL THIS TOPIC!!!
To people like you i just say:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Fri, 07 Feb 2003 09:00:00 GMT
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Nooooooooooo!! It's the roofgnome topic!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sun, 09 Feb 2003 20:59:00 GMT
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Haha, how many years old is this post??? I used to think this was stupid. But I have taken a sudden liking towards gnomes. They look so innocent. That's the last look you ever get! MUAHAHA!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Feb 2003 06:51:00 GMT
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Yes, indeed. If you ever trust a innocent looking, but twisted, evil gnome, you will regret it for the rest of your life (which will be quite short).Ph33r the Evil Gnomez! [February 10, 2003, 06:54: Message edited by: brutus]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Feb 2003 07:04:00 GMT
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quote:Originally posted by brutus:Gnomez! OMFG it's back

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 10 Feb 2003 07:10:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 26 Feb 2003 03:28:00 GMT
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In the final days days of the offical WW forums this must return to the top!!!!!!!!!!!!BUMP!!!
HAHAHAHAH enjoy [February 26, 2003, 03:29: Message edited by: Halo38]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 26 Feb 2003 03:41:00 GMT
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****BUMP** **BUMP** WE ALL LOVE THE GNOMES !!!!!!!!!!!!!**

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Wed, 26 Feb 2003 03:53:00 GMT
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quote:Originally posted by snipefrag:****BUMP** **BUMP** WE ALL LOVE THE GNOMES !!!!!!!!!!!!!THE FOURMS MAY CLOSE BUT THE GNOMES LIVE ON!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Feb 2003 15:09:00 GMT
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slaps SlayerX around with a big gnome

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Feb 2003 16:02:00 GMT
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Well... it has been 31 pages... and still nothing...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Thu, 27 Feb 2003 16:45:00 GMT
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AT MIDNIGHT TONIGHT!! THE ROOFGNOME MOD WILL BE OVER!!
HAHAHAHAHAHAHAHAHAHAH!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Thu, 03 Apr 2003 06:55:05 GMT
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BUMP! ROOF GNOMES LIVES AGAIN!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Cpo64](#) on Thu, 03 Apr 2003 07:00:04 GMT
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Havocman2||00017184AT MIDNIGHT TONIGHT!! THE ROOFGNOME MOD WILL BE OVER!!
HAHAHAHAHAHAHAHAHAHAH!!

Over? over as in finished? or over as in the forum closing?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Thu, 03 Apr 2003 07:02:54 GMT
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Cpo64Havocman2||00017184AT MIDNIGHT TONIGHT!! THE ROOFGNOME MOD WILL BE OVER!! HAHAHAHAHAHAHAHAHAH!!

Over? over as in finished? or over as in the forum closing?

Check the date of the post. I was posted the night the old forums shut down

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Cpo64](#) on Thu, 03 Apr 2003 07:15:44 GMT
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Dam, someone should really start/finish that

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sk8rRIMuk](#) on Thu, 03 Apr 2003 16:33:15 GMT
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Cpo64Dam, someone should really start/finish that

Sounds like a crazy mod...

If it was worth 32 pages maybe it is worth making ...

I am not gonna read all these posts dammm.

-Sk8rRIMuk

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [JWP](#) on Thu, 03 Apr 2003 20:20:26 GMT
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does this thing always come back from the dead?!
We should have a poll on how many pages it's gonna last for

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Fri, 04 Apr 2003 01:12:12 GMT
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YAY!!!!!!
LONG LIVE THE KNOMESSS!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [spreegem](#) on Fri, 04 Apr 2003 02:08:11 GMT

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The roof gnomes sound like A good I dead I will help you guys if I can Sounds like a fun Mod

LONG LIVE THE GNOMES MUHA HA HA HA HA HA HA HA HA HA

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Havocman](#) on Fri, 04 Apr 2003 03:14:19 GMT

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gets a can of Gas and Starts Splashing the Topic down and Looks for a match This mod Sucks..
Please it must die..

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [mike9292](#) on Fri, 04 Apr 2003 04:03:13 GMT

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this topic was around for a long time would be cool to c the author of it again

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [spreegem](#) on Fri, 04 Apr 2003 11:52:15 GMT

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I will help anyway I can to make the mod I think it might be hinda cool. if the author of the post
replied though.....

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Brutus](#) on Fri, 04 Apr 2003 21:31:48 GMT

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MWHAHAHA! We're rolling again!

mike9292this topic was around for a long time would be cool to c the author of it again

And here you have got me!

So, whats up? Even more spam?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Fri, 04 Apr 2003 21:41:09 GMT
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BrutusMWHAAAAHA! We're rolling again!

mike9292this topic was around for a long time would be cool to c the author of it again

And here you have got me!

So, whats up? Even more spam?

Umm you aren't the real Brutus, according to your IP and other info.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Commando no. 448](#) on Fri, 04 Apr 2003 21:51:45 GMT
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Impersonating an official? We need to dicipline this man. (") (") (,,) Oh there it is. *Picks up
shotgun and loads 1 round into it*

As for the topic. Bad topics never die. They just shadowmeld for a while.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Fri, 04 Apr 2003 21:54:48 GMT
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Yes, I am. I am now using a different PC than the one i posted the thread from originally. Dunno if
that could influence the IP adress.

And what other info are you referring to?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Fri, 04 Apr 2003 22:12:06 GMT
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does seem strange that u registered today

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Fri, 04 Apr 2003 22:17:53 GMT

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Why? Didnt bother before as the latest patch messed up my game so i cant play anymore (not even reinstalling helped), and I really wasnt interesting in following the boards. JWP mailed me yesterday, and when i talked with him on MSN, he notified me that the old posts had been brought back. So, i decided to check on this thread, to see if there was any new posts, and here I am.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [General Havoc](#) on Fri, 04 Apr 2003 22:18:39 GMT

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Dunno about there but a lot of ISPs in the UK use dynamic IPs so each time you reconnect you get a new IP address. So I would expect IPs to change unless you have a static IP then it wouldn't changed. IP addresses are assigned using a DHCP (Dynamic Host Configuration Protocol) server on most UK ISP's.

I saw this post in the WWS forums, never bothered to read the 30+ pages back then. If i really get bored i might read some. I take it this was a Mod that someone thought up.

_General Havoc

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Fri, 04 Apr 2003 22:23:44 GMT

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BrutusWhy? Didnt bother before as the latest patch messed up my game so i cant play anymore (not even reinstalling helped), and I really wasnt interesting in following the boards. JWP mailed me yesterday, and when i talked with him on MSN, he notified me that the old posts had been brought back. So, i decided to check on this thread, to see if there was any new posts, and here I am. i think its u now

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Fri, 04 Apr 2003 22:32:29 GMT

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mike9292 i think its u now

Good

Ah....why isnt there a normal smily here?
No one ever gets it right, except Westwood

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Fri, 04 Apr 2003 23:30:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I WILL HELP YOU GUYS MAKE THE ROOF GNOME MOD

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Havocman](#) on Sat, 05 Apr 2003 01:16:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

YAY! I GET TO USE THIS just got it today

Thank you

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sat, 05 Apr 2003 01:38:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

AHA!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Sat, 05 Apr 2003 03:18:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

BrutusWhy? Didnt bother before as the latest patch messed up my game so i cant play anymore (not even reinstalling helped), and I really wasnt interesting in following the boards. JWP mailed me yesterday, and when i talked with him on MSN, he notified me that the old posts had been brought back. So, i decided to check on this thread, to see if there was any new posts, and here I am.

I double checked your old IP and your new one, and I now believe it is you. Both of the IPs resolve to somewhere in Norway

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Sat, 05 Apr 2003 15:18:13 GMT
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I WILL HELP YOU MAKE THE ROOF GNOME MOD

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [forsaken](#) on Sat, 05 Apr 2003 19:50:12 GMT

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uh oh now the gnomes will always be watching what is going on in the mod forum! Ahhhhhhh
:crazy:

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Brutus](#) on Sun, 06 Apr 2003 09:07:07 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [vloktboky](#) on Sun, 06 Apr 2003 10:50:53 GMT

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Evil....

It's already passed 800 replies, how long must we suffer?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Sk8rRIMuk](#) on Sun, 06 Apr 2003 11:24:53 GMT

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vloktbokyEvil....

It's already passed 800 replies, how long must we suffer?

I would say we can keep getting this until the mod is actually made.

-Sk8rRIMuk

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [snipefrag](#) on Sun, 06 Apr 2003 14:30:53 GMT

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OMFG not more roof gnomes

Edit: If sumone gave me some sketches i could make a few levels for you

LONG LIVE THE ROOF GNOMES !!!!!!!!!!!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Halo38](#) on Mon, 07 Apr 2003 15:28:43 GMT
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heheheheeh there back!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Mon, 07 Apr 2003 17:24:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Mon, 02 Jun 2003 17:16:50 GMT
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LONG LIVE THE ROOF GNOMES!
BRUTUS IS INSANE!
AH!!!!!!!!!!!!!!!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Captkurt](#) on Mon, 02 Jun 2003 17:26:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigwig992](#) on Mon, 02 Jun 2003 17:46:08 GMT
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This again?[/i]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 02 Jun 2003 19:24:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dammit! Who brought this back! Ahhh...from the pits of hell!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Imdgr8one](#) on Mon, 02 Jun 2003 20:22:46 GMT

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lol, How old am I?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Captkurt](#) on Mon, 02 Jun 2003 21:22:37 GMT

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lol, How old am I?

Hay retard, I was talking about your ROOF GNOMES, it's old, were tired of it.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [maytridy](#) on Mon, 02 Jun 2003 21:29:30 GMT

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Actually, I think it's kinda fun.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ArUsH4nli](#) on Mon, 02 Jun 2003 21:45:10 GMT

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yeah, me too, SO DON'T BAG THE ROOF GNOMES!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Imdgr8one](#) on Mon, 02 Jun 2003 23:11:09 GMT

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lol, How old am I?

Hay retard, I was talking about your ROOF GNOMES, it's old, were tired of it.

Who is "We"? You and your cowboy hat?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Cpo64](#) on Tue, 03 Jun 2003 00:29:51 GMT

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Someone should go through this thread, and figure out all the details, so we know exactly what this mod would have in it, because, I have long forgotten, and I am sure that there are very few who haven't

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [gendres](#) on Tue, 03 Jun 2003 03:35:09 GMT
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DIE! DIE EVIL TOPIC!!!

This reminds me about an old topic in the original forums, "R u a GDI" it was, and it is the longest post ever made until the moderators deleted it, with more than a 1000 replies...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Wed, 04 Jun 2003 17:23:34 GMT
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live good topic live

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Wed, 04 Jun 2003 17:49:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Somewhere in this 33 page nonsensical post are some models!
You just have to find them

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Wed, 04 Jun 2003 18:29:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

the pics wont work becaus ethey were on <http://www.renegademods.info> and thats not around anymore

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Wed, 04 Jun 2003 18:40:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol this thread started on july 4, 2002

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 05 Jun 2003 01:19:48 GMT
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Haha. Practically everyone has posted in this thread.....lets see how high we can get it!

DON'T DELETE THIS, MODERATORS!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 05 Jun 2003 01:23:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

HEHEHEHEHEHE! :twisted: :twisted:

this is fun.....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Thu, 05 Jun 2003 03:44:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL the 1 year anniversary of THE ROOF GNOMES!
Brutus- any thoughts?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Thu, 05 Jun 2003 22:29:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

LETS CELEBRATE!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [MeXadiaz](#) on Thu, 05 Jun 2003 22:50:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look at the number of replies for this topic. :thumbsup: Roof Gnomes :thumbsup:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [General Havoc](#) on Thu, 05 Jun 2003 23:08:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

828

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Thu, 05 Jun 2003 23:09:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 06 Jun 2003 00:08:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 06 Jun 2003 01:14:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [MeXadiaz](#) on Sat, 07 Jun 2003 18:13:55 GMT
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Ok maytridy, settle down....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Sun, 08 Jun 2003 02:53:14 GMT
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I say for the anniversary SOMEONE MAKES THIS FREAKING MOD!!!!!!!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 08 Jun 2003 15:45:58 GMT
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lol

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [General Havoc](#) on Sun, 08 Jun 2003 15:59:36 GMT
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835 Posts

_General Havoc

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 08 Jun 2003 16:13:31 GMT
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MUAHAHAHAHAHAHAHAHA

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 08 Jun 2003 16:49:26 GMT
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General havoc is that a smile for every post made? lol And why isnt my Signature working

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [MeXadiaz](#) on Sun, 08 Jun 2003 17:04:11 GMT
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I think that is 838

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 08 Jun 2003 17:18:48 GMT
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More than that!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 08 Jun 2003 17:20:03 GMT
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YEEEEEEEEEEEEEEEEHAW!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 08 Jun 2003 18:37:14 GMT

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C'mon everyone. POST!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [General Havoc](#) on Sun, 08 Jun 2003 18:44:06 GMT
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Post? more like spam until we hit 1000

sorry, i slipped a little when i pasted the last 1000.

_General Havoc

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 08 Jun 2003 22:10:26 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 08 Jun 2003 22:12:37 GMT
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+ =

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 08 Jun 2003 23:12:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 08 Jun 2003 23:13:45 GMT
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All hail Brutus

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 08 Jun 2003 23:15:28 GMT
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Is Brutus around anymore?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 09 Jun 2003 13:43:00 GMT
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Yeah, someone should really make tha mod.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Captkurt](#) on Mon, 09 Jun 2003 16:40:02 GMT
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maytridyYeah, someone should really make tha mod.

Yea, ass wipe, you make it. or are you just all talk? eat shit.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Mon, 09 Jun 2003 19:00:58 GMT
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Quote:Yea, ass wipe, you make it. or are you just all talk? eat shit.

Hes already working on a mod asshole

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Mon, 09 Jun 2003 19:27:58 GMT
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I don't think I will realistically try to make close to 900 smiles

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Captkurt](#) on Mon, 09 Jun 2003 19:58:22 GMT
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ohmybadQuote:Yea, ass wipe, you make it. or are you just all talk? eat shit.

Hes already working on a mod asshole

And I guess your his "MOTHER" fucker

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Mon, 09 Jun 2003 20:23:05 GMT
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Ok, Im not gonna say anything else cause I dont want this thread to turn into a fucking flame.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Captkurt](#) on Mon, 09 Jun 2003 20:35:06 GMT
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ohmybadOk, Im not gonna say anything else cause I dont want this thread to turn into a fucking flame.

Good move, but let me say this; you came in this thread and opened with calling me an ass hole, when you had no business in it. Maytitty started it in another thread, so I came in here to stand up. Like I owe you an explanation, so anyways, you deserved what you get. But now you chose a

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [General Havoc](#) on Mon, 09 Jun 2003 23:26:36 GMT
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C'mon CaptKurt, you and Maytridy are good guys, no need to start a flame war over it, it was an easy mistake to make as that thread was worded in a way it could be interpreted in different ways. I am not going to get involved in this but the same goes for both of you, it isn't worth arguing over something like that.

_General Havoc

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Captkurt](#) on Tue, 10 Jun 2003 00:03:52 GMT
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General HavocC'mon CaptKurt, you and Maytridy are good guys, no need to start a flame war over it, it was an easy mistake to make as that thread was worded in a way it could be interpreted in different ways. I am not going to get involved in this but the same goes for both of you, it isn't worth arguing over something like that.

_General Havoc

Your right, and I agree 100%, but when someone takes the first blow, and he did do that. I'll will stand up. And finish it. This forum is / should be for helping or getting ideas from / to others. We should all work together and stop jumping in to speak for someone else, all that does is start flame wars or the like. Let's all just get along.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Tue, 10 Jun 2003 00:56:19 GMT
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Quote:Yea, ass wipe, you make it. or are you just all talk? eat shit

OH YA :rolleyes: ... we are all gonna get along by calling each other ass wipes and that we should eat shit.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Tue, 10 Jun 2003 01:06:31 GMT
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General's words fo wisdom

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Try_lee](#) on Tue, 10 Jun 2003 02:43:03 GMT

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Isn't it about time this was deleted or at least locked?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Tue, 10 Jun 2003 03:49:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

No! How can you say that!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Tue, 10 Jun 2003 18:38:30 GMT
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Quote:Good move, but let me say this; you came in this thread and opened with calling me an ass hole, when you had no business in it. Maytitty started it in another thread, so I came in here to stand up. Like I owe you an explanation, so anyways, you deserved what you get. But now you

I like how you take everything so seriously. :rolleyes: I was kidding.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Captkurt](#) on Tue, 10 Jun 2003 19:56:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

maytridyQuote:Good move, but let me say this; you came in this thread and opened with calling me an ass hole, when you had no business in it. Maytitty started it in another thread, so I came in here to stand up. Like I owe you an explanation, so anyways, you deserved what you get. But now

I like how you take everything so seriously. :rolleyes: I was kidding.
yea, me too.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sat, 14 Jun 2003 13:52:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

That made no sense.

But anyways.....THE ROOF GNOMES LIVE!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Captkurt](#) on Sat, 14 Jun 2003 22:21:53 GMT
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[quote="maytridy"]That made no sense.

/quote]

Exactly.....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Sun, 15 Jun 2003 09:47:13 GMT
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Yes, yes! They live...for us to kill!!!

Roof-gnomes must dieeeeeeee!

Runs off with a spear, screaming and shouting

Falls into hole in floor

...

Sh*t, I think I found a floor-gnome nest!

(Excuse my absence. When the forums went down, I kinda forgot about it. I checked back a few times, but it was still down, so I kinda gave up, and didnt check back before today. I was surprised to find that the thread is still at large, and that so many are still posting. Very moving, *sniff* *sniff*)

Now, for the latest breraking (OK, its a few months old, but still...) news about the War on Gnomes, check out this report detailing the gnome invasion of MIT.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [pulverizer](#) on Sun, 15 Jun 2003 09:55:26 GMT
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and then you woke up and realized it was a dream

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Sun, 15 Jun 2003 10:01:26 GMT
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Pulls himself up from hole in the floor

I did?

I think I need a rest...

Swayers for a second and then falls asleep on the floor

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 15 Jun 2003 13:41:37 GMT
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lol. Good to see you back, Brutus.

Those pics are really funny.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Sun, 15 Jun 2003 13:50:21 GMT
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RUN FORE YOUR LIFE THEIR THE SIZE OF A COKE!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Creed3020](#) on Sun, 15 Jun 2003 20:39:37 GMT
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This topic is soo damm long....Is this the Year of the Spam?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sun, 15 Jun 2003 20:40:52 GMT
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It's been awhile creed

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sun, 15 Jun 2003 20:51:23 GMT
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[quote="Captkurt01"]maytridyThat made no sense.

/quote]

Exactly.....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Wed, 18 Jun 2003 20:34:29 GMT
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I don't get it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Havocman](#) on Thu, 19 Jun 2003 02:52:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

for.. fucks.. sakes..

Let this topic DIE.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Thu, 19 Jun 2003 03:17:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

NEVER! LET THE ROOF GNOMES LIVE ON!!!!

lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 19 Jun 2003 15:54:56 GMT
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NO!!!

ROOF GNOMES LIVE!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Thu, 19 Jun 2003 16:13:56 GMT
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WE MUST MAKE IT TO 40 PAGES!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 19 Jun 2003 16:35:39 GMT
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YES!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [pulverizer](#) on Thu, 19 Jun 2003 16:44:46 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 19 Jun 2003 17:00:23 GMT
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lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Thu, 19 Jun 2003 17:43:52 GMT
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WWWWWWWWWWEEEEEEEEEEEEEEEEEEEE!!!!!!!!!!!!!!!!!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [laeubi](#) on Thu, 19 Jun 2003 17:51:29 GMT
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:rolleyes: :rolleyes:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [pulverizer](#) on Thu, 19 Jun 2003 18:14:23 GMT
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what's the point of this topic?

I don't get it.

and I don't wanna read it from the start, because there are more than 800 replies.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ohmybad](#) on Thu, 19 Jun 2003 18:25:22 GMT

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The point is....WE MUST MAKE IT TO 40 PAGES!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [pulverizer](#) on Thu, 19 Jun 2003 18:30:18 GMT

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That's

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [pulverizer](#) on Thu, 19 Jun 2003 18:31:28 GMT

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no

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [pulverizer](#) on Thu, 19 Jun 2003 18:32:55 GMT

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problem

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [lmdgr8one](#) on Thu, 19 Jun 2003 19:38:05 GMT

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LONG LIVE THE GNOMES!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [maytridy](#) on Thu, 19 Jun 2003 19:46:31 GMT

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lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [gendres](#) on Thu, 19 Jun 2003 20:41:08 GMT
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AAAAAAAAAAAAAAAAAAAAAAAAARRRRRRRRRRRRRRRRRRRRRRRRRRRRRRGGGGGGGGGGGGHHHHHHHHHHH
HHHHHHHHHHHHHHHHHHHH!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! :crazy:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Fri, 20 Jun 2003 01:46:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

:oops: :twisted: :rolleyes: :sarcasm:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Havocman](#) on Fri, 20 Jun 2003 16:58:56 GMT
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Must.. Tell.. Lefty.. to... Stop this.. Shit..

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 20 Jun 2003 17:06:03 GMT
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NOOOOOOOOOOOOOOOOOO!!!!!!!!!!!!!!!!!!!!1

DIE YOU EVIL BASTARD!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Fri, 20 Jun 2003 17:20:31 GMT
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Why Havoc, it is pointless to end our pointless madness.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 20 Jun 2003 17:23:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

:twisted: :twisted: :twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [KIRBY098](#) on Fri, 20 Jun 2003 21:05:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn you Blazer for bringing this gay topic back from oblivion on the old forums.

Damn you man.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Captkurt](#) on Fri, 20 Jun 2003 21:16:42 GMT
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KIRBY098Damn you Blazer for bringing this gay topic back from oblivion on the old forums.

Damn you man.

to be used for, it's not really being put here as a real MOD assistance or anything, but trying to get more bump counts, I say we can it now.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 20 Jun 2003 21:41:18 GMT
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I say ur wrong. It's entertaining us. Leave it alone. just don't look in the thread if u dont like it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Titan1x77](#) on Fri, 20 Jun 2003 21:57:08 GMT
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Oh what the hell....might as well add my 1st reply to this :gdi: :gdi: :listen:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Archcasp](#) on Fri, 20 Jun 2003 22:39:14 GMT
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u guys are nuts..

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Fri, 20 Jun 2003 22:45:57 GMT
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YAY! only 99 post until the topic's 1000 post

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sat, 21 Jun 2003 14:31:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

:twisted: :twisted: :twisted: :twisted: :twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Sat, 21 Jun 2003 14:38:34 GMT
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WHY DOSENT SOMEBODY MAKE THIS STUPID MOD ALREADY, OR LET THIS TOPIC DIE AGAIN!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sat, 21 Jun 2003 14:47:32 GMT
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WE MUST REACH 1000 POSTS!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sat, 21 Jun 2003 19:50:20 GMT
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:twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Sat, 21 Jun 2003 19:53:10 GMT
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1000 post here we come

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sat, 21 Jun 2003 20:49:41 GMT

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lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Khadman](#) on Sun, 22 Jun 2003 00:32:59 GMT

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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sun, 22 Jun 2003 03:02:02 GMT

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How dare you say anything bad about one of the best Renny forums topics ever. Heh, we might even have ST vs SW beat out

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 22 Jun 2003 12:50:22 GMT

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:bomb:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 22 Jun 2003 13:50:08 GMT

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:bomb: :bomb: :bomb:
:bomb: :lookround: :bomb:
:bomb: :bomb: :bomb:

surrounded

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [pulverizer](#) on Sun, 22 Jun 2003 13:57:18 GMT

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:bomb: :bomb: :bomb:
:bomb: :bomb:
:bomb: :bomb: :bomb:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Mon, 23 Jun 2003 18:49:04 GMT
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bump come on 1000

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 23 Jun 2003 19:11:12 GMT
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:sly:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Mon, 23 Jun 2003 19:18:09 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Mon, 23 Jun 2003 19:19:57 GMT
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Does anyone know the largest topic in FORUM history?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Mon, 23 Jun 2003 19:46:54 GMT
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Hopefully this one. *Bump Bump*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Skier222](#) on Mon, 23 Jun 2003 21:23:16 GMT
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WWWWWWWWWWWWWWWWEE!!!!!!!!!!!!!!!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Mon, 23 Jun 2003 21:48:44 GMT
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:bigups: :bigups: :bigups: :bigups: :bigups: :bigups: :bigups: :bigups: :bigups: :bigups:
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Tue, 24 Jun 2003 01:08:19 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Tue, 24 Jun 2003 13:00:11 GMT
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ROOF GNOMES ARE HERE TO STAY!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Tue, 24 Jun 2003 14:26:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

:bomb: :bomb:

:bomb: :bomb: :bomb:

1000 post come on

:bomb: :bomb:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Tue, 24 Jun 2003 15:00:10 GMT
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:sly:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Tue, 24 Jun 2003 15:11:06 GMT
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i almost finished the apc maytridy i just need to add some more detail

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [pulverizer](#) on Tue, 24 Jun 2003 15:24:47 GMT
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I don't think we can make history with this post, it's way off topic. It has nothing to do with those gnomes or trolls, grunts whatever you like to call em

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Tue, 24 Jun 2003 16:03:06 GMT
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lots of posts is history enough for me!

:twisted: :twisted: :twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Tue, 24 Jun 2003 17:20:39 GMT
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YES WE HAVE REACHED PAGE NUMBER 38 ONLY 2 MORE TO GO!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Tue, 24 Jun 2003 17:52:06 GMT
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lmao

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Tue, 24 Jun 2003 18:20:43 GMT
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:sly:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Wed, 25 Jun 2003 01:17:43 GMT

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HAHA MY POST = 930 AHAHAHAHHAHAHAHAHA! :shocked:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Wed, 25 Jun 2003 01:42:44 GMT
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then mine is 931. yay!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Wed, 25 Jun 2003 02:14:23 GMT
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Grrrrrrr

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [gendres](#) on Wed, 25 Jun 2003 02:18:13 GMT
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duhh

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Wed, 25 Jun 2003 02:48:35 GMT
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:sly:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Wed, 25 Jun 2003 02:50:01 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Wed, 25 Jun 2003 02:58:46 GMT
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:sly:

PS How are you confused?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Wed, 25 Jun 2003 03:16:00 GMT
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bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 30 Jun 2003 19:54:23 GMT
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MUAUAUAHA.....

It's back from a short death. :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [forsaken](#) on Mon, 30 Jun 2003 21:31:15 GMT
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:bomb: :bomb: :bomb:
:bomb: :bomb:
:bomb: :bomb: :bomb:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Tue, 01 Jul 2003 00:22:25 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [forsaken](#) on Tue, 01 Jul 2003 00:42:47 GMT
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ouch

kick

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Tue, 01 Jul 2003 00:49:25 GMT
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LOL

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dr.Snuggles](#) on Wed, 02 Jul 2003 04:50:34 GMT
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Christ, this one's still around
Guess anything's possible.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Wed, 02 Jul 2003 04:55:35 GMT
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Yep.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Wed, 02 Jul 2003 05:02:41 GMT
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That's the irony with you gr8, you make stuff to laugh at n00bs, but you're one yourself for bumping this shit up all the time.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [gendres](#) on Wed, 02 Jul 2003 05:20:36 GMT
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achoo

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Wed, 02 Jul 2003 05:29:40 GMT
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Aprime, it is the frigging roof gnomes topic..... you can't even consider this a real topic anymore....it is just good fun talking about little gnomes controlling the world.....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 04 Jul 2003 00:32:51 GMT
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:twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Halo38](#) on Fri, 04 Jul 2003 00:54:43 GMT
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AprimeThat's the irony with you gr8, you make stuff to laugh at n00bs, but you're one yourself for bumping this shit up all the time.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Fri, 04 Jul 2003 01:17:08 GMT
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wow. this is the 950th post in this topic... i feel special...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Fri, 04 Jul 2003 02:15:34 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Fri, 04 Jul 2003 08:54:25 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 04 Jul 2003 16:23:37 GMT

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heh, no kidding.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigejoe14](#) on Fri, 04 Jul 2003 16:40:00 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 04 Jul 2003 16:43:59 GMT
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955

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Fri, 04 Jul 2003 18:25:20 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Fri, 04 Jul 2003 18:31:20 GMT
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come on 1000

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Havocman](#) on Fri, 04 Jul 2003 23:42:37 GMT
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im convincing the Moddraters to Lock this Topic. unless they see some Progress on the mod.. no Mod.. no Topic.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Sat, 05 Jul 2003 00:54:10 GMT
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Maybe if you'd spell it right.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigejoe14](#) on Sat, 05 Jul 2003 03:56:08 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Sat, 05 Jul 2003 07:51:01 GMT
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The problem is, you're not Arnold.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sat, 05 Jul 2003 10:46:23 GMT
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1000 here we come

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sat, 05 Jul 2003 10:47:33 GMT
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some one get to work on the mod

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sat, 05 Jul 2003 11:17:50 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sat, 05 Jul 2003 20:27:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sat, 05 Jul 2003 20:42:01 GMT
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:twisted: :twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigjoe14](#) on Sat, 05 Jul 2003 21:19:13 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sat, 05 Jul 2003 22:14:37 GMT
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:eh:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sat, 05 Jul 2003 22:25:55 GMT
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Why does everyone have a problem with this topic?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sat, 05 Jul 2003 22:43:52 GMT
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Imdgr8oneWhy does everyone have a problem with this topic?

this thread is

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Havocman](#) on Sun, 06 Jul 2003 00:06:07 GMT
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AHHHHHHHHHHH GAY PEOPLE! *Runs Away From the Topic*

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Renx](#) on Sun, 06 Jul 2003 00:42:28 GMT

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this thread is like spam central.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ohmybad](#) on Sun, 06 Jul 2003 00:43:20 GMT

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You know what they need for topics like this a off topic section!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [lmdgr8one](#) on Sun, 06 Jul 2003 02:37:03 GMT

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It's the roof gnomes though!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ohmybad](#) on Sun, 06 Jul 2003 03:56:19 GMT

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How wierd, this thread was started on my birthday :dontgetit:

OMG I MADE IT TO THE 40TH PAGE!!!! LETS CELEBRATE!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Vitaminous](#) on Sun, 06 Jul 2003 04:16:45 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Neo5](#) on Sun, 06 Jul 2003 05:23:14 GMT

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Wutz going on i came here and i read like the 1st three lines of the gnome crap then i skipped to the last page and i think we are off topic

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Vitaminous](#) on Sun, 06 Jul 2003 05:26:40 GMT

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That's cause this thread is bullshit!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Neo5](#) on Sun, 06 Jul 2003 05:27:07 GMT

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yes i agree. i read some more fo it but i felt sick

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Vitaminous](#) on Sun, 06 Jul 2003 05:44:09 GMT

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light up! it's just random.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Imdgr8one](#) on Sun, 06 Jul 2003 05:58:50 GMT

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brutusNot at the bottom yet, but i am soon going to bed, and: A bump a day ensures the topic will stay
Yes sir!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [bigejoe14](#) on Sun, 06 Jul 2003 06:23:23 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [kawolsky](#) on Sun, 06 Jul 2003 08:07:31 GMT

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yaaaa nearly 1000 posts

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [kawolsky](#) on Sun, 06 Jul 2003 08:09:35 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sun, 06 Jul 2003 14:57:37 GMT

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come on keep posting we need 1000

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sun, 06 Jul 2003 15:01:29 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 06 Jul 2003 15:08:07 GMT

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THIS FORUM SHOULD HAVE AN OFF TOPIC AREA!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sun, 06 Jul 2003 15:09:40 GMT

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ohmybadTHIS FORUM SHOULD HAVE AN OFF TOPIC AREA!

yea

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sun, 06 Jul 2003 15:32:11 GMT

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11 more posts now...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Neo5](#) on Sun, 06 Jul 2003 15:32:57 GMT

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How many posts are we at

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sun, 06 Jul 2003 15:33:12 GMT
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soooo long to wait

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 06 Jul 2003 15:40:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

:twisted: :twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Sun, 06 Jul 2003 17:26:42 GMT
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What do we do when we get to the magic zone?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [pulverizer](#) on Sun, 06 Jul 2003 17:37:54 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sun, 06 Jul 2003 19:11:37 GMT
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wow.... 995

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sun, 06 Jul 2003 19:12:41 GMT
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996....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sun, 06 Jul 2003 19:14:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

997.....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sun, 06 Jul 2003 19:15:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sun, 06 Jul 2003 19:16:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sun, 06 Jul 2003 19:17:20 GMT
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1000!!!!!!!!!!

yaaaaaaaaaaaaaaaaaaaaaaaaaaaaay!!!!!!!!!!!!!!

its finally over!!!!!!!!!!!!!! YAAAAAAAAAAAAAAAAAAAAAYYYYYY!!!!!!

i feel honored.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sun, 06 Jul 2003 19:18:40 GMT
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yaa

lol strange people

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Sun, 06 Jul 2003 19:19:25 GMT
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kawolskyaa
aaaa

lol strange people

ya.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sun, 06 Jul 2003 20:54:01 GMT
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What do I do now?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 06 Jul 2003 21:29:40 GMT
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Hmmmm..... :dontgetit:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Mon, 07 Jul 2003 00:20:35 GMT
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Well, first ,start to be original and make your own fucking funny pics.
:rolleyes:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Mon, 07 Jul 2003 00:51:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

You already know that i am Aprime

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Mon, 07 Jul 2003 01:20:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

!
not another 1000 posts plz!!!!!!!!!!!!!! nooooo!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Wed, 09 Jul 2003 17:21:08 GMT
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lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Halo38](#) on Thu, 10 Jul 2003 20:28:10 GMT
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Havocmanim convinceing the Moddraters to Lock this Topic. unless they see some Progress on the mod.. no Mod.. no Topic.

It is controlled spamming if people want or have the need to spam they can do it here it in a fun way

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Wed, 16 Jul 2003 09:55:22 GMT
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Dum-di-da-dum....

Taps fingers on tabletop

Well, you certainly havent ben resting on your laurels while I have been away!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sk8rRIMuk](#) on Wed, 16 Jul 2003 10:38:23 GMT
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41 pages and stilll not been locked WOW!

Hmmmm this is just a place where losers rack up there post count....

He I never said I wasn't a loser who want's to rack up his post count now did I .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Wed, 16 Jul 2003 15:55:49 GMT
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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Wed, 16 Jul 2003 16:07:45 GMT
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I think we should give the roof gnomes a little rest now...bring it back up in about a month

And ahhh why should I care about how many posts I have

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Havocman](#) on Thu, 17 Jul 2003 01:37:47 GMT
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1020

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Thu, 17 Jul 2003 12:43:10 GMT
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ohmybadI think we should give the roof gnomes a little rest now...bring it back up in about a month

I second that.

OK with bumping, but lately it have degenerated into a "spam-and-rack-up-posts-here" thread.

Too many posts might bring upon the wrath of moderators or other people too. You know, sucking up a lot of space and performance with so many (unnecesary) posts here.

Not that i know much about messageboards, but I have seen that happen a few times before.

Not that I want people to stop posting, but there is nothing wrong in taking a break and going a little easy on thing now and then, is it?

Other than that, keep on bumping.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Halo38](#) on Thu, 17 Jul 2003 18:26:40 GMT
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Sk8rRIMukHmMMM this is just a place where losers rack up there post count....

Correct you are..... Spammander j/k

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Fri, 18 Jul 2003 18:43:46 GMT
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Ojka Pojka

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Mon, 21 Jul 2003 23:28:13 GMT
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how did this getto the 2nd page

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [xSeth2k2x](#) on Tue, 22 Jul 2003 01:56:27 GMT
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DIE THREAD! DIE!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Tue, 22 Jul 2003 02:55:58 GMT
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It wont die if u keep bumping it up

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Skier222](#) on Tue, 22 Jul 2003 03:26:07 GMT
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they must live forever, even though i have no idea wht they are, BUT OH WELL

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Renx](#) on Tue, 22 Jul 2003 06:01:00 GMT

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I remeber reading this post when it was ony on page 1, it was a dumb idea.

So has this thread been all spam ever since?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Imdgr8one](#) on Tue, 22 Jul 2003 06:10:52 GMT

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Nope.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [snipefrag](#) on Tue, 22 Jul 2003 08:56:40 GMT

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omg i think i have some post of page 18 or something....

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [maytridy](#) on Tue, 05 Aug 2003 02:31:59 GMT

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Back from the dead. :twisted: :twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [forsaken](#) on Tue, 05 Aug 2003 06:19:33 GMT

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When did this ever die,,,, :rolleyes:

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [kawolsky](#) on Tue, 05 Aug 2003 07:45:48 GMT

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is this post still going?

holy crap!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [mike9292](#) on Wed, 06 Aug 2003 02:47:58 GMT

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up we go ^

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [pulverizer](#) on Wed, 06 Aug 2003 06:07:10 GMT

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are we going up to 2000 posts in this topic?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [maytridy](#) on Wed, 06 Aug 2003 15:58:54 GMT

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YUP

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [kawolsky](#) on Wed, 06 Aug 2003 16:06:39 GMT

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lets try for 10000

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [kawolsky](#) on Wed, 06 Aug 2003 16:07:41 GMT

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brutus must be proud of his topic

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [spreegem](#) on Wed, 06 Aug 2003 18:31:16 GMT

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AHHHH EITHER LET THIS THREAD DIE, OR make it.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [boma57](#) on Wed, 06 Aug 2003 19:13:42 GMT

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Die3221how long do u want people to bump this until som1 makes

Little did that guy know, saying that on May 1st of LAST YEAR...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Thu, 07 Aug 2003 01:06:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Die you god damned Gnomes!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Fri, 08 Aug 2003 02:04:39 GMT
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lets go 2000!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Fri, 08 Aug 2003 02:14:54 GMT
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AHHH! MAKE THIS POST DIE *Pulls out shotgun from under her desk, and starts shooting frantically at thread*

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheGunrun](#) on Fri, 08 Aug 2003 02:50:46 GMT
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he must have enchanted this thred with gnome powers to make it invurable. sheash i wasnt even here when this thred started. can any one tell me why it is so damn big?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 08 Aug 2003 02:53:36 GMT
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:twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [forsaken](#) on Fri, 08 Aug 2003 06:07:52 GMT

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becuase of that ^

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Fri, 08 Aug 2003 12:40:34 GMT

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SPAM mostly. Considering that the Mod will never be done Or even started, why does it go on?
:rolleyes:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [pulverizer](#) on Fri, 08 Aug 2003 12:42:13 GMT

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has any of you guys ever thought of MAKING a "roofgnome" mod?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 08 Aug 2003 15:36:38 GMT

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Yeah, but everyone is too lazy to do it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 08 Aug 2003 22:19:36 GMT

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If we keep posting, eventually we will get to 2,000.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [xSeth2k2x](#) on Sat, 09 Aug 2003 02:57:58 GMT

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I declare this thread ofically closed!(runs around it with tape)

~-----Dont Post Below this line-----~

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sat, 09 Aug 2003 03:01:49 GMT

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post

hehehe

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Sat, 09 Aug 2003 09:29:42 GMT
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post post post post

wow this is a long topic
and to think this s the first time i ever went into it lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sat, 09 Aug 2003 11:35:17 GMT
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i will keep posting untill we reach 99999,see you in the year 4000

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Sat, 09 Aug 2003 12:30:59 GMT
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hmmm, im going to have to work on my time mechien more if i wana see it reach 999999

mmmmm 4000

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sat, 09 Aug 2003 12:37:53 GMT
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:twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Sat, 09 Aug 2003 15:28:31 GMT
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This Thread]I AM SPAM

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Sat, 09 Aug 2003 23:48:06 GMT
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RenxThis Thread]I AM NOT SPAM what an honest thread

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Laser2150](#) on Sun, 10 Aug 2003 06:07:25 GMT
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lol this thread save live forever lol.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Sun, 10 Aug 2003 06:51:49 GMT
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huh he is spam
im the anti spam

him + me = Huge explotion with me standing on top of a smoldering pile of ash victorius

(me and my crazyness) :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Sun, 10 Aug 2003 22:12:00 GMT
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Infininthuh he is spam
im the anti spam

him + me = Huge explotion with me standing on top of a smoldering pile of ash victorius

(me and my stupidity) :tellme:
i didnt no ur stupid

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Sun, 10 Aug 2003 22:34:28 GMT
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mike9292Infininthuh he is spam
im the anti spam

him + me = Huge explotion with me standing on top of a smoldering pile of ash victorius

(me and my stupidity) :tellme:
i didnt no ur stupid

you dint what?
i think your crazy

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Sun, 10 Aug 2003 22:54:30 GMT
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Infinintmike9292Infininthuh he is spam
im the anti spam

him + me = Huge explotion with me standing on top of a smoldering pile of ash victorius

(me and my stupidity) :tellme:
i didnt no ur stupid

you dint what?
i think im crazy
i bet u r

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Sun, 10 Aug 2003 23:00:38 GMT
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omg you edited the quote LOL you are stupid

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dante](#) on Sun, 10 Aug 2003 23:04:32 GMT
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why won't this dumb ass thread die?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Sun, 10 Aug 2003 23:31:19 GMT
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i dont know, maybe some one should delete it

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Sun, 10 Aug 2003 23:38:34 GMT
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Infininti dont know, maybe some one shouldn't delete it
i agree

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Mon, 11 Aug 2003 00:08:59 GMT
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Dantewhy won't this dumb ass thread die?

Dante, actually do you think with all our new knowledge of the mod tools like animations and model sizes we could do this mod?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Halo38](#) on Mon, 11 Aug 2003 00:32:31 GMT
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Infininti dont know, maybe some one should delete it

NEVER!!!!

This thread is our history

lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Mon, 11 Aug 2003 00:37:15 GMT
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lol

dose any one want to summeriz what this thrend was about?

i havent made any posts in here since a week ago lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Mon, 11 Aug 2003 01:07:42 GMT
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SHUT UP AND MOD

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 11 Aug 2003 02:42:13 GMT
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Quote:Dante, actually do you think with all our new knowledge of the mod tools like animations and model sizes we could do this mod?

Yes, but then our long, boring, and spammish thread would die.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Mon, 11 Aug 2003 02:52:31 GMT
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aprime... no

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 11 Aug 2003 03:03:46 GMT
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lol

I am modding.....but i'm not gonna shut up.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dante](#) on Mon, 11 Aug 2003 06:32:37 GMT
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AprimeSHUT UP AND MOD

someone after my dear heart

anywayz, im not taking hte time to go through the 40 some odd pages to even find out what the hell this was about, i remember when it was started, i read it then, no fucking clue now... i have slept since then.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Mon, 11 Aug 2003 10:17:44 GMT
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return thread

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sk8rRIMuk](#) on Mon, 11 Aug 2003 11:35:15 GMT
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JUST MAKE THE DAMN MOD

Then maybe we can close this loooooooooooooooooooooooooong thread.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Mon, 11 Aug 2003 14:15:16 GMT
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how could u say that!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 11 Aug 2003 14:17:23 GMT
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It's never gonna die, just face it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Mon, 11 Aug 2003 14:20:19 GMT
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:twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 11 Aug 2003 14:23:23 GMT

Posted by [maytridy](#) on Mon, 11 Aug 2003 16:41:39 GMT

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1,084

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [maytridy](#) on Mon, 11 Aug 2003 16:43:38 GMT

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1,085

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [maytridy](#) on Mon, 11 Aug 2003 16:45:36 GMT

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1,086

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ohmybad](#) on Mon, 11 Aug 2003 16:47:38 GMT

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1,087

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [maytridy](#) on Mon, 11 Aug 2003 16:47:59 GMT

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1,088

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Sk8rRIMuk](#) on Mon, 11 Aug 2003 16:49:33 GMT

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maytridyIt's never gonna die, just face it.

It can die if a Mod decideds it wants to kill it

Doubt it will die tho

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 11 Aug 2003 17:01:47 GMT
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If a mod kills it, the mod will be killed.

hehe.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Mon, 11 Aug 2003 21:33:09 GMT
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1,091

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Skier222](#) on Tue, 12 Aug 2003 01:39:49 GMT
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Maytridy ur a freak.

get over the gnomes, i think thay want to RIP

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Laser2150](#) on Tue, 12 Aug 2003 01:55:24 GMT
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1,093
Lol You can't kill this thread! its like a timeline!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sk8rRIMuk](#) on Tue, 12 Aug 2003 02:06:18 GMT
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Laser21501,093
Lol You can't kill this thread! its like a timeline!!!

Not to mention its not alive in the first place

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Tue, 12 Aug 2003 02:38:57 GMT

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but if some one makes what ever this mod was about then this thrend would be used to talk about it!!!

im goint to read it from the top now..... :rockedover:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Tue, 12 Aug 2003 02:55:53 GMT

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this thread was started around 2 years ago maybe

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Tue, 12 Aug 2003 02:56:01 GMT

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lol

*He comes back in 3 years, "guys, I know what it's about!" *

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Tue, 12 Aug 2003 03:03:01 GMT

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YAY IM DONE!! :biggrin: no i just read the first 15 pages but i got the point.... (ill have nightmares now...) i think is some one made that it would sell mostly becuse people need something thats totally insian and not all realistic. they had a problem with bumbing every other post if you where lucky but most where bumps. well now im informed!! HORYA!! ill now be happy for the next 5 seconds

i now regret using thoughts 5 seconds to eat some pop corn... oh well ill be happy some time in the next 50 years if i live that long with like war and stuff going on and that astroid that going to hit in 5 weeks or less, i geuss ill never be happy agean....
how come no one want to make that mod any way?:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Tue, 12 Aug 2003 03:09:19 GMT

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this forums is
1 year, 104 days, 14 hours, 46 minets old

WOW

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sk8rRIMuk](#) on Tue, 12 Aug 2003 10:33:29 GMT
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Infinintthis forums is
1 year, 104 days, 14 hours, 46 minets old

WOW

Plus the mod must be 1 year, 104 days, 14 hours, 46 minuets in planning aswell :shocked:.
Now thats what I call a looooong planning stage.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Tue, 12 Aug 2003 15:21:47 GMT
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And this tread was started on my birthday. :shocked:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Tue, 12 Aug 2003 16:51:53 GMT
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lol, that's awesome.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Tue, 12 Aug 2003 18:55:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

i want something to happen on the birthday!! WAAAAA

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Tue, 12 Aug 2003 20:06:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

hehe

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Tue, 12 Aug 2003 20:36:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

this picture was taken on my B-day YAY! so insignifcent

i had the slitest thinking that the first atomic bomb was detonated on my b-day, oh well

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sk8rRIMuk](#) on Tue, 12 Aug 2003 23:28:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sk8rRIMukInfinintthis forums is
1 year, 104 days, 14 hours, 46 minets old

WOW

Plus the mod must be 1 year, 104 days, 14 hours, 46 minuets in planning aswell :shocked:.

Now thats what I call a looooong planning stage.

On my b.day WOL wen't down .

.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Wed, 13 Aug 2003 00:02:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow that is asome!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sat, 16 Aug 2003 22:15:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Back to teh top my preeeeeeeeeeeeeeeeeecious.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Infinint](#) on Sat, 16 Aug 2003 23:36:37 GMT

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your going insain over a forums post.....

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [spreegem](#) on Sat, 16 Aug 2003 23:44:24 GMT

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We should have the admins delete this. I was around when this thread was firs started LOL! In the old forums . . .

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Spike](#) on Sat, 16 Aug 2003 23:46:45 GMT

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this is like the neverending thread

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Spike](#) on Sat, 16 Aug 2003 23:47:28 GMT

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(so we cant have admins go ending it)

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Infinint](#) on Sat, 16 Aug 2003 23:56:19 GMT

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youv got a point lets just keep going insain in the thrend! WOOHOO YAY!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [spreegem](#) on Sat, 16 Aug 2003 23:57:39 GMT

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

KILL THIS STUPID THREAD ALREADY LET IT DIE!!!! :twisted: :twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [lmdgr8one](#) on Sun, 17 Aug 2003 00:00:27 GMT

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

yea spreegem you aren't alone. I was probably there longer than you

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Sun, 17 Aug 2003 00:04:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

i was around every since the day renegade came out

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 17 Aug 2003 00:28:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

This should become a sticky thread so then we could make dumb posts all the time!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Sun, 17 Aug 2003 00:44:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

How about after this has 1337 replies we stop posting so that it becomes the 1337 topic LOL!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 17 Aug 2003 00:55:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Sun, 17 Aug 2003 01:34:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sad...You guys need a life...

FFS, look at your amount of posts and member #.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Sun, 17 Aug 2003 01:54:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

AprimeSad...You guys need a life...

FFS, look at your amount of posts and member #.
Now this is irony

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 17 Aug 2003 02:44:55 GMT
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Who\What is FFS?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sun, 17 Aug 2003 03:02:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

For Fucks Sake

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Sun, 17 Aug 2003 03:36:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

500 is pretty much what everyone has for post count right now...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 17 Aug 2003 15:29:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

996 for me. (Right now)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 21 Aug 2003 19:49:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

:twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [xSeth2k2x](#) on Thu, 21 Aug 2003 19:49:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

U just had to bring it back didnt u?

i thought this thread had died

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 21 Aug 2003 19:50:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

let me get this straight to EVERYONE.....

THIS THREAD WILL NEVER DIE!

:twisted: :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Thu, 21 Aug 2003 20:24:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

maytridylet me get this straight to EVERYONE.....

THIS THREAD WILL NEVER DIE!

:twisted: :twisted:
THIS THREAD WILL NEVER DIE!

mines better

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Skier222](#) on Thu, 21 Aug 2003 20:44:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

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Posted by [Infinint](#) on Thu, 21 Aug 2003 20:50:32 GMT

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

Skier222 i think you should take the long live ARM-ENT becuse it like died yesterday....

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Imdgr8one](#) on Thu, 21 Aug 2003 21:03:44 GMT

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That's why its there.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Imdgr8one](#) on Thu, 21 Aug 2003 21:05:12 GMT

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That's why its there.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Vitaminous](#) on Thu, 21 Aug 2003 21:15:21 GMT

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

use the edit button. :rolleyes:

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Griever92](#) on Fri, 22 Aug 2003 06:53:36 GMT

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

Damn it, i wish this thread would just disapear, this is probably the longest thread in the history of forums!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [kawolsky](#) on Fri, 22 Aug 2003 07:28:50 GMT

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oh god this thread is gonna last longer than renegade has

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [kawolsky](#) on Fri, 22 Aug 2003 07:29:41 GMT

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kawolskyoh god this thread is gonna last longer than renegade has

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Fri, 22 Aug 2003 08:02:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

this forums is old, aged, ancient, broken down, debilitated, decrepit, deficient, doddering, elderly, enfeebled, exhausted, experienced, fossil, geriatric, getting on, gray, gray-haired, grizzled, hoary, impaired, inactive, infirm, mature, matured, not young, olden, oldish, patriarchal, seasoned, senile, senior, skilled, superannuated, tired, venerable, versed, veteran, wasted. i just love this sininim thing so much SPAM

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Fri, 22 Aug 2003 08:07:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

The SPAM man owns, boasts, controls, dominates, enjoys, has, have rights to, holds, occupys, reserves, retains YOU!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Griever92](#) on Fri, 22 Aug 2003 08:16:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Infinint The SPAM man owns, boasts, controls, dominates, enjoys, has, have rights to, holds, occupys, reserves, retains YOU! :yell: :yell: :yell: :yell: :yell: :yell: :yell: I Dont Like SPAM! :yell: :yell: :yell: :yell: :yell: :yell:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Darkeye 35](#) on Fri, 22 Aug 2003 13:50:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:i just love this sininim thing so much

*Psynonym

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Fri, 22 Aug 2003 21:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Fri, 22 Aug 2003 23:42:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make this thread die already!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Spike](#) on Sat, 23 Aug 2003 00:00:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Every time you tell this thread to die it makes it one post longer and puts it back to the top of this list so if you really want it dead you wouldnt say anything.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Skier222](#) on Sat, 23 Aug 2003 01:06:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Skier222 i think you should take the long live ARM-ENT becuse it like died yesterday....

thats why i put it there, so people remember

THIS MUST LIVE

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Sun, 24 Aug 2003 14:26:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

could u imagine how big this thread would be if u could quote ever reply all in 1 post

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Sun, 24 Aug 2003 14:49:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nooo!

Your gonna Revive this thread!

Shutup!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sk8rRIMuk](#) on Sun, 24 Aug 2003 15:26:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Argh it's back, like a BLAST from the past

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sun, 24 Aug 2003 17:24:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is imuk

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Sun, 24 Aug 2003 18:36:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

congrats Imdgr8one,
you have officially spammed this thread up another page

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Sun, 24 Aug 2003 19:02:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Ferhago](#) on Wed, 27 Aug 2003 19:14:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

AAAAAAAAAAAAAAAAAAHHHHHHHHHHH!!!!!!!!!!!!!!!!!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [pulverizer](#) on Wed, 27 Aug 2003 19:21:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

this topic will die... :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Wed, 27 Aug 2003 19:57:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

NO

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Wed, 27 Aug 2003 19:59:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

IT

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Wed, 27 Aug 2003 20:00:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

WONT

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Wed, 27 Aug 2003 20:09:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

THE ROOF GNOMES WILL LIVE FOREVER!

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Wed, 27 Aug 2003 21:31:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

maytridyTHE ROOF GNOMES WILL LIVE FOREVER!

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um..ya....sure they will

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 28 Aug 2003 01:06:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, they havn't died yet.....so.....

THE ROOF GNOMES WILL LIVE FOREVER!!!!!!!

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Thu, 28 Aug 2003 01:11:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigejoe14](#) on Thu, 28 Aug 2003 01:18:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quit E Baum pluggin' and make your own.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Thu, 28 Aug 2003 01:21:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigjoe14](#) on Thu, 28 Aug 2003 01:32:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Thu, 28 Aug 2003 01:33:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, those pictures are really gay.

P.S. It's not MY thread.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Thu, 28 Aug 2003 01:38:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

maytridyP.S. It's not MY thread.

j/k

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Fri, 29 Aug 2003 08:44:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay no more blatant spam in this thread. Granted the entire idea is mostly a fairy tale, but enough with posting the pics and stuff.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Ferhago](#) on Fri, 29 Aug 2003 10:17:42 GMT

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NOOOOOOOOOOOOOOOOOOOOOOOOO WHY DID YOU BRING IT BACK!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sk8rRIMuk](#) on Fri, 29 Aug 2003 10:42:54 GMT

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OK Then.... will anybody even consider making then mod?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [KIRBY098](#) on Fri, 29 Aug 2003 12:05:58 GMT

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Blazer, I hope you aren't the sadistic mother who transfered this lame ass topic to the General forums where the n00bs will have a field day with it.

You should have left this damn topic in oblivion, to rest in peace with the old forums.

Et, tu brute.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [SS217](#) on Fri, 29 Aug 2003 13:18:44 GMT

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

.....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 29 Aug 2003 13:27:45 GMT

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

Finally, somewhere out of Ack's reach.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Darkre1gn](#) on Fri, 29 Aug 2003 14:12:11 GMT

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

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Darkeye 35](#) on Fri, 29 Aug 2003 14:29:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

surely u mean...

[/img]

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Skier222](#) on Fri, 29 Aug 2003 14:36:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

THEY WILL LIVE

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigjoe14](#) on Fri, 29 Aug 2003 15:54:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dante](#) on Fri, 29 Aug 2003 16:00:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I hate this thread...

*looks around...

Quote:Why won't you die....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [John Shaft Jr.](#) on Fri, 29 Aug 2003 16:05:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is for the person that made this post come back. Everybody esle, Look away.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Fri, 29 Aug 2003 20:55:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dude, stop posting big pics, or the roof gnomes will be no more.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Sat, 30 Aug 2003 02:08:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

j/k

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sat, 30 Aug 2003 02:36:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, now that Ack has locked and/or deleted most all of my threads, this is my refuge.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Skier222](#) on Sat, 30 Aug 2003 02:43:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

ACK should of nvr been allowed to be a moderator. all he cares about are his on self concious crap.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheGunrun](#) on Sat, 30 Aug 2003 02:54:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi this is the first time i read this topic. can any one tell me how the hell it got so big? and why the first few pages are posts made by people who are negitive members.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigjoe14](#) on Sat, 30 Aug 2003 04:13:22 GMT
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The reason the thread got so long is because of the strong force of that meat in a can that pulls you in.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Sat, 30 Aug 2003 10:30:10 GMT
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What part of "stop posting fucking spam pictures" did you not understand? This thread has been a quiet, amusing cult following for 98% of its life. Please stop spamming or the banhammer will

fall. If you hate the thread then DONT READ IT, DONT POST IN IT.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Sat, 30 Aug 2003 10:32:47 GMT
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TheGunrunHi this is the first time i read this topic. can any one tell me how the hell it got so big? and why the first few pages are posts made by people who are negative members.

It got big because some people liked the idea, and others just had fun saying they wanted to see it become a reality.

The negative members were my way of spoofing the names of users who existed on the old WS forums but never registered here. So when I imported the old posts, I created any nonexisting logins as guests, which have a negative number.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Doitle](#) on Sun, 31 Aug 2003 06:06:36 GMT
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You know, I got to thinking with all thats gone on the roof gnomes idea lately. the one thing that keeps being said "will never be made" "will never be a reality" Why not? Why dont some of us actually MAKE a roof gnomes mod? It seems logical to me to try and make it. Any one regree?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [maytridy](#) on Sun, 31 Aug 2003 14:46:45 GMT
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The thing is, nobody wants to do it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Sun, 31 Aug 2003 17:50:56 GMT
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Yea, I was that bored.

Roof Gnome Barracks.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [snipefrag](#) on Mon, 01 Sep 2003 00:08:15 GMT
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omfg... cant we stop all the other mods and put all our effort into making a kick ass Gnome mod !!!
Dante and generalhavoc can script, Halo38 SomeRhino and ACK can map, We got modellers
skinners etc...

WHY cant we make this work? i think we owe it to the old community to make this long standing
cult into a reality.. Brutus would be so proud

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Mon, 01 Sep 2003 02:31:26 GMT
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snipefragomfg... cant we stop all the other mods and put all our effort into making a kick ass
Gnome mod !!! Dante and generalhavoc can script, Halo38 SomeRhino and ACK can map, We
got modellers skinners etc...

WHY cant we make this work? i think we owe it to the old community to make this long standing
cult into a reality.. Brutus would be so proud

So your saying deprive Dante from his work on RenGuard and Ren Alert? And forther more, Why
do you need them, Ask someone else! I don't think Roof Gnomes will ever be a Mod... :rolleyes:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Doitle](#) on Mon, 01 Sep 2003 03:31:45 GMT
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You know, we'd need one person to go through all the posts and get the main ideas, what
everything should be like, set that up in a seperate post just as like outline for roofnome mod or
something, and set all us forumers at it when we have spare time, I'd contribute and I bet some
others would too. Making gnome junk sounds fun to me.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Mon, 01 Sep 2003 04:38:33 GMT
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I liked all the spamming pictures better, at least they were funny.

Roof gnomes is to crazy to make. I like my crazy stuff, but no one will ever make this into a real
mod, it will just be an idea forever.

I remember reading the first page of this post, on the day that it was made. I kinda forgot about

renforums after that, then a couple weeks later I came back and everyone was celebrating the 1000th post of the thread.....crazy shit

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Mon, 01 Sep 2003 15:30:22 GMT
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This has been around on the forums since the old forums last april I'd like to say.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Brutus](#) on Fri, 05 Sep 2003 16:32:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Err....Hello?

Wasnt this thread locked? Thought i saw a thread complaining about it being locked...

Scratches head

With my usual luck I guess I have just unleashed another spamfest...

MWHAHAHAHA! :twisted:

(...)

Oh well...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [KIRBY098](#) on Fri, 05 Sep 2003 16:39:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

BrutusErr....Hello?

Wasnt this thread locked? Thought i saw a thread complaining about it being locked...

Scratches head

With my usual luck I guess I have just unleashed another spamfest...

MWHAHAHAHA! :twisted:

(...)

Oh well...

Oh how I hate thee.....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheMouse](#) on Fri, 05 Sep 2003 17:40:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

THIS TOPIC SHOULD DIE!!!!

or someone should make it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Fri, 05 Sep 2003 19:05:10 GMT
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bump
mwahahahahahaha
the return of the spam thread

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mike9292](#) on Tue, 09 Sep 2003 03:02:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

live again!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigejoe14](#) on Tue, 09 Sep 2003 03:40:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

For fucks sake knock it off! Yea it was fun at first but it's really old now.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Ferahgo](#) on Tue, 09 Sep 2003 11:13:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Wed, 01 Oct 2003 20:59:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

chepa

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Wed, 01 Oct 2003 23:30:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now were getting serious!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Thu, 02 Oct 2003 05:05:42 GMT
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Okay this is a fun "cult following" thread, but I warn you all right now, stop filling it with stupid pictures and spam posts. Yeah one can argue that the entire thread is spam, but at least it has a topic. This isn't a dumping ground for all your leet pics kthnx.

Note: I am keeping this thread locked for 12 hours so this message isnt buried 2 pages back.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Mon, 05 Jan 2004 19:45:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Roof Gnomes will never die!

P.S. Please dont spam with pictures and stuff.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [warranto](#) on Mon, 05 Jan 2004 20:00:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Groan

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Mon, 05 Jan 2004 20:18:43 GMT

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Finally it came back to life after I mentioned it in the "Older threads" thread YAY!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [rm5248](#) on Mon, 05 Jan 2004 20:26:40 GMT

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wow.... this is long.... i dont think ill read all of it....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Mon, 05 Jan 2004 20:44:36 GMT

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NOOOOO YOU BROUGHT IT BACK!!111

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ohmybad](#) on Mon, 05 Jan 2004 21:40:39 GMT

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Hey! I remeber this thread!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dishman](#) on Mon, 05 Jan 2004 22:19:48 GMT

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Roof.
Gnomes.
ARE LEET!!!!!!11111

The topic lives on.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Mon, 05 Jan 2004 23:40:16 GMT

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Wee'reeeeeeeeeeeeeeeeeeee backkkkkkkkkkkkkkkkk

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Ferhago](#) on Tue, 06 Jan 2004 01:09:10 GMT

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HUGE SPAM PICTURED REMOVED BY MODERATOR

Didn't it say do NOT post spam pics?????

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [kawolsky](#) on Tue, 06 Jan 2004 17:58:05 GMT

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mwuhuhuhu....return of T3h evil r00f knomes!!11

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Creed3020](#) on Wed, 07 Jan 2004 01:44:43 GMT

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For fucks sake it's from April 2002, let it die!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [spreegem](#) on Wed, 07 Jan 2004 02:00:00 GMT

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Creed3020For fucks sake it's from April 2002, let it die!

NEVER THE ROOM GNOMES WILL LIVE ON FOREVER UNTILL THEY BECOME 1337 MUHA
HA HA HA HA HA HA HA!!!!!!!!!!!!!!!!!!!! 1 1 1 1 1 1 one one one one

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [flyingfox](#) on Wed, 07 Jan 2004 13:20:54 GMT

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So did someones actuallially make this mods?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Brutus](#) on Wed, 07 Jan 2004 16:38:42 GMT

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Not yet....

(Please let this thread rest in peace now, else some moderator decide to kill it completely... Unless you have something constructive to add or actually have the will and skill to realise the idea, that is.)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Cpo64](#) on Wed, 07 Jan 2004 19:41:39 GMT
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I challange someone to go threw this, sort all the ideas out of the spam, then perhaps we can make the mod

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Wed, 07 Jan 2004 19:52:51 GMT
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YOU'VE AWAKENED THE SLEEPING GIANT!

Foolish mortal.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Wed, 07 Jan 2004 21:45:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cpo64I challange someone to go threw this, sort all the ideas out of the spam, then perhaps we can make the mod

I would do that if I had moderator power just so that after 2 years this mod could be created, it wouldn't be that hard 25 pages a day . . . only take about a week or so

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Thu, 08 Jan 2004 01:16:32 GMT
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This tread is, at the time of this post
1 years, 9 months, 2 days, 18 hours, 26 minutes, and 28 seconds old... wow...

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Brutus](#) on Thu, 08 Jan 2004 16:53:05 GMT

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(I dont think it would be necessary to go trough the whole thread to get all/most of the ideas. I think most of them are located in the first 25 pages or so, with maybe a few scattered tidbits scattered throughout the rest)

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [TheGunrun](#) on Thu, 08 Jan 2004 21:48:18 GMT

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I remeber when looking though this a few months ago i found a bunch of funny pictures about how this topic sucked. Can any one give me a link to where i can find the page again? It would take long to go look though this again..

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Infinint](#) on Thu, 08 Jan 2004 22:11:03 GMT

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We shoudl do it, Case 9 I mean.

(BTW: If can you code PHP page me in msn or AIM)

EDIT: HAPPY 50th PAGE POINTLESS ROOFGNOME POST!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [xptek_disabled](#) on Fri, 30 Jan 2004 16:32:47 GMT

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Cant let a good thread go to waste

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Infinint](#) on Fri, 30 Jan 2004 17:05:21 GMT

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WARNING POST CONTAINS SPAM

No you cant...

:oops: :twisted: :rolleyes: <- Verious Spam

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Fri, 30 Jan 2004 19:30:37 GMT
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NOOO INFININT!!!!YOU BROUGHT IT BACK!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [xptek_disabled](#) on Fri, 30 Jan 2004 20:06:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

kawolskyNOOO INFININT!!!!YOU BROUGHT IT BACK!!!!

Nooo... I did :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [K9Trooper](#) on Fri, 30 Jan 2004 21:20:32 GMT
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I thought Crimson lost this

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [kawolsky](#) on Fri, 30 Jan 2004 21:28:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

CwazyapekawolskyNOOO INFININT!!!!YOU BROUGHT IT BACK!!!!

Nooo... I did :twisted:

fine....NOOOOOO Cwazyape!!! YOU BROUGHT IT BACK!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Fri, 30 Jan 2004 21:30:10 GMT
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If i remeberd this topic i would have been the one to bring it back.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [sniper12345](#) on Sat, 31 Jan 2004 20:16:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

BUMP!!!!

oh shit!! TOS Violation!!!

bump bump bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Sat, 31 Jan 2004 20:37:11 GMT
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All your going to do is get this locked again. TALK ABOUT THE MOD OR FACE THE LOCKAGE!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigjoe14](#) on Sat, 31 Jan 2004 22:25:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

M-m-m-m-m-Monster Bump!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sat, 31 Jan 2004 23:56:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Imdgr8oneYea, I was that bored.

<http://www.n00bstories.com/image.fetch.php?id=1350331256>

Roof Gnome Barracks.

SO any ideas on what should be improved.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Sun, 01 Feb 2004 00:09:28 GMT
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Dont use it?

Well the cone on top seems high poly and the actull building part probibly should be redone.
Then again we dont have to use it:P

I was thinking more in the lines of the "Head of Gnomes". Were as its a giant Gnome head and

the mouth is the door like the Yuri barracks but less Yurish. Judging roof gnomes look like garden gnomes the base might end up looking like a theme park for 5 year olds

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Sun, 01 Feb 2004 00:14:22 GMT
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InfinintDont use it?

Well the cone on top seems high poly and the actull building part probibly should be redone. Then again we dont have to use it:P

I was thinking more in the lines of the "Head of Gnomes". Were as its a giant Gnome head and the mouth is the door like the Yuri barracks but less Yurish. Judging roof gnomes look like garden gnomes the base might end up looking like a theme park for 5 year olds
What are you on? This whole thread is a theme park for 5 year olds(you) and sucky modellors(me).

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ThunderChicken](#) on Sun, 01 Feb 2004 00:35:59 GMT
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Griever92Damn it, i wish this thread would just disapear, this is probably the longest thread in the history of forums!

No where near.

There was this topic on OCAddiction, "The Babe Thread" and it was 352 pages of scantily clad women, before it was suddenly lost... There were 5200+ posts.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Sun, 01 Feb 2004 01:55:57 GMT
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I wish I could have seen The Babe Thread . . .

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Sun, 01 Feb 2004 02:00:11 GMT
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spreegemI wish I could have seen The Babe Thread . . .
Ditto

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [tarsonis9](#) on Mon, 02 Feb 2004 02:10:22 GMT
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Cuz it would be the one and only time in your life where you would be happy.

No I do not know what I mean by that...I forgot my evening caffeine...

Oh, yeah.....BUMP!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [supaflyer](#) on Wed, 04 Feb 2004 19:30:55 GMT
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are you people trying to make this the longest forum trying to beat the old 1?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheGunrun](#) on Sun, 08 Feb 2004 01:57:47 GMT
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Who wants the break the world record in longest thred? Lets just keep ranting on and on untill be beat every one. Ok? ^Bump^

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [flyingfox](#) on Sun, 08 Feb 2004 13:27:11 GMT
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Maybe if we attached pictures of nice looking women with every post it would make it more interesting.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [sniper12345](#) on Sun, 08 Feb 2004 13:53:20 GMT
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Bump?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [SuperFlyingEngi](#) on Sun, 08 Feb 2004 15:35:10 GMT
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I don't have any actual reason to post in this thread, but it's so big I feel as if it is my obligation to

post here...

Well, that's it.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Tue, 10 Feb 2004 20:33:11 GMT
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About the babe thing...let me be the first to start it:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [lmdgr8one](#) on Tue, 10 Feb 2004 21:56:51 GMT
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da_shiz>About the babe thing...let me be the first to start it:

http://www.piercn-amethyst.com/pron/ventana/2003_07_07_ventana5.jpg
No. This is not a pr0n topic, this is roof-gnomes.

kthnx.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Gernader8](#) on Tue, 10 Feb 2004 21:59:10 GMT
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psh, that is not ever pr0n. The RenAlert forums had a real pr0n thread going for awhile.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Wed, 11 Feb 2004 01:21:00 GMT
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HOLY SHIT...I took about 4.5 hours to read that WHOLE thread. I did take time out to get food do some chores and other fine stuff...but I basically stayed on track. I really feel like I have no life now. But now that I understand this thread...LONG LIVE THE ROOF GNOMES.

Also, I put together all of his ideas...I was bored.

Edit: I think I killed this thread...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Thu, 12 Feb 2004 00:58:47 GMT
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OMG j00 n00b y0u k1ll3d t3h r00fgn0m3s li3k OMG!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Thu, 12 Feb 2004 03:30:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

N00000000! 1 k1ll3d 73h r00fgn0m3s! OMG...1m s0z!!!!!!111!!!!1! plz d0n7 h473 m3!

Edit: 4/9/04 - I think I did kill this thread...

MUAHAHAHAHAHAHAHAHAHAHAHAHA :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Wed, 21 Apr 2004 05:27:21 GMT
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Actually, you didn't kill this thread, IT LIVES AGAIN!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [DarkDemin](#) on Wed, 21 Apr 2004 05:31:39 GMT
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o dear lord not again. CULT FOLLOWING...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigejoe14](#) on Wed, 21 Apr 2004 06:06:09 GMT
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100% of homosexuals agree.

You've got the gay!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Wed, 21 Apr 2004 10:43:57 GMT
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Just dont start spamming the thread, or else I will have to lock it again for a month.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Wed, 21 Apr 2004 10:50:10 GMT
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It's back.....

you do know....

This thread = spam. There is no other way.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Wed, 21 Apr 2004 11:12:53 GMT
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WTF???? 2 weeks ago this was dead, did you pull another Jack Bristow?? If you're wondering what that means, please refer to the April 18 show of Alias.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [KIRBY098](#) on Wed, 21 Apr 2004 13:34:52 GMT
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BlazerJust dont start spamming the thread, or else I will have to lock it again for a month.

You promise?

SPAM!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [z310](#) on Wed, 21 Apr 2004 14:19:23 GMT
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Oh, not this again... Its like herpes it wont fuking go away

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [K9Trooper](#) on Wed, 21 Apr 2004 14:21:25 GMT
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LMAO! I was thinking of the same thing.

This topic is like some bad disease. God, please find a cure, please!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [z310](#) on Wed, 21 Apr 2004 15:18:18 GMT
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heh...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Creed3020](#) on Wed, 21 Apr 2004 21:19:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh stfu this topic already lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Thu, 22 Apr 2004 01:18:23 GMT
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I'm working on the Gnome War Factory.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [xptek_disabled](#) on Thu, 22 Apr 2004 01:20:14 GMT
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lol, someone should stick it in a map.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [DarkDemin](#) on Thu, 22 Apr 2004 01:40:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

someone actually do this mod cuz I think it would be fucking hilarious.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [SuperFlyingEngi](#) on Wed, 12 May 2004 21:04:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Wed, 12 May 2004 21:13:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

This will never die until it is made. But then again, this is an immortal topic and would be destroyed if it was actually made.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [U927](#) on Wed, 12 May 2004 23:30:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good lord man!

Let this die quietly already!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Cpo64](#) on Wed, 12 May 2004 23:39:36 GMT
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I compeltly finished this mod yesterday, but the computer I was using was struck by lightning, exploded, flew onto the road, and was ran over by rush hour traffic....

Amazingly the computer still worked, but allas, I forgot to save!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [rm5248](#) on Thu, 13 May 2004 00:01:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

So..... uh..... what's the mod idea? I don't want to read through 50 pages.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Thu, 13 May 2004 00:48:45 GMT
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evil gnomes! anyways, i actually compiled all of the ideas (bored as hell a few months ago) and i actually have a .doc file. if anyone wants it for any reason, just hit me up. my contact info is in my profile.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheGunrun](#) on Thu, 13 May 2004 00:58:51 GMT

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^Bump^

Bring on the funny spam pictures!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Thu, 13 May 2004 01:41:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

TheGunrun^Bump^

Bring on the funny spam pictures!

FUCK YOU!

You brought back the evil topic!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Xtrm2Matt](#) on Thu, 13 May 2004 06:53:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh common.. a 2002 topic.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [dead6re](#) on Fri, 14 May 2004 11:40:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

And you are going to try to make this or get ppl to make that?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Fri, 14 May 2004 12:34:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh Noes Its Back!!! Run For Your Lives!!!

I dont think any one wants to make it, just play it...

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Blazer](#) on Sat, 05 Jun 2004 23:36:54 GMT

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I found a screenshot! The graphics look awesome!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Imdgr8one](#) on Sun, 06 Jun 2004 02:25:05 GMT

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BLAZER LEAKE DOUR SECRET WORK!!!!!!!

Let's hope he doesn't post the in-game shots.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [spreegem](#) on Sun, 06 Jun 2004 03:18:32 GMT

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Ha, I can leak even more of it, here's an ingame screen shot of teh 1337 barrax!

You stand under the gnome and the elevator brings you down to the main structure.

And I a few possible Gnome Logos!

http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/GNOME-Brick-alt_1600x1200.jpg

<http://www.karthikram.org/files/images/GNOME-Fence-MacOSX-Blue.jpg>

http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/GNOME-Alien_1600x1200.png

http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/Brushed-GNOME-Teal_1600x1200.jpg

<http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/Appropriately-Gnome-Footed-512x384.png>

http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/GNOME-Beast_1600x1200.png

http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/GNOME-Black_800x600.png

<http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/GNOME-BlackPearl-1024x768.png>

<http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/GNOME-Burn.png>

<http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/GNOME-Constellation.jpg>

Go here for ALL the Gnome logos

<http://ftp.linux.org.uk/mirrors/ftp.gnome.org/teams/art.gnome.org/backgrounds/>

And the Gnome Bike of death!

[img]http://homdar.com/images/gnome-lowrider.jpg

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Phoenix5p](#) on Sun, 06 Jun 2004 10:25:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Aimbots](#) on Sun, 06 Jun 2004 13:37:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

FUCK YOU! STOP BRINGING THIS BACK!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [z310](#) on Sun, 06 Jun 2004 19:38:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

j4S[p]TheGunrun^Bump^

Bring on the funny spam pictures!

FUCK YOU!

You brought back the evil topic!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Phoenix5p](#) on Sun, 06 Jun 2004 20:15:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

z310j4S[p]TheGunrun^Bump^

Bring on the funny spam pictures!

FUCK YOU!

You brought back the evil topic!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [flyingfox](#) on Sun, 06 Jun 2004 20:25:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

The end.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [mrpirate](#) on Sun, 06 Jun 2004 20:26:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

flyingfox is the win.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Phoenix5p](#) on Mon, 07 Jun 2004 06:29:10 GMT
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flyingfox

The end.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Phoenix5p](#) on Wed, 09 Jun 2004 18:21:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

bump

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [KIRBY098](#) on Wed, 09 Jun 2004 18:38:59 GMT
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Phoenix5pbump

Does anyone see the sheer absolute irony in a person who just recently registered, bumping an ancient topic that predates them by 3 years?

Knock it off newbie.

Blazer, for the love of God, lock this old, useless, no purpose topic.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [xptek_disabled](#) on Wed, 09 Jun 2004 18:41:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

This topic is becoming an irritant.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [terminator 101](#) on Wed, 09 Jun 2004 18:42:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Thu, 10 Jun 2004 00:46:35 GMT
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I will just delete all the spam posts. I think the thread is amusing in that 99% of it are people talking about the actual "mod"...I don't like everyone pooping all over it and filling it with spam though.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [spreegem](#) on Tue, 27 Jul 2004 03:27:36 GMT
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When you gonna delete all the spam Blazer?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Tue, 27 Jul 2004 03:35:13 GMT
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You....brought it back again.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Tue, 27 Jul 2004 12:45:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Spreegem, wtf?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Anonymous](#) on Tue, 27 Jul 2004 13:52:58 GMT

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Why the hell would you wanna post this? I mean that has to be the most atrocious idea I have ever heard . Why do you not have more excitement, and the pandemonium of the people screaming as the yard gnomes stab people with their very pointy hats, and burn items to the ground?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Doitle](#) on Thu, 29 Jul 2004 07:13:25 GMT

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Tap dancing Jesus H. Persnickity Crackers... 52 pages!? I think with this many pages we HAVE to get a team together and make this. This mod would be the legacy of the entire forum.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [cheesesoda](#) on Thu, 29 Jul 2004 11:44:53 GMT

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Doitle Tap dancing Jesus H. Persnickity Crackers... 52 pages!? I think with this many pages we HAVE to get a team together and make this. This mod would be the legacy of the entire forum. Read the 52 pages. Everybody's been trying to motivate people to make the mod instead of doing it themselves. It's a great idea and I have all the main ideas compiled into a word document. If you want it, just talk to me and I'll send it to you when I can.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Doitle](#) on Thu, 29 Jul 2004 19:30:34 GMT

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Hit me up...

Doitle@hotmail.com

I'm gonna go... fool around in renx.... MWAHAHAHAHA I'm considering just putting together a playable level like a box your in... Few Gnomes. Something really simple... lol

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Doitle](#) on Thu, 29 Jul 2004 19:42:20 GMT

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MWAHAHAHA lol

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Thu, 29 Jul 2004 21:43:23 GMT
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Good to see we have another modeler

We can put that with my barracks.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TheGunrun](#) on Mon, 13 Sep 2004 20:38:32 GMT
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So how's the progress?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [hunteroo2](#) on Mon, 13 Sep 2004 21:14:24 GMT
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omg....

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [z310](#) on Mon, 13 Sep 2004 21:26:26 GMT
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Ok next person to bring this back

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Tue, 14 Sep 2004 02:13:34 GMT
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Wtf?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [hunteroo2](#) on Tue, 14 Sep 2004 03:12:55 GMT
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wasnt me...

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [DarkDemin](#) on Tue, 14 Sep 2004 03:49:23 GMT

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THIS THREAD HAS A CULT FOLLOWING!!!!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Brutus](#) on Tue, 14 Sep 2004 13:24:24 GMT

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Hssh, dont wake the trolls!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [z310](#) on Tue, 14 Sep 2004 21:43:37 GMT

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BRUTuS!!@!ONE!!!1!!1!!!!1

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Brutus](#) on Wed, 15 Sep 2004 14:09:59 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [spreegem](#) on Wed, 15 Sep 2004 18:54:57 GMT

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OMG ARE YOU THE REAL ORIGINAL BRUTUS!

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [z310](#) on Wed, 15 Sep 2004 21:28:08 GMT

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He created this kill him

Are you the original?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [xptek](#) on Wed, 15 Sep 2004 21:37:52 GMT

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Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Thu, 16 Sep 2004 00:54:40 GMT
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This topic will never die. It goes away, then someone bumps it for some stupid reason, and we all go "OMG YOU SPAMMER, YOU BROUGHT IT BACK TO LIFE!!", and then it dies again. Lather, rinse, repeat.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ViolentOrgy](#) on Sat, 11 Dec 2004 22:47:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

^bump^ I wana see this mod in source!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [xptek](#) on Sat, 11 Dec 2004 22:53:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG YOU SPAMMER, YOU BROUGHT IT BACK TO LIFE!!

/me lathers.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Sat, 11 Dec 2004 22:57:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

ViolentOrgy^bump^ I wana see this mod in source!

Dude, you fucking dumbass... this mod will never be made, never. So stop fucking bumping it damnit.

And for the love of God, please, some moderator lock this.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Sat, 11 Dec 2004 23:01:49 GMT
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Holy shit. Not again.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [xptek](#) on Sat, 11 Dec 2004 23:02:35 GMT

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j4S[p]ViolentOrgy^bump^ I wana see this mod in source!

Dude, you fucking dumbass... this mod will never be made, never. So stop fucking bumping it damnit.

And for the love of God, please, some moderator lock this.

If it angers you that much you may not want to click it next time.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [hunteroo2](#) on Sun, 12 Dec 2004 01:10:02 GMT

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sigh

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [rm5248](#) on Sun, 12 Dec 2004 01:22:12 GMT

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So... umm.... what the hell is the roofgnomes mod anyway? =/

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [cheesesoda](#) on Sun, 12 Dec 2004 01:41:54 GMT

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Indulge yourself in the 50 page history of Roof Gnomes.

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [DarkDemin](#) on Sun, 12 Dec 2004 01:48:08 GMT

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IT LIVES...

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [tarsonis9](#) on Sun, 12 Dec 2004 20:18:40 GMT

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The creature stirs...

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [sniper12345](#) on Sat, 18 Dec 2004 14:57:18 GMT
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Pssh-chik!

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Xtrm2Matt](#) on Sat, 18 Dec 2004 17:22:21 GMT
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WHY bring this topic back? :rolleyes:

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Vitaminous](#) on Sat, 18 Dec 2004 17:32:47 GMT
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Why rebumping it after three hours?

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Sat, 18 Dec 2004 19:05:55 GMT
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If you can't stop 'em, join 'em.

Spamz0r.

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [addseale2](#) on Sun, 19 Dec 2004 06:09:31 GMT
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uppercute with the bumpage hammer

Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Nightma12](#) on Sun, 19 Dec 2004 22:00:59 GMT
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someone should make this mod

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Xtrm2Matt](#) on Sun, 19 Dec 2004 23:55:07 GMT

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ONE CHOP!

Why make a mod for Renegade now?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dave Mason](#) on Mon, 20 Dec 2004 01:29:11 GMT

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Anybody else find the irony in bumping this topic only to say "let it die"?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Blazer](#) on Mon, 20 Dec 2004 01:36:28 GMT

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Make roof gnomes on the source engine! Come on, everyone is doing it! :twisted:

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [glyde51](#) on Mon, 20 Dec 2004 01:37:48 GMT

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No, we would rather see ugly gnomes in Renegade

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Jaspah](#) on Mon, 20 Dec 2004 01:38:42 GMT

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Why the hell does everyone seem to like this topic?

Subject: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Jaspah](#) on Mon, 20 Dec 2004 01:39:26 GMT

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By the way, this post is now 1337 for the time being.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [TheGunrun](#) on Thu, 21 Jul 2005 15:02:42 GMT

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BUMP!

IT IS TIME

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Mason](#) on Thu, 21 Jul 2005 15:17:09 GMT
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NO! Not again!

Please for the love of Christ lock this topic.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Infinint](#) on Thu, 21 Jul 2005 15:19:18 GMT
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Omg... Seeing this topic notification in my inbox actually got me to come back here, Go you.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Thu, 21 Jul 2005 16:14:39 GMT
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TheGunrun wrote on Thu, 21 July 2005 11:02BUMP!

IT IS TIME

Really? But Reborn isn't out yet.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Thu, 21 Jul 2005 18:33:51 GMT
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This topic will never be locked. It is highly forbidden.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Imdgr8one](#) on Fri, 22 Jul 2005 18:39:12 GMT
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This mod will never work out because everything will look like plastic...

LONG LIVE THE GNOMES

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Infinint](#) on Fri, 22 Jul 2005 19:18:49 GMT

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you look like plastic

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [bandie63](#) on Fri, 22 Jul 2005 19:24:43 GMT

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In before lock!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Lijitsu](#) on Fri, 22 Jul 2005 21:58:12 GMT

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Alright, how about we wait until we get 55 pages, and THEN lock it?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [icedog90](#) on Fri, 22 Jul 2005 23:43:16 GMT

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I see this topic bumped like twice a year, it's so annoying.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Infinint](#) on Fri, 22 Jul 2005 23:55:43 GMT

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Well lets just bump it again shall we! Muhahaha!! *runs off to make the mod*

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Doitle](#) on Sat, 23 Jul 2005 06:42:40 GMT

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I actually did some work for this mod, I modeled a gnome. And A Gnome House.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Infinint](#) on Sat, 23 Jul 2005 06:52:13 GMT

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but, they sucked. We need shiny new models and stuffs

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [terminator 101](#) on Tue, 26 Jul 2005 00:52:41 GMT

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[Large image deleted by moderator - Discussion is welcome in this thread, but its not a dumping ground for the unending "amusing" flame images]

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Halo38](#) on Sun, 31 Jul 2005 18:55:11 GMT

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Doitle wrote on Sat, 23 July 2005 02:42l actually did some work for this mod, I modeled a gnome. And A Gnome House.

I'm actually quite intrested in seeing those pics

Could you post them please?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Infinint](#) on Mon, 01 Aug 2005 00:33:43 GMT

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He did earlier in this topic a long time ago <- that smilie isnt correct.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Aprime](#) on Sat, 18 Feb 2006 23:45:54 GMT

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xptek etc.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Kamuix](#) on Sat, 18 Feb 2006 23:52:22 GMT

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Xptek stole my server names.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [xptek](#) on Sun, 19 Feb 2006 00:02:15 GMT

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xptek ate my child.

xptek hit my box.

xptek made me ugly.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Goztow](#) on Sun, 19 Feb 2006 00:04:20 GMT

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For f*ck sake: over one year old! Stop bumping these topics!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Demolition man](#) on Sun, 19 Feb 2006 00:31:24 GMT

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and you think replying to bumped threads helps?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [SCOTT9](#) on Sun, 19 Feb 2006 00:37:06 GMT

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and it stops right at page 60 what a thread

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Mason](#) on Sun, 19 Feb 2006 00:38:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sun, 19 February 2006 00:04For f*ck sake: over one year old! Stop bumping these topics!

If it's that annoying, ignore it. Don't read the topics or reply to them.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Kanezor](#) on Sun, 19 Feb 2006 02:23:22 GMT
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Goztow wrote on Sat, 18 February 2006 18:04For f*ck sake: over one year old! Stop bumping these topics!

April 2002 - February 2006 ... nearly 4 years. I say that's awesome!

No way in hell I'd read all 60 pages though, considering I lost interest after about three lines of the first post...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [light](#) on Sun, 19 Feb 2006 04:17:57 GMT
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I love bumps of classic topics.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Doitle](#) on Sun, 19 Feb 2006 05:20:10 GMT
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Roof Gnomes - Classic ™

After everyone complained about the New Roof Gnomes ™

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Sun, 19 Feb 2006 06:28:05 GMT
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This thread should be in the Hall of Fame

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [light](#) on Sun, 19 Feb 2006 07:17:31 GMT

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Renx wrote on Sun, 19 February 2006 19:28 This thread should be in the Hall of Fame

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Jaspah](#) on Mon, 27 Mar 2006 01:15:20 GMT

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lol, roofgnomes

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Ryan3k](#) on Mon, 27 Mar 2006 03:06:11 GMT

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INSANE/CRAZY/FUN

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Kamuix](#) on Mon, 27 Mar 2006 03:11:46 GMT

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lol

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Lijitsu](#) on Mon, 27 Mar 2006 03:19:58 GMT

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Jaspah wrote on Sun, 26 March 2006 20:15 lol, roofgnomes
You should be shot... Right after this thread goes in the hall of fame.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dover](#) on Tue, 28 Mar 2006 19:53:28 GMT

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...I don't think I could play this.

Oblisk Of Gnomes? Wtf...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Lijitsu](#) on Tue, 28 Mar 2006 21:22:50 GMT
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Don't worry, the idea was dropped. Or was it? *Dramatic sound effects.*

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [terminator 101](#) on Tue, 28 Mar 2006 21:24:51 GMT
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Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Kamuix](#) on Tue, 28 Mar 2006 22:21:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

You wanna know who else is gay Richard Simmons?? You!!!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Mason](#) on Tue, 28 Mar 2006 22:40:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

JUST when you thought it had gone! I'd almost forgotten about this!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Kamuix](#) on Tue, 28 Mar 2006 22:41:34 GMT
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People keep bringing this thing back.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [rm5248](#) on Wed, 29 Mar 2006 01:10:07 GMT
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Somebody want to tell me what the hell the roofgnomes are?

I seem to remember somebody getting all of these ideas in one file at one point, but I really don't feel like looking through the entire thread to find it. =/

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Ryan3k](#) on Thu, 30 Mar 2006 03:02:59 GMT
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OBELISK OF GNOME

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Lijitsu](#) on Thu, 30 Mar 2006 03:14:50 GMT
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Ryan3k wrote on Wed, 29 March 2006 22:02OBELISK OF GNOME

Post of the month.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [superj69](#) on Thu, 30 Mar 2006 04:01:17 GMT
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man this topic is soooo old leave it alone already let it die

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Lijitsu](#) on Thu, 30 Mar 2006 11:03:34 GMT
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So what if it's old? So is Canyon Modified, and we still talk about that one. Heh... I dislike you.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dover](#) on Thu, 30 Mar 2006 20:43:29 GMT
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Lijitsu wrote on Wed, 29 March 2006 21:14Ryan3k wrote on Wed, 29 March 2006 22:02OBELISK OF GNOME

Post of the month.

Phallic symbol.

It's a pretty bad idea. It might be more interesting to have the Nod team be converted to paint, and the GDI team be converted to people watching it dry.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Lijitsu](#) on Thu, 30 Mar 2006 22:49:01 GMT
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This was a joke mod, dude...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Mason](#) on Thu, 30 Mar 2006 22:51:02 GMT
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If this topic wasn't revived for an entire year, I will film my self eating my hat. That excludes deleting/closing the topic.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Lijitsu](#) on Thu, 30 Mar 2006 23:25:16 GMT
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DJM wrote on Thu, 30 March 2006 17:51 If this topic wasn't revived for an entire year, I will film my self eating my hat. That excludes deleting/closing the topic.
QUICK, NOBODY RESPOND FOR A FULL YEAR! ...Taking all bets on if this actually happens...
Opens up a new text document.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jaspah](#) on Fri, 31 Mar 2006 05:54:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Thu, 30 March 2006 17:51 If this topic wasn't revived for an entire year, I will film my self eating my hat. That excludes deleting/closing the topic.

O_O

In that case...

EVERYONE STFU FOR A YEAR.

This will be interesting.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ghost](#) on Sat, 01 Apr 2006 06:06:10 GMT

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OMFG I ALMOST CRASHED MY ROFLCOPTER INTO A LAMOMOBILE WHILE A GUY WITH LOLSKATES WAS SKATING PASS A HAXOR SAYING "NO WAI"

in other words what the hell is this ? I was under the impression that my PC went dumd.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dave Mason](#) on Sat, 01 Apr 2006 07:18:41 GMT

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Oh dear, looks like the bet is off, didn't even last a week...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Lijitsu](#) on Sat, 01 Apr 2006 13:40:38 GMT

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ghost wrote on Sat, 01 April 2006 01:06OMFG I ALMOST CRASHED MY ROFLCOPTER INTO A LAMOMOBILE WHILE A GUY WITH LOLSKATES WAS SKATING PASS A HAXOR SAYING "NO WAI"

in other words what the hell is this ? I was under the impression that my PC went dumd.

You just lost what little respect I had for you... Wait, I never had any. Nevermind.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ViolentOrgy](#) on Thu, 03 Aug 2006 16:26:12 GMT

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Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [cmatt42](#) on Thu, 03 Aug 2006 16:51:49 GMT

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Why isn't this thread locked?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [PackHunter](#) on Thu, 03 Aug 2006 17:10:25 GMT

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Can someone lock this thread already... Bumping this thread every other month is getting kinda annoying...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Berkut](#) on Thu, 03 Aug 2006 17:18:29 GMT

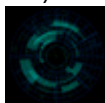
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I would like to leave my mark on this historic topic first.

There. Lock away!

File Attachments

1) [SDU eye.gif](#), downloaded 436 times



Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [warranto](#) on Thu, 03 Aug 2006 17:20:19 GMT

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This thread is more ancient than I am. It will never be locked as it is as much a part of the Renegade forum history as anything ever could be.

que to "The More You Know" rainbow

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Scythar](#) on Thu, 03 Aug 2006 17:23:01 GMT

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Pfff, people are just annoyed because they don't have the time or patience to read the whole thread.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Tiesto](#) on Thu, 03 Aug 2006 17:31:05 GMT

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Lets boogie!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bandie63](#) on Thu, 03 Aug 2006 17:36:09 GMT
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Gorgeous.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Aprime](#) on Thu, 03 Aug 2006 17:39:23 GMT
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(archive it, please)

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [z310](#) on Thu, 03 Aug 2006 17:47:53 GMT
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Lovely, Comrade.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Doitle](#) on Thu, 03 Aug 2006 19:22:48 GMT
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This is like a freaking Renegadeforums Time Capsule.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigjoe14](#) on Thu, 03 Aug 2006 19:54:02 GMT
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This is such an epic thread. Never let it die.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Anderson](#) on Thu, 03 Aug 2006 20:12:08 GMT
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Even if this thread was hundreds of pages back in old topics, there will always be that o' so special someone to revive it.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dover](#) on Thu, 03 Aug 2006 20:14:07 GMT

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Scythar wrote on Thu, 03 August 2006 10:23Pfff, people are just annoyed because they don't have the time or patience to read the whole thread.

Yeah, but that doesn't stop it from being Hall-Of-Famed, does it?

I motion this thread be hall of famed.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Berkut](#) on Thu, 03 Aug 2006 20:23:15 GMT

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Dover wrote on Thu, 03 August 2006 15:14

I motion this thread be hall of famed.

Will we still be able to post in it?

I don't know how that hall o' fame works.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dover](#) on Thu, 03 Aug 2006 20:40:11 GMT

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I guess we would, but it would be frowned upon. Hall-O-Famers are for looking at, not posting in.

Kind of like this thread. It's run it's course.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Oblivion165](#) on Fri, 04 Aug 2006 00:54:38 GMT

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Wasnt this post locked?? (For the record i didnt bump it, it was already here)

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Berkut](#) on Fri, 04 Aug 2006 02:51:45 GMT

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Dover wrote on Thu, 03 August 2006 16:40I guess we would, but it would be frowned upon. Hall-O-Famers are for looking at, not posting in.

Kind of like this thread. It's run it's course.

Ah, the Hall o' Fame. So much cheezy goodness locked away unnoticed....

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [light](#) on Fri, 04 Aug 2006 03:50:59 GMT

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Don't make me post pictures about why people shouldn't necropost.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ChEmWaRss](#) on Fri, 04 Aug 2006 05:57:01 GMT

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Durka durka durka Mohammed Jihad!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Blazer](#) on Fri, 04 Aug 2006 06:08:02 GMT

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I don't mind this classic post being bumped now and then for prosperity sake, but please don't start posting pictures and other "spam", or I will have to lock it again until it dies down.

Why can't people just make normal posts anymore? Instead they have to go to images.google.com and find some silly 2MB picture to post, which prompts others to follow suit.

Long live the roof gnomes!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Halo38](#) on Fri, 04 Aug 2006 06:50:09 GMT

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I love this thread

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dover](#) on Fri, 04 Aug 2006 09:30:17 GMT

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Yes, long live Roofgnomes...in it's new home in the Hall Of Fame, right?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Halo38](#) on Fri, 04 Aug 2006 12:27:52 GMT
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fear the magical toadstool turret

<http://laeubi.laeubi-soft.de/index.php?go=halo&sub=misc& amp;tl=5>

^^^^^^^^^^

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Mad Ivan](#) on Fri, 04 Aug 2006 12:51:27 GMT
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omg, i almost forgot this existed

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [U927](#) on Fri, 04 Aug 2006 23:52:20 GMT
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HEIL ROOF GNOMES!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [MexPirate](#) on Sun, 24 Sep 2006 00:10:05 GMT
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Roof gnomes > Bash Crimmy thread - it's not even half way there yet

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [light](#) on Sun, 24 Sep 2006 01:57:33 GMT

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Shame on you for bringing this back.

We already have plenty of topics like this. Roofgnomes is for those quiet times when there's nothing going on.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [terminator 101](#) on Sun, 24 Sep 2006 01:59:36 GMT

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I thought this topic was in hall of fame. Oh well.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dave Anderson](#) on Sun, 24 Sep 2006 05:21:12 GMT

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Dave Anderson wrote on Thu, 03 August 2006 14:12 Even if this thread was hundreds of pages back in old topics, there will always be that o' so special someone to revive it.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Sniper_De7](#) on Sun, 24 Sep 2006 12:28:52 GMT

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Halo38 wrote on Fri, 04 August 2006 07:27

fear the magical toadstool turret

<http://laeubi.laeubi-soft.de/index.php?go=halo&sub=misc& amp; amp;tl=5>

^^^^^^^^^^

<http://img100.imageshack.us/img100/529/mushrooms3qp2.jpg>

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Halo38](#) on Sun, 24 Sep 2006 12:47:32 GMT
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Sniper_De7 wrote on Sun, 24 September 2006 08:28
<http://img100.imageshack.us/img100/529/mushrooms3qp2.jpg>

What game is that?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [trooprm02](#) on Sun, 24 Sep 2006 14:07:34 GMT
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Wow, wtf is this?
How did an unregistered person post?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Sun, 24 Sep 2006 14:09:46 GMT
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trooprm02 wrote on Sun, 24 September 2006 10:07Wow, wtf is this?
How did an unregistered person post?
...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Anderson](#) on Sun, 24 Sep 2006 14:35:45 GMT
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trooprm02 wrote on Sun, 24 September 2006 08:07Wow, wtf is this?
How did an unregistered person post?

This thread goes way back. And at that time, you were most likely able to post as a guest.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Sun, 24 Sep 2006 15:02:59 GMT
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Dave Anderson wrote on Sun, 24 September 2006 10:35trooprm02 wrote on Sun, 24 September 2006 08:07Wow, wtf is this?
How did an unregistered person post?

This thread goes way back. And at that time, you were most likely able to post as a guest.

Wrong. It's because those posts were from the old Westwood forums (if I'm not mistaken), and all the names of the original posters were still intact, but they all had the member number of -1, and then when Crimson switched to FUD just recently, it must not have accomodated that and given everybody (from the old forums) "Anonymous".

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Anderson](#) on Sun, 24 Sep 2006 15:16:38 GMT
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Oh.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Crimson](#) on Sun, 24 Sep 2006 15:23:22 GMT
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j_ball430 wrote on Sun, 24 September 2006 08:02Dave Anderson wrote on Sun, 24 September 2006 10:35trooprm02 wrote on Sun, 24 September 2006 08:07Wow, wtf is this?
How did an unregistered person post?

This thread goes way back. And at that time, you were most likely able to post as a guest.

Wrong. It's because those posts were from the old Westwood forums (if I'm not mistaken), and all the names of the original posters were still intact, but they all had the member number of -1, and then when Crimson switched to FUD just recently, it must not have accomodated that and given everybody (from the old forums) "Anonymous".

Yep, unfortunately that is the case. If I can ever come up with a better way to do it, I'll find a way to re-import them. phpBB supported anonymous posting with a filled-in username which worked, but FUD doesn't.

(For the record, this is my first and only post in this thread, and hopefully it will be my last.)

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Sniper_De7](#) on Sun, 24 Sep 2006 17:55:06 GMT
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Halo38 wrote on Sun, 24 September 2006 07:47Sniper_De7 wrote on Sun, 24 September 2006 08:28
<http://img100.imageshack.us/img100/529/mushrooms3qp2.jpg>

What game is that?

Unreal 2: XMP. I used to play it when it came out but I had a crappy computer back then and not very many people play it. The map that I took the screenshot from was my favourite just because i love the giant mushrooms.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [trooprm02](#) on Mon, 25 Sep 2006 12:57:53 GMT
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Wow, put this in the silo most of the posts date back June 2003

Good reminder of where these forums started

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [drunkill](#) on Mon, 25 Sep 2006 12:57:56 GMT
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ROOF GNOMES!

Wow... it's been so long.

Oh and Dante, hang out on irc more often

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Mason](#) on Wed, 06 Dec 2006 21:17:10 GMT
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I agree.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Wed, 06 Dec 2006 21:43:58 GMT
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trooprm02 wrote on Mon, 25 September 2006 08:57Wow, put this in the silo most of the posts date back June 2003

Good reminder of where these forums started
Why the fuck would this go in the Silo? Idiot...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [rm5248](#) on Wed, 06 Dec 2006 21:55:44 GMT
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R3turn of the r00f gn0mes!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [jnz](#) on Wed, 06 Dec 2006 23:30:53 GMT
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Blazer wrote on Fri, 04 August 2006 07:08

Why can't people just make normal posts anymore? Instead they have to go to images.google.com and find some silly 2MB picture to post, which prompts others to follow suit.

File Attachments

1) [SPAMALOT.gif](#), downloaded 749 times



Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [terminator 101](#) on Thu, 07 Dec 2006 14:59:30 GMT

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Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [superj69](#) on Thu, 07 Dec 2006 17:06:05 GMT

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Hasn't this thread died yet like wow.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [jnz](#) on Thu, 07 Dec 2006 17:45:02 GMT

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WoW has been revived by a fix

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [trooprm02](#) on Fri, 08 Dec 2006 01:13:55 GMT

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Wow...how can we restore all of these?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [jnz](#) on Fri, 08 Dec 2006 11:24:23 GMT

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trooprm02 wrote on Fri, 08 December 2006 01:13Wow...how can we restore all of these?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Blazer](#) on Sat, 09 Dec 2006 10:55:00 GMT

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I dont mind this classic topic rising from the dead now and then, but please don't just blatantly spam the thread with "amusing" images. When this happens everyone starts doing it, and we end up having to lock it until people forget about it for awhile. I think this thread has been around enough to deserve the respect of posts like "long live roof gnomes!", instead of pasting in the same pictures from ebaumsworld and whatnot over and over again.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Canadacdn](#) on Sun, 10 Dec 2006 04:22:00 GMT
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help-linux wrote on Wed, 06 December 2006 17:30

I saw that when I was in New York this summer. It was really funny.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [flyingfox](#) on Fri, 09 Feb 2007 00:34:23 GMT
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long live roof gnomes!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [nopol10](#) on Fri, 09 Feb 2007 10:02:58 GMT
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It is essential for the vitality of the forums that this topic be bumped at least 3 times a year.

Lol.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [egg098](#) on Fri, 09 Feb 2007 14:10:25 GMT
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flyingfox wrote on Thu, 08 February 2007 19:34long live roof gnomes!

Heh, I see you were around in 2003 and make a nice post in this one

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [superj69](#) on Fri, 09 Feb 2007 18:12:22 GMT
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nopol10 wrote on Fri, 09 February 2007 05:02It is essential for the vitality of the forums that this topic be bumped at least 3 times a year.

Lol.

ya thats right

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [OWA](#) on Fri, 09 Feb 2007 19:34:32 GMT

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Lol, this looks epic.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Veyrdite](#) on Fri, 09 Feb 2007 23:36:48 GMT

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HOLY CRAP 58 PAGES, IM NOT READIN ALL OF THAT.....

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [jnz](#) on Sat, 10 Feb 2007 00:04:53 GMT

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37 for me

long live roof gnomes (for some reason :/)

never let this thread die!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Renegade](#) on Sat, 10 Feb 2007 00:13:33 GMT

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gamemodding wrote on Fri, 09 February 2007 19:0437 for me

long live roof gnomes (for some reason :/)

never let this thread die!

Useless post, and Post count +1

Dont let this thread die until it gets to 100 pages!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Anderson](#) on Sat, 10 Feb 2007 17:25:59 GMT
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cheekay77 wrote on Fri, 09 February 2007 17:13gamemodding wrote on Fri, 09 February 2007 19:0437 for me

long live roof gnomes (for some reason :/)

never let this thread die!

Useless post, and Post count +1

Dont let this thread die until it gets to 100 pages!

Too late!

File Attachments

1) [toolate.JPG](#), downloaded 920 times



Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [rm5248](#) on Sun, 11 Feb 2007 01:23:07 GMT
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ROOF GNOMES HOME PAGE!

I'm serious.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renegade](#) on Sun, 11 Feb 2007 04:13:55 GMT
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Dave Anderson wrote on Sat, 10 February 2007 12:25cheekay77 wrote on Fri, 09 February 2007 17:13gamemodding wrote on Fri, 09 February 2007 19:0437 for me

long live roof gnomes (for some reason :/)

never let this thread die!

Useless post, and Post count +1

Dont let this thread die until it gets to 100 pages!

Too late!

Well then....1000!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [nopol10](#) on Sun, 11 Feb 2007 10:35:42 GMT

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rm5248 wrote on Sun, 11 February 2007 09:23ROOF GNOMES HOME PAGE!

I'm serious.

Holy cow.

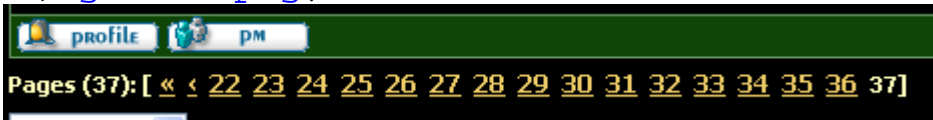
Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [jnz](#) on Sun, 11 Feb 2007 11:36:36 GMT

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1) [gnomes.png](#), downloaded 651 times



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Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Zion](#) on Sun, 11 Feb 2007 14:43:45 GMT

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gamemodding wrote on Sun, 11 February 2007 11:36

Same here.

30 posts per page FTW!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [jnz](#) on Mon, 12 Feb 2007 15:06:49 GMT

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40*

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [rm5248](#) on Mon, 12 Feb 2007 20:03:14 GMT

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Is anybody ever going to make this mod, or do I?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dave Mason](#) on Thu, 01 Nov 2007 12:33:34 GMT

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It has been a while!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [rm5248](#) on Thu, 01 Nov 2007 13:29:03 GMT

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Dave Mason wrote on Thu, 01 November 2007 06:33It has been a while!

Regretebally, I was thinking the same thing. I was thiking that it was about due for another bump.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [luv2pb](#) on Thu, 01 Nov 2007 14:10:04 GMT

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

The Merovingian wrote on Sun, 11 February 2007 09:43gamemodding wrote on Sun, 11 February 2007 11:36

Same here.

30 posts per page FTW!
37 ftw, bumps ftl.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Starbuzz](#) on Thu, 01 Nov 2007 15:29:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Muad Dib15](#) on Thu, 01 Nov 2007 21:48:52 GMT
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says 59 here on my computer.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [trooprm02](#) on Fri, 02 Nov 2007 21:08:23 GMT
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<http://www.apathbeyond.com/forum/uploads/post-2-1143611516.png>

^^haha

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Starbuzz](#) on Fri, 02 Nov 2007 21:10:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

haha!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [terminator 101](#) on Sat, 03 Nov 2007 21:57:56 GMT
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Well, I did not bother reading what this mod was supposed to be about(why bother?), but now that there are great modding tools available for UT3, and even renegade2007 is being made, maybe someone could take the ideas from this thread, and finally create this crazy-whatever-it-is-about mod.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dave Mason](#) on Sat, 03 Nov 2007 23:53:25 GMT
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Terminator 101 wrote on Sat, 03 November 2007 21:57 Well, I did not bother reading what this mod was supposed to be about(why bother?), but now that there are great modding tools available for UT3, and even renegade2007 is being made, maybe someone could take the ideas from this thread, and finally create this crazy-whatever-it-is-about mod.

It's about Roof Gnomes...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [OWA](#) on Sun, 04 Nov 2007 16:50:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Epic

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Nightma12](#) on Sun, 04 Nov 2007 18:55:14 GMT
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very

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [_SSnipe_](#) on Sun, 04 Nov 2007 19:43:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

THIS TOPIC IS WIERD

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Oblivion165](#) on Sun, 04 Nov 2007 19:47:23 GMT
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This topic has been around since before time itself. Its original author is ancient, his or her name isn't even on record and frankly it's too scary to even think about.

The best we can do is live by its teachings and try to interpret them as best we can.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Sun, 04 Nov 2007 19:50:23 GMT
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The guy was "Brutus". If you look through the early pages, you can find it through quoting.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [rm5248](#) on Sun, 04 Nov 2007 23:39:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Terminator 101 wrote on Sat, 03 November 2007 15:57 Well, I did not bother reading what this mod was supposed to be about(why bother?), but now that there are great modding tools available for UT3, and even renegade2007 is being made, maybe someone could take the ideas from this thread, and finally create this crazy-whatever-it-is-about mod.

Check out the last link that I posted, I went through the thread one day when I was bored and put it all together. That has all of the relevant information that I could find.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [_SSnipe_](#) on Mon, 05 Nov 2007 00:22:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Sun, 04 November 2007 11:47 This topic has been around since before time itself. Its original author is ancient, his or her name isn't even on record and frankly it's too scary to even think about.

The best we can do is live by its teachings and try to interpret them as best we can.

I DONT GET IT WE DONT KNOW WHO STARTED IT OR WATS ITS REALLY AOBUT AND WATS IT TURING INTO?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renegera](#) on Mon, 05 Nov 2007 00:45:12 GMT
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Comeon guys, still not at 1000!
I see my post from god knows how long back.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [BlueThen](#) on Mon, 05 Nov 2007 02:45:17 GMT
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1485

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bigejoe14](#) on Mon, 05 Nov 2007 04:39:48 GMT
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hey this thread is pretty cool mind if i post here

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Jerad2142](#) on Mon, 05 Nov 2007 19:26:52 GMT
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No, we don't mind at all.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [terminator 101](#) on Mon, 05 Nov 2007 20:54:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

rm5248 wrote on Sun, 04 November 2007 18:39 Terminator 101 wrote on Sat, 03 November 2007 15:57 Well, I did not bother reading what this mod was supposed to be about(why bother?), but now that there are great modding tools available for UT3, and even renegade2007 is being made,

maybe someone could take the ideas from this thread, and finally create this crazy-whatever-it-is-about mod.

Check out the last link that I posted, I went through the thread one day when I was bored and put it all together. That has all of the relevant information that I could find.

So are you actively working on it in the Renegade's engine? Or are you planning to move it to the UT3 engine? Is anyone else working on it besides you?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [rm5248](#) on Mon, 05 Nov 2007 23:02:15 GMT

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Terminator 101 wrote on Mon, 05 November 2007 14:54rm5248 wrote on Sun, 04 November 2007 18:39Terminator 101 wrote on Sat, 03 November 2007 15:57Well, I did not bother reading what this mod was supposed to be about(why bother?), but now that there are great modding tools available for UT3, and even renegade2007 is being made, maybe someone could take the ideas from this thread, and finally create this crazy-whatever-it-is-about mod.

Check out the last link that I posted, I went through the thread one day when I was bored and put it all together. That has all of the relevant information that I could find.

So are you actively working on it in the Renegade's engine? Or are you planning to move it to the UT3 engine? Is anyone else working on it besides you?

It's a secret.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dave Mason](#) on Wed, 07 Nov 2007 22:55:44 GMT

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This topic is moving heartbreakingly fast down the forum. Time for a bump. And a post count +1.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [cheesesoda](#) on Wed, 07 Nov 2007 23:00:44 GMT

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Dave, you're ruining the whole tradition of this thread. It gets bumped every so often, people talk about for a page, go "WTF? LET IT DIE!", and then discussion ensues for another day, and then it slips back into oblivion only to be discovered again months down the road.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dover](#) on Sun, 30 Dec 2007 04:23:49 GMT

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Just lock and HoF this bad boy. It's earned it already. It is practically unanimously agreed that this is, in fact, an epic thread, and all the meaningless spam doesn't matter since I doubt anyone reads past the first two pages.

So, I beseech the powers that be. HoF?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [jd422032101](#) on Sun, 30 Dec 2007 04:52:31 GMT

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Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Ethenal](#) on Sun, 30 Dec 2007 04:53:12 GMT

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Vinisterx wrote on Sat, 29 December 2007 22:52No Message Body

I agree.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [trooprm02](#) on Sun, 30 Dec 2007 05:26:28 GMT

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not this again...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [R315r4z0r](#) on Sun, 30 Dec 2007 05:43:43 GMT

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Why does this thread keep getting bumped?!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [trooprm02](#) on Sun, 30 Dec 2007 06:23:19 GMT

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cuz cool

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Renx](#) on Sun, 30 Dec 2007 07:10:24 GMT
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What a nice surprise

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dover](#) on Sun, 30 Dec 2007 07:29:44 GMT
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Dover wrote on Sat, 29 December 2007 20:23 Just lock and HoF this bad boy. It's earned it already. It is practically unanimously agreed that this is, in fact, an epic thread, and all the meaningless spam doesn't matter since I doubt anyone reads past the first two pages.

So, I beseech the powers that be. HoF?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [R315r4z0r](#) on Sun, 30 Dec 2007 07:44:53 GMT
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I read half of the original post and some of the replies. I have no idea what the hell is going on.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [_SSnipe_](#) on Sun, 30 Dec 2007 08:06:46 GMT
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same here

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Muad Dib15](#) on Sun, 30 Dec 2007 16:36:07 GMT
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+2 agree

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [BlueThen](#) on Sun, 30 Dec 2007 22:45:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Sat, 29 December 2007 22:23 Just lock and HoF this bad boy. It's earned it already. It is practically unanimously agreed that this is, in fact, an epic thread, and all the

meaningless spam doesn't matter since I doubt anyone reads past the first two pages.

So, I beseech the powers that be. HoF?
Naw.

This thread shouldn't be locked...

Long live the roof gnome thread!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dover](#) on Mon, 31 Dec 2007 02:50:18 GMT

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' wrote on Sun, 30 December 2007 14:45Dover wrote on Sat, 29 December 2007 22:23Just lock and HoF this bad boy. It's earned it already. It is practically unanimously agreed that this is, in fact, an epic thread, and all the meaningless spam doesn't matter since I doubt anyone reads past the first two pages.

So, I beseech the powers that be. HoF?
Naw.

This thread shouldn't be locked...

Long live the roof gnome thread!

Fuck your shit. Lock it and throw it in the Dung...I mean eh...Put it in it's rightful place of honor in the Hall of Fame.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Apache](#) on Tue, 15 Jan 2008 15:25:14 GMT

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Its been like 14 days since this was last bumped!

Bunch of slackers...

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [cheesesoda](#) on Tue, 15 Jan 2008 15:27:34 GMT

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2 weeks is not a sufficient amount of time between bumps. It needs to be left undisturbed for a few months.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [EvilWhiteDragon](#) on Tue, 15 Jan 2008 16:01:47 GMT
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cheesesoda wrote on Tue, 15 January 2008 16:27:2 weeks is not a sufficient amount of time between bumps. It needs to be left undisturbed for a few months.
Indeed, it needs to linger for quite a long time before it may be awoken again

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [thrash300](#) on Wed, 16 Jan 2008 21:36:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Tue, 15 January 2008 10:01: cheesesoda wrote on Tue, 15 January 2008 16:27:2 weeks is not a sufficient amount of time between bumps. It needs to be left undisturbed for a few months.
Indeed, it needs to linger for quite a long time before it may be awoken again

Pashol Nahuy Ti Suka Vanisma Blat Ti Minya Ponimayesh?.

Edit.: Vsoy Vi Svey Galubiye E.A. Ochin Duratski Esli Ti Minya Panimayish Gavari Kak Ya.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Fri, 22 Aug 2008 17:49:47 GMT
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I had to do it.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [R315r4z0r](#) on Fri, 22 Aug 2008 18:39:28 GMT
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The day this thread isn't bumped is a sad day, indeed.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Muad Dib15](#) on Fri, 22 Aug 2008 18:57:17 GMT
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I get another post in this topic.

btw, wth is this about?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [cheesesoda](#) on Fri, 22 Aug 2008 18:58:16 GMT
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Read up on it. Now it's just a matter of bumps and suggestions to actually go through with the creation of the mod, but it's original intention was to create a full conversion mod about gnomes versus humans.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [DarkDemin](#) on Sat, 23 Aug 2008 07:19:15 GMT
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Ah, the yearly roof gnomes bump.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [thrash300](#) on Wed, 27 Aug 2008 09:24:56 GMT
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Muad Dib15 wrote on Fri, 22 August 2008 13:57I get another post in this topic.

btw, wth is this about?

Does This Mean That I Get One Too I Think?.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [PackHunter](#) on Wed, 27 Aug 2008 18:35:40 GMT
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Just saying hi in this legendary topic.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Berkut](#) on Wed, 26 Nov 2008 04:03:27 GMT
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Agree. Implement, pl0x.

File Attachments

1) [ah-ha.JPG](#), downloaded 971 times

URBAN
DICTIONARY


look up: **roof gnome**

Urban Dictionary is the dictionary you

word of the day browse add edit book

random A B C D E F G H I J K L M N O P Q **R** S T U V W

**Urban Dictionary
2009 Calendar**



Street slang on a dilly
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RoDooD
roodulf
Roody
author roody
roody rooty

1. roof gnome

5 up, 2 down 👍👎

Persons, either male or female who hang out on the roof of off-campus student houses, undergraduate societies, or fraternities. Usually members of said house. Usually on some sort of **drugs** such as **shrooms** or trying to smoke a **Joint** on the sly.

Named because they are frequently spotted in packs and usually only the top part of their body is visible from the ground below.

*I walked up to ***** after class and I saw three roof gnomes pop their heads out to see who was coming up the walkway.*

by **Lou Stenspayce** Dec 13, 2003 [share this](#) [add comment](#)

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Scrin](#) on Wed, 26 Nov 2008 04:47:27 GMT
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omfg 61 page

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Oblivion165](#) on Wed, 26 Nov 2008 05:02:23 GMT
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Wasn't this perma-locked?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [MGamer](#) on Wed, 26 Nov 2008 05:16:45 GMT
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i suggest HoF

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [_SSnipe_](#) on Wed, 26 Nov 2008 05:28:06 GMT
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wtf is this topic....why does it not give the names out?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [z310](#) on Wed, 26 Nov 2008 05:56:32 GMT
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o_o

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Oblivion165](#) on Wed, 26 Nov 2008 07:07:06 GMT
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SSnipe wrote on Wed, 26 November 2008 00:28wtf is this topic....why does it not give the names out?

It's from the old old days of renegade and lots of the names are missing because the accounts simply don't exist anymore.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [TD](#) on Wed, 26 Nov 2008 07:42:22 GMT
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WHY DID I NEVER THINK OF THIS IDEA

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [bisen11](#) on Wed, 26 Nov 2008 09:53:33 GMT
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Oblivion165 wrote on Wed, 26 November 2008 00:02Wasn't this perma-locked?
The simple answer would be no. The more complicated answer would be it's the curse of the roof gnomes.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [rm5248](#) on Thu, 08 Jan 2009 04:17:29 GMT
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Hey guys I just have to pop in and say that over on ModDB there's a large argument about how no

mods out there are original anymore. This mod totally needs to be made to prove them wrong.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Renx](#) on Wed, 11 Feb 2009 21:03:28 GMT

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when is this being released

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [u6795](#) on Wed, 11 Feb 2009 21:30:12 GMT

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Renx wrote on Wed, 11 February 2009 16:03when is this being released

Just a single month? :[

This topic is only funny if it's bumped between several months.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Muad Dib15](#) on Thu, 12 Feb 2009 03:26:20 GMT

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Meh, who cares?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [OWA](#) on Thu, 12 Feb 2009 08:21:42 GMT

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Somebody make this please.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [ErroR](#) on Thu, 12 Feb 2009 13:51:51 GMT

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rofl

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [nikki6ixx](#) on Tue, 10 Mar 2009 17:58:01 GMT

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Will the features in this mod be implemented in Renegade-X?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [EvilWhiteDragon](#) on Sat, 14 Mar 2009 15:01:20 GMT
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I think it should

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 14 Mar 2009 17:16:03 GMT
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Very funny guys.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [CarrierII](#) on Sun, 15 Mar 2009 12:18:02 GMT
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Because this isn't funny. I'm going to lock it.

There - I did it.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [futura83](#) on Sat, 21 Mar 2009 10:48:50 GMT
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CarrierII wrote on Sun, 15 March 2009 12:18Because this isn't funny. I'm going to lock it.

There - I did it.

Looks like it got reopened then.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [ErroR](#) on Sat, 21 Mar 2009 11:36:33 GMT
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teh funz posting
zeratulthe mods is finish view the information

Name: Canyon Modified 1.001
Released: Tuesday, February 4 2003
Size 57 MB
Server 2
Download YES
Need login info: YES
username: zeratul2400
password 66356635

Server 1 (01net.com)
http://62.23.9.108/easy/private/8/6/zeratul2400/Documents/cc_canyon_modified.zip

Server 2 (File Planet)
Server Offline
shouldn't it be in spam anyway?

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dreganius](#) on Mon, 23 Mar 2009 04:28:15 GMT
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ROOFGNOMES NO WAI!!!

File Attachments

1) [ROOFGNOMES!!.jpg](#), downloaded 1038 times



Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Goztow](#) on Mon, 23 Mar 2009 07:19:03 GMT
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This time, I got enough of it.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 26 Mar 2009 04:10:08 GMT
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Zeratul is a hero.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dreganius](#) on Thu, 26 Mar 2009 07:16:22 GMT

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[NEFobby[GEN] wrote on Thu, 26 March 2009 15:10]Zeratul is a heroine.

Fixed.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Doitle](#) on Thu, 26 Mar 2009 16:42:50 GMT

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File Attachments

1) [ohshileak.jpg](#), downloaded 944 times



Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [EvilWhiteDragon](#) on Sat, 24 Oct 2009 17:21:24 GMT

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Dreganius wrote on Mon, 23 March 2009 05:28ROOFGNOMES NO WAI!!!

So, before you leave, please tell me how far you are with this mod and if you still intend to release it (and finish it ?)

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [CarrierII](#) on Sat, 24 Oct 2009 18:04:55 GMT

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I guess it is about time someone bumped this.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [_SSnipe_](#) on Sat, 24 Oct 2009 21:01:08 GMT

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CarrierII wrote on Sat, 24 October 2009 11:04I guess it is about time someone bumped this.

Explain to me 3 things.

- 1.What is this post.
 - 2.Why is it not in hall of fame.
 - 3.why does it say anonymous on peoples reply's and etc.
-

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [BlueThen](#) on Sat, 24 Oct 2009 21:32:29 GMT

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SSnipe wrote on Sat, 24 October 2009 16:01CarrierII wrote on Sat, 24 October 2009 11:04I guess it is about time someone bumped this.

Explain to me 3 things.

- 1.What is this post.
 - 2.Why is it not in hall of fame.
 - 3.why does it say anonymous on peoples reply's and etc.
- 1.Try reading it.
 - 2.So it can live on.
 - 3.It was from back in the day. Either it was allowed, or accounts were deleted.
-

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [GEORGE ZIMMER](#) on Sun, 15 Nov 2009 23:56:22 GMT

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I'VE GOT BALLS OF STEEEL

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)

Posted by [Dover](#) on Mon, 16 Nov 2009 00:05:58 GMT

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Every time this gets bumped, it's suggested it gets moved to the Hall of Fame. Why not actually do it? Not only will it forever save this thread from getting bumped every few months and thus filling up with fail, but it will satisfy those who love this thread so much and are thus bumping it.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 16 Nov 2009 00:35:36 GMT
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Dover wrote on Sun, 15 November 2009 19:05 Every time this gets bumped, it's suggested it gets moved to the Hall of Fame. Why not actually do it? Not only will it forever save this thread from getting bumped every few months and thus filling up with fail, but it will satisfy those who love this thread so much and are thus bumping it.

Genius!

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [nikki6ixx](#) on Mon, 16 Nov 2009 01:34:13 GMT
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This thread was only awesome when it was interrupted by famous TV merchandising personalities.

Subject: Re: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Dover](#) on Mon, 16 Nov 2009 02:16:31 GMT
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File Attachments

1) [1234929081852.jpg](#), downloaded 774 times

