
Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 18 Sep 2002 13:11:00 GMT
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Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 18 Sep 2002 15:39:00 GMT
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... okie, im going to try to wipe my whole hard drive... maimer allready know why... so i wont be on this weekend, and if ii says im diconneted from icq its cuz my firewall changed my ip adress for some reason, it should be fixed though...

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 18 Sep 2002 17:08:00 GMT
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ive had to reinstall gmax because it always crashed apion eporting, i have to restart everything ive done since the first beta. ive been thinking about a zero-g racing map, vehicles would float and u would use their cannons to maneuver, but whn ever a floating vehicle is floating upside down to long it explodes, so i need to turn this off.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 19 Sep 2002 00:21:00 GMT
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since the old one became to long ive created thisone for the mod team to post update on the mods progress

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Fri, 20 Sep 2002 10:32:00 GMT
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I'm nearly finished with the mountain racing map. I should have a beta for us to test tomorrow.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Fri, 20 Sep 2002 11:13:00 GMT
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ok YAY... wait NOOOOOO i might not beable to test it cause im going to get rid of EVERYTHING and reinstall windows... my computers near dead now... but i might get some time before reinstall windows.....dot dot..

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Fri, 20 Sep 2002 11:28:00 GMT
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quote:Originally posted by BMCJ:ok YAY... wait NOOOOOO i might not beable to test it cause im going to get rid of EVERYTHING and reinstall windows... my computers near dead now... but i might get some time before reinstall windows.....dot dot..When are you doing your reinstall? This sucks, because I do not think Maimer is around to help either. I may need help testing the map out from other sources.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Fri, 20 Sep 2002 11:37:00 GMT
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im planing to start on saturday... i can start at anytime though... it wont be done installing till monday ... maimer is gone till sunday [September 20, 2002, 11:38: Message edited by: BMCJ]

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Fri, 20 Sep 2002 11:39:00 GMT
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...i have icq open...

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Fri, 20 Sep 2002 15:25:00 GMT
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I'm hereX

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Fri, 20 Sep 2002 19:56:00 GMT
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Hey, I'm thinking of making this map foggy. It will impair visibility while driving to add just a little more excitement. Plus, I believe it will cut down on textures viewed, which decreases lag. That is

a belief of mine at least. Unless fog uses more from your computer. I don't know. Anyways, here is a shot.http://www.geocities.com/steggyd43/fog_shot.html

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 03:47:00 GMT
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SWEET

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 05:06:00 GMT
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bmcj speaks for me..

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 07:01:00 GMT
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~ICQ OPEN~ The webpage is in progress... now to clean the server... well anyways it will be at www.bmcjcomics.com when its done (I had that domain name reserved before we started RRP and im to lazy to buy another domain name)

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 07:14:00 GMT
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... Whats our mod team name?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 10:48:00 GMT
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Hey BMCJ. I say go ahead and do whatever you need to your computer. I keep coming across distractions and will not have the map finished today.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 14:24:00 GMT

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IT WORKED !!!! my computer is done... can you belive it only took about 15-20 min! But i lost ALL my passwords (even the ones to my server) and renegade stuff... i will have to get all that again :/, at least my computers working...

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 21 Sep 2002 18:35:00 GMT
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Wow, im almost done! just have to finish installing the renegade tools and the new patch... And the rest of the stuff for my web page... And AND ICQ again, so that means that i will have a NEW icq #.....

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 22 Sep 2002 09:03:00 GMT
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ok got my icq number back, its the same as before... (its in my sig)

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 22 Sep 2002 17:11:00 GMT
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uh hello?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 22 Sep 2002 18:13:00 GMT
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Hey stealth, just noticed your post is gone... so you probley got a TOS violation just a hint, they get mad when you bump

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 22 Sep 2002 18:17:00 GMT
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Im back, ive talked to B

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 22 Sep 2002 18:44:00 GMT
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WB

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Mon, 23 Sep 2002 11:11:00 GMT
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OK, I have been sick for a couple days. I am still not perfect, but doing well enough to maybe finish this map. I have different ideas for the map now that I think about it. Just a few changes in my tunnels. You will see when I finish. It will be awesome, I swear.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Mon, 23 Sep 2002 11:31:00 GMT
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I think sicknes is going around, im getting sick >.<

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Mon, 23 Sep 2002 11:39:00 GMT
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Sucks, doesn't it? I may not work on this. My head hurts as I look at the monitor. I may have to sleep this off a little more.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 24 Sep 2002 00:39:00 GMT
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hey steg, were all on icq!

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 24 Sep 2002 00:41:00 GMT
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LOL i posted that 1HOUR after you

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 24 Sep 2002 15:34:00 GMT
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Y0 steg- I tlaked to you on WOL- you told me to post here about the beta.....

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 25 Sep 2002 00:35:00 GMT
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ummm im here!!!!!!!!!!!!!!

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 25 Sep 2002 07:10:00 GMT
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quote:Originally posted by imdgr8one:Y0 steg- I tlaked to you on WOL- you told me to post here about the beta.....Yeah, just check back here within the next couple days. I am finally feeling somewhat good. Yay, I hate being sick. I should finish the map by Friday at the latest. Would be sooner, but I have to fit in time for my World History exam.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 25 Sep 2002 13:10:00 GMT
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arent we all?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 25 Sep 2002 14:38:00 GMT
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well i wasn't, my firewall was disconnected so i couldn't get to for awhile....

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 25 Sep 2002 16:55:00 GMT
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hey X, lost your renegade CD? ... get on icq! ...dot..dot dotdoot .

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 25 Sep 2002 18:00:00 GMT
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Soooooooo.... We need a name, i think steggyd has a few ideas...(psssssssst, steggyd make something up!) I think we have a name already right maimer... If your name is Stealth Ghost then you dont know what im talking about (hehe it happened while we were all online, you weren't there though cause you lost your cd)by da way, Hows da logo going over there maimer? opps i mixed up the sentences... o well

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 25 Sep 2002 18:42:00 GMT
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Here is my logo/name, BMCJ why did u leave
[icqhttp://www.renegademods.info/users/Maimer1/Polymods.jpg](http://www.renegademods.info/users/Maimer1/Polymods.jpg)

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 25 Sep 2002 18:48:00 GMT
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X how come u were on icq then u just left???

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 26 Sep 2002 00:20:00 GMT
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im on icq now

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 26 Sep 2002 09:51:00 GMT
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Any ideas/suggestions???

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 26 Sep 2002 21:01:00 GMT
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Guys, I really hate to keep postponing the release of this mountain racing map, but I cannot seem to find the time to finish it. I will say that the beta release of it is indefinite right now. Too many

exams getting in the way. Why did I decide to go back to school? Professors work me to death.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 28 Sep 2002 00:03:00 GMT
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Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 28 Sep 2002 17:19:00 GMT
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while i havent been working on the stunt park i have been working on a mod team site, so far it has working news(steggy and X icq me so i can get ur preferred passwords 4 the news) and a main page

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 28 Sep 2002 17:36:00 GMT
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yup yup yup... im going to work on a renegade racing flash game!!!! its a side view of a nod buggie, you controll left and right... go over jumps n'stuff...

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 28 Sep 2002 19:34:00 GMT
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ITS ALIVE, guys you really have to check it out, OUR WEBPAGE IS ALIVE!!!
www.geocities.com/maimer123

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 28 Sep 2002 19:35:00 GMT
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check out the temporary site at: <http://www.geocities.com/maimer123/sign up at the forums too, steggyd and X if u sign up ill make u mods>

Subject: Renegade racing project: (topic 2)

Posted by [Anonymous](#) on Sun, 29 Sep 2002 09:51:00 GMT

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did i kicked your ass yesterday? lol

Subject: Renegade racing project: (topic 2)

Posted by [Anonymous](#) on Sun, 29 Sep 2002 11:59:00 GMT

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ME? i suck [September 29, 2002, 12:02: Message edited by: BMCJ]

Subject: Renegade racing project: (topic 2)

Posted by [Anonymous](#) on Mon, 30 Sep 2002 00:05:00 GMT

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I fixed my sig... im not going to make it a game cause its to hard to figure out the gravity stuff, but i can make it a short movie , and i could have the buggie run over nodies ... STEGGYD, STEALTH i haven't talked to you in days you still alive?

Subject: Renegade racing project: (topic 2)

Posted by [Anonymous](#) on Mon, 30 Sep 2002 03:39:00 GMT

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well now i know sealth is alive... A short preview of my swish movie is here: www.bmcjcomics.com

Subject: Renegade racing project: (topic 2)

Posted by [Anonymous](#) on Mon, 30 Sep 2002 09:24:00 GMT

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I guess the actual Modding has slowed down cus we are currently making content for our new site and mod team

Subject: Renegade racing project: (topic 2)

Posted by [Anonymous](#) on Mon, 30 Sep 2002 10:52:00 GMT

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Hey guys, I'm alive and well. I will work on this map after I play some AA. I should get some work done now that that freakin' exam is over. I feel so good though that I may get drunk tonight and forget about the map for a while. You'll understand when you get older. Anyways, I'll look into this site and other things later also. I took a quick gander at the sight. It looks nice. I'll be on ICQ eventaully throughout the day also.Later,steggyD

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Mon, 30 Sep 2002 14:40:00 GMT
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I WANNA PLAY AA, but i have an Intel 3dDirect graphics card and thats on the top of the list of the NOT supported cards

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 13:05:00 GMT
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ok, steggyd you need to register at the fourms get on icq and register at the main page hehe that 30 sec animation took 1 1/2 HOURS TO MAKE!!!!!!!!!!!!... Maimer say he could mkae it in 10 min

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 13:15:00 GMT
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ok, i got a mint idea! its like BMCJ's tho, (btw, IM BACK!)how bout hummers or whatever, but zero gravity, put to stop them flipping how bout to boosters on the sides, coz cannons make you move you could have a cannon witht he flame thrower skin to look like jets, hehe! rocket power racing in zero G! hehe! funny or what? lol

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 13:44:00 GMT
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HEY MAN! cool site! if u make a stunt park use the recon bike with more max engine torque and less gravity, say, 0.25 less gravity? that would rock! lol. i have voted 4 that poll already, hehe! btw, could u make it so i could post news on the site? plz!!!!!!!!!!!!!!

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 15:34:00 GMT
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so makeing the humves flyable?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 15:35:00 GMT

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quote:Originally posted by flashcar1:ok, i got a mint idea! its like BMCJ's tho, (btw, IM BACK!)how bout hummers or whatever, but zero gravity, put to stop them flipping how bout to boosters on the sides, coz cannons make you move you could have a cannon witht he flame thrower skin to look like jets, hehe! rocket power racing in zero G! hehe! funny or what? lolahem, sriry but this has been mentioned, check the 4th post on the first page of this topic

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 15:37:00 GMT
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I used a med tank for my first test, but whenever it was flying upside down too longit would blow upWB flashcar

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 15:40:00 GMT
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i was going to fix the upside down prob, and then i would skin the buggy so it was white and make the turret a flamethrower with alot of power, id stick it all in a big spherical arena

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 19:32:00 GMT
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OK... some pics. I am far from finished however. I need to change the textures. I have the ground as all one texture for right now. And I have tried different fog settings. Please tell me if you like this fog or the other fog picture. Oh yeah, then I gotta finish my tunnel system, that is gonna be the best part of the map maybe. Anyways, this is just one sign; there will be more in the final version. Just gotta put more of em up, have them made already.

<http://www.geocities.com/steggyd43/fallenrocksign.html><http://www.geocities.com/steggyd43/dodgfallenrocks.html><http://www.geocities.com/steggyd43/splitinroad.html><http://www.geocities.com/steggyd43/jumptibriver.html>And in case you need the link, here is the other picture again with the different fog/sky settings:http://www.geocities.com/steggyd43/fog_shot.html

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 01 Oct 2002 19:57:00 GMT
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Anyone around? Or is it too late?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 02 Oct 2002 10:45:00 GMT
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ok, try adding a microscopic box on the bottom of the med tank and make it have more wieght than the turret so it wont flip, and, for hummvees zero G racing have bout instead of making them flyable make so when u accellerate they have poor acceleration and when u stop they glide for a bit, then it will be like zero G.and can u make it so i can post on the site? plz?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 02 Oct 2002 10:48:00 GMT
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BTW, most days i wont be available between 10:00AM and 3:00PM(my time) except on weekendsA the time of this post it is 11:50 my timel will be on icq the entire day but only contact me if it is urgent,important or you are running out of time to contact me

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 02 Oct 2002 18:58:00 GMT
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I d/l'd the beta, adn GOD SLOW THE HUMVEES DOWN!

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 02 Oct 2002 19:34:00 GMT
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quote:Originally posted by imdgr8one:I d/l'd the beta, adn GOD SLOW THE HUMVEES DOWN!Which beta? Mountain racing is not out yet.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 03 Oct 2002 00:20:00 GMT
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SWEET steggyd, i like the first fog (http://www.geocities.com/s_teggyd43/fog_shot.html) ... We didn't get hosted by gamespy , but we do have alot of web spcae left, (i have like 40MB).... Im still working on the flash movie (www.bmcjcomics.com) and ill get to work on makeing a track for the Zero G lvl... i found out why my other test lvl was more than 109MB, cause i had put everytexture in its folder and i have like 8 other lvl and modles i didnt use in its folder.... The Zero G lvl im going to make is in a big sphere with roads that go upside down and stuff thats in space (you can see earth and some stars, and i could make some airplanes fly around, thanks to namehunter for telling my how to do waypaths) thats a mouth full for now... [October 02,

2002, 12:20: Message edited by: BMCJ]

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 03 Oct 2002 11:13:00 GMT
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Steggyd, you have to get on ICQ, haven't talked to you in weeks ... i have a question, DOES ANY ONE KNOW HOW TO MAKE THE VEHICLES NOT BLOW UP WHEN THEY TURN UPSIDE DOWN???????????

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 03 Oct 2002 11:16:00 GMT
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o yah and sorry stealth about the ICQ thing

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 03 Oct 2002 13:35:00 GMT
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quote:Originally posted by BMCJ:Steggyd, you have to get on ICQ, haven't talked to you in weeks ... i have a question, DOES ANY ONE KNOW HOW TO MAKE THE VEHICLES NOT BLOW UP WHEN THEY TURN UPSIDE DOWN??????????soz, cant help you theretry fiddling with the gravity options or vehicle options, u might find it there. and will someone reply to my question? it is can somebody make me a staff member of polymods? plz???? i really wanna be one, btw, i have made a freestyle mod, there are 2 hummer spawns and 2 buggy ones, and there is a half pipe like thing and just 2 wierd things for u to mess around on, and somewhere is a cloaked SAM site, try and find it, hehe! [October 03, 2002, 13:36: Message edited by: flashcar1]

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Fri, 04 Oct 2002 18:10:00 GMT
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flashcar1 get on icq or msn, and tell me ur # or e-mail, and ill set up ur account for the news

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 00:15:00 GMT
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anyone here? anyone gona let me post on the polymods site? hello?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 01:49:00 GMT
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have you got YIM? yahoo instant messenger? anyway, my e-mail is recon60001@yahoo.co.uk

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 01:53:00 GMT
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at the moment my PC is proper done in, actually its my dads, hes gonna kill me, the PC aint detecting the 2 CD drives, what shall i do? how do i reinstall them without losing any info?HELP! i cant run any games. i bet he will put the recovery disk in, that will lose all the PCs info, all renegade; gone, g-max gone.....i am only a helpless little 12 year old, how do i reinstall my drives???

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 02:38:00 GMT
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```
plz help!code: ***** ***** ***** ===== ***** ***** *****
===== ** * *** ** * ** ( |** * *** ** ** _____/***** ***** *****
***** **
```

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 03:41:00 GMT
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thnx for maing me staff maimer1 or BMCJ, but how do i post? u will need to teach me, lol, btw, if i make mods/maps;1) i dont know how to make the a .mix instead of a mod.2) i wont be able to test them as my disk drives have gone wierd.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 04:54:00 GMT
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flashcar, i think the only way is the recovery cd... My comp did that too

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 05:56:00 GMT

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dang, my dad will go nuts! oh well, looks like i am tonights dinner....he will not put the internet back up if it does this again! hes put the **** thing in about 4 times now! how would i reinstall my drives?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 05:58:00 GMT
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BMCJ, how do i post on the polymods site? i really wanna know.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 08:35:00 GMT
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did maimer get you an account? if he did already on the left click ADMIN LOGIN and then another site comes up, on the left of THAT site put in your login name and password then login... then you can choose from a list of things todo like post news n' stuff.... what ever you post there will popup in the news thing....

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 08:37:00 GMT
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o... you dont have an account... well send maimer an email and he can get you one...

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 08:38:00 GMT
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o and the new site adress is www.Polymods.ohgo.com

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 09:43:00 GMT
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thnx BMCJ, i have sent maimer an e-mail.and i am on MSN now, my msn is alexroberts12@hotmail.com

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 10:07:00 GMT
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maimer, if u r on now, plz look, my MSN is alexroberts12@hotmail.com i dont use its e-mail but i use its instant messenger.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 10:55:00 GMT
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thnx maimer for making me able to post! btw,you will have an e-mail off my friend, spartnll, he has this mint car! he can model really good, he had an air race idea aswell, how about...flying vehicles race and the track is a load if hoops that u go thru! how about it?

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 14:19:00 GMT
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just to let you know, we got a new member... steggyd and x where are you??? hows the map going stegg? Well im going back to attempting to make a building.... i really have no clue how to do it

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sat, 05 Oct 2002 20:35:00 GMT
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SLOW THE HUMVEES!

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 06 Oct 2002 14:32:00 GMT
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hehe steggyd remember this quote: posted by steggyd: I'll be on ICQ eventaully throughout the day also

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 06 Oct 2002 17:27:00 GMT
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quote:Originally posted by imdgr8one:SLOW THE HUMVEES!yes, yes, i know, thats my main

concern, i only released it like that cus it was humorous.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 06 Oct 2002 22:39:00 GMT
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OK, so I finally got on ICQ at one point, and noone else was around. I have finished the tunnel system, except for the exit into the volcano center. That should take no time. Then I must retexture the ground, and that should just about do it. I believe this map is very close to some internal testing.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Mon, 07 Oct 2002 15:26:00 GMT
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i couldn't get the car working... it stick up on it back wheels and wont let you enter.. i think its origin (center of gravity) is to far back

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 08 Oct 2002 11:17:00 GMT
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WOW, the moountain raceing lvl is REALLY good... i told you some things that might make it better on icq.... im going to post some pics if you dont mind

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 08 Oct 2002 13:39:00 GMT
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I just had some free time and made this. Get in contact with me if you guys in Ren Racing Project are interested. Screenshots: Tunnel - Detailed 1 Tunnel - Detailed 2

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 08 Oct 2002 13:42:00 GMT
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Only problem is: It looks like this model cannot be properly used with Bend modifier to make it turn. But I'm sure your modelers can fix that

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 08 Oct 2002 22:53:00 GMT
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OK, I have done a lot of work on this. Still need to place some rocks, etc. And am trying to figure out why I cannot clone signs. I would hate to make each sign separate. Here is a pic for now:http://www.geocities.com/steggyd43/textured_with_buildings.html

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 09 Oct 2002 13:56:00 GMT
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I have an evening class today. Therefore, no work on map or ICQ meetings. See y'all later.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 10 Oct 2002 06:14:00 GMT
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A bump before class keeps the the project, umm, nm can't get anything decent to rhyme with class.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Thu, 10 Oct 2002 11:25:00 GMT
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if you guys in Ren Racing Project are interested. Screenshots: Tunnel - Detailed 1 Tunnel - Detailed 2nice

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 13 Oct 2002 04:57:00 GMT
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...the car still wont work... ill have to keep trying...

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Sun, 13 Oct 2002 09:16:00 GMT
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if you guys in Ren Racing Project are interested. Screenshots: Tunnel - Detailed 1 Tunnel -

Detailed 2cool, they could be used, btw, i am back, i was banned from the internet, long story.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Mon, 14 Oct 2002 04:32:00 GMT
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... has anyone spoken to flashcar???? hes been gone for a LONG time, need to know if hes still in...

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Mon, 14 Oct 2002 07:14:00 GMT
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opps, sry i meant to say stealth ghost

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Mon, 14 Oct 2002 08:51:00 GMT
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o, im makeing a new wepons factory, i still need to fix it up though... then im going to go onto making some weapons... then a new lvl... and the best part is i really dont know what im doing so i dont have the lvl planned yet, mabey a zero g mod...

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Tue, 15 Oct 2002 16:23:00 GMT
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Well im back, after a days work of killing viruses... i had a Win32 Benjamin A virus... The new website is looking better now, we even got a shout box (www.polymods.ohgo.com)Were still looking for someone to host us, o and the War Factory i made SUXs... lol the inside is to small, and i messed up on the stairs

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 16 Oct 2002 06:29:00 GMT
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Hey people. Get together some beta testers. I wanna release a beta of mtn racing by this weekend. I am serious this time. I only have to finish the things in lvl editor, such as pt's and all those things. I think imdgr8one says he wants to test a map.

Subject: Renegade racing project: (topic 2)
Posted by [Anonymous](#) on Wed, 16 Oct 2002 17:14:00 GMT
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Im here i was dead for awhile lol, im grounded and some other stuff i snuck online go check the news on the site for more info i must find my renegade cd before this weekend steg!X
