
Subject: New MMORPG Recruiting.
Posted by [hitmike](#) on Sun, 27 Mar 2005 14:23:41 GMT
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hi i am new to these forums , and i am wondering if anyone wants to join in making our mmorpg. ive played alot of mmorpgs and i have a rough idea on a plan for a mmorpg. so i need moddelers/mappers/programmers etc you know.if your interested contact me at st_united@msn.com or chaosreigninfo@aol.com thank you

-hitmike-

Subject: New MMORPG Recruiting.
Posted by [Renx](#) on Sun, 27 Mar 2005 15:15:27 GMT
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Erm, you plan to make a MMORPG.....with w3d?

Subject: New MMORPG Recruiting.
Posted by [danpaul88](#) on Sun, 27 Mar 2005 16:13:30 GMT
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Imao....maybe you should try a different forum

Subject: New MMORPG Recruiting.
Posted by [hitmike](#) on Sun, 27 Mar 2005 17:24:05 GMT
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erm like i said im new so please stop laughing your ass off at me please

Subject: New MMORPG Recruiting.
Posted by [danpaul88](#) on Sun, 27 Mar 2005 20:42:28 GMT
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but what tools do you plan to use to make ur mmorpg?

Subject: New MMORPG Recruiting.
Posted by [hitmike](#) on Sun, 27 Mar 2005 21:16:22 GMT
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im not really concerned about that at the moment because i want to recruit first then get the tools.
anyone interested

Subject: New MMORPG Recruiting.
Posted by [visorneon](#) on Mon, 28 Mar 2005 12:09:20 GMT
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but what engine will you be using at least... not many game engines can support MMORPG

Subject: New MMORPG Recruiting.
Posted by [SuperMidget](#) on Mon, 28 Mar 2005 15:27:32 GMT
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And usually you need to define the tools you will be using, then find the appropriate 'staff' who know how to use it.

Subject: New MMORPG Recruiting.
Posted by [hitmike](#) on Mon, 28 Mar 2005 21:18:14 GMT
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no because ill find the staff then see which tools they prefer. anyway anyone in?

Subject: New MMORPG Recruiting.
Posted by [Deactivated](#) on Mon, 28 Mar 2005 22:11:58 GMT
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The only tools you'll be using is Gmax/3DS, Level Editor and photo editor.

Subject: New MMORPG Recruiting.
Posted by [Majiin Vegeta](#) on Mon, 28 Mar 2005 23:00:35 GMT
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i do not think the renegade engine can handle a mmorpg
so this would be th wrong forum to ask in

Subject: New MMORPG Recruiting.
Posted by [FynexFox](#) on Tue, 29 Mar 2005 18:02:25 GMT
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No renegade engine can, but finding the coder to make it happen won't happen. Kane or w.e has moved to HL2 and Jon Will doesn't code for particular mods, sorry man, try a different engine.

Subject: New MMORPG Recruiting.
Posted by [hitmike](#) on Tue, 29 Mar 2005 21:48:37 GMT
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hmmm maybe a different engine but anyone here who wants to join?

Subject: New MMORPG Recruiting.
Posted by [Blazea58](#) on Wed, 30 Mar 2005 02:24:11 GMT
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lol that's so lame. You want to make a new game, but you don't even know where to start. the only thing you know how to do is ask for help?

The first thing you should be doing is making a damn storyline. All you have said is that you're making a MMORPG yet you don't even have any of it planned.

If you want people to join I highly suggest you get organized and find an engine to use first, then start asking if anyone wants to join.

If I joined and you were to change your mind then I'd probably quit, as well as anyone else would in that matter.

First off, how old are you lol? 6. Just want to make a game, but know nothing about doing it?

This topic is just funny. "I want to make a game, I need members, but I don't know what engine I'm using or map tools or anything in that matter"

Subject: New MMORPG Recruiting.
Posted by [IRON FART](#) on Wed, 30 Mar 2005 03:12:32 GMT
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FynexFoxNo renegade engine can, but finding the coder to make it happen won't happen. Kane or w.e has moved to HL2 and Jon Will doesn't code for particular mods, sorry man, try a different engine.

You mean to say the Renegade engine can handle thousands of simultaneous players?

Subject: New MMORPG Recruiting.
Posted by [icedog90](#) on Wed, 30 Mar 2005 07:36:50 GMT

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Don't worry, his plans will never happen.

Subject: New MMORPG Recruiting.
Posted by [M1Garand8](#) on Wed, 30 Mar 2005 09:16:31 GMT
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icedog90Don't worry, his plans will never happen.

Subject: New MMORPG Recruiting.
Posted by [hitmike](#) on Wed, 30 Mar 2005 11:06:26 GMT
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i am actually planning it for your information

Subject: New MMORPG Recruiting.
Posted by [Slash0x](#) on Wed, 30 Mar 2005 20:30:44 GMT
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RPG.....for Renegade.....I thought drop down weapons were annoying enough because the game isn't really designed for it. Especially, since I've seen many RPG mods for games...all they do it totally screw up teamwork (everyone out for themselves). Reminds me when I tried to play UT2004.....

Subject: New MMORPG Recruiting.
Posted by [Deactivated](#) on Wed, 30 Mar 2005 20:45:45 GMT
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hitmikei am actually planning it for your information

sarcasm Oh no, he is planning to take over the world.

Subject: New MMORPG Recruiting.
Posted by [hitmike](#) on Wed, 30 Mar 2005 22:01:27 GMT
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yeah my plan is to give steroids to monkeys and they will own the world!. no seriously anyone interested ffs.

Subject: New MMORPG Recruiting.
Posted by [WNxCABAL](#) on Wed, 30 Mar 2005 22:22:05 GMT
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No.

Subject: New MMORPG Recruiting.
Posted by [Naamloos](#) on Wed, 30 Mar 2005 22:48:29 GMT
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W3D is the worse possible engine for a good and working RPG.

Subject: New MMORPG Recruiting.
Posted by [icedog90](#) on Thu, 31 Mar 2005 04:36:51 GMT
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hitmikei am actually planning it for your information

Try reading my post again.

Subject: New MMORPG Recruiting.
Posted by [SuperMidget](#) on Thu, 31 Mar 2005 14:45:56 GMT
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It's a great idea but try to LEARN how to do it before you ask for staff.

I'd personally LOVE to see a Renegade RPG game.

Subject: New MMORPG Recruiting.
Posted by [Deactivated](#) on Thu, 31 Mar 2005 14:52:26 GMT
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How about a Racing car mod for Windows Minesweeper?
Uber "3D" graphics!

Subject: New MMORPG Recruiting.
Posted by [SuperMidget](#) on Thu, 31 Mar 2005 14:57:08 GMT
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Lmao.

Subject: New MMORPG Recruiting.
Posted by [dead6re](#) on Fri, 01 Apr 2005 10:00:23 GMT
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IRON FARTFynexFoxNo renegade engine can, but finding the coder to make it happen wont happen. Kane or w.e has moved to HL2 and Jon Will doesnt code for particular mods, sorry man, try a different engine.
You mean to say the Renegade engine can handle thousands of simultaneous players?

I though it could only hold 127. That means hes gonna need a lot of servers. and each server isnt gonna be that interesting, everyone will be spread out. And no one could help you quest or whatever!!

Subject: New MMORPG Recruiting.
Posted by [danpaul88](#) on Fri, 01 Apr 2005 10:26:41 GMT
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I think the renegade engine can handle more than 127, but westwood limited renegade itself to 127 player servers because the engine does not perform well with more than that.

the ren engine is not much good for anything except...well...renegade really. and mods of renegade.

Subject: New MMORPG Recruiting.
Posted by [dead6re](#) on Fri, 01 Apr 2005 14:22:11 GMT
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You dont get it do you. ./

Subject: New MMORPG Recruiting.
Posted by [hitmike](#) on Sat, 02 Apr 2005 11:42:20 GMT
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its unlikely that im going to use renegade server now then.

Subject: New MMORPG Recruiting.
Posted by [Deleted_](#) on Sat, 02 Apr 2005 12:20:45 GMT
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Took you long enough to realise that. :rolleyes:

Subject: New MMORPG Recruiting.
Posted by [dead6re](#) on Sun, 03 Apr 2005 07:07:49 GMT
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But if you dont use the renegade server, then you cant use its engine!!!!

Subject: New MMORPG Recruiting.
Posted by [Stryder](#) on Sun, 03 Apr 2005 18:30:26 GMT
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hitmike, it isn't going to happen.

Subject: New MMORPG Recruiting.
Posted by [icedog90](#) on Sun, 03 Apr 2005 20:05:22 GMT
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Stryderhitmike, it isn't going to happen.

Subject: New MMORPG Recruiting.
Posted by [dead6re](#) on Mon, 04 Apr 2005 17:18:38 GMT
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icedog90Stryderhitmike, it isn't going to happen.

Subject: New MMORPG Recruiting.
Posted by [PhrozenUnit](#) on Mon, 04 Apr 2005 18:51:22 GMT
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"dead6re""icedog90""Stryder"hitmike, it isn't going to happen.

Subject: New MMORPG Recruiting.
Posted by [TankClash](#) on Mon, 04 Apr 2005 19:49:36 GMT
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You're good. :sleepy:

Subject: New MMORPG Recruiting.
Posted by [Jaspah](#) on Mon, 04 Apr 2005 20:13:59 GMT
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dead6reicedog90Stryderhitmike, it isn't going to happen.

Post Count +1

Subject: New MMORPG Recruiting.
Posted by [Oblivion165](#) on Mon, 04 Apr 2005 20:15:18 GMT
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Why do you guys keep making your text small? Its not clever.

Subject: New MMORPG Recruiting.
Posted by [icedog90](#) on Mon, 04 Apr 2005 21:59:05 GMT
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j4S[p]I am 35% addicted to Counterstrike.
What about you?

I am 31% addicted to Counterstrike. What about you?

Subject: New MMORPG Recruiting.
Posted by [Jaspah](#) on Tue, 05 Apr 2005 19:36:19 GMT
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Oblivion165Why do you guys keep making your text small? Its not clever.

It's very clever.

Subject: New MMORPG Recruiting.
Posted by [Fabian](#) on Tue, 05 Apr 2005 21:33:01 GMT
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You can read it on Opera withouth having to enlarge the page, so for me, it's not sneaky or clever at all!

Subject: New MMORPG Recruiting.
Posted by [Oblivion165](#) on Tue, 05 Apr 2005 22:02:23 GMT
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Yeah, just hit quote and its right there, just dont hit post afterwards.

err its small

Subject: New MMORPG Recruiting.
Posted by [SuperMidget](#) on Wed, 06 Apr 2005 13:55:18 GMT
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Wow, this thread is still alive? How?

Subject: New MMORPG Recruiting.
Posted by [Jaspah](#) on Wed, 06 Apr 2005 20:52:06 GMT
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Oblivion misses the whole point of it.

Subject: New MMORPG Recruiting.
Posted by [glyde51](#) on Wed, 06 Apr 2005 20:58:46 GMT
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icedog90j4S[p]I am 35% addicted to Counterstrike.
What about you?

I am 31% addicted to Counterstrike. What about you?

I am 33% addicted to Counterstrike. What about you?

And I still suck.

Subject: New MMORPG Recruiting.
Posted by [icedog90](#) on Wed, 06 Apr 2005 22:09:34 GMT
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I have my major ups and downs.

Subject: New MMORPG Recruiting.
Posted by [Oblivion165](#) on Wed, 06 Apr 2005 22:16:02 GMT
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j4S[p]Oblivion165Why do you guys keep making your text small? Its not clever.

It's very clever.

Enlighten

Subject: New MMORPG Recruiting.
Posted by [Slash0x](#) on Thu, 07 Apr 2005 07:56:59 GMT
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glyde51icedog90j4S[p]I am 35% addicted to Counterstrike.
What about you?

I am 31% addicted to Counterstrike. What about you?

I am 33% addicted to Counterstrike. What about you?

And I still suck.
I like Pie.

Subject: New MMORPG Recruiting.
Posted by [OnfireUK](#) on Thu, 07 Apr 2005 09:48:29 GMT
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And just how do you plan to fund this

Subject: New MMORPG Recruiting.
Posted by [Hav0c](#) on Thu, 07 Apr 2005 09:50:52 GMT
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Obviously with credits earned from the Tiberium Refinery! :rolleyes:

Subject: New MMORPG Recruiting.
Posted by [Slash0x](#) on Mon, 11 Apr 2005 07:03:31 GMT
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Hav0cObviously with credits earned from the Tiberium Refinery! :rolleyes:

I haven't seen a funny post like that for a long time...KUDOS!

Subject: New MMORPG Recruiting.
Posted by [icedog90](#) on Mon, 11 Apr 2005 07:35:11 GMT
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This topic needs to die.
