
Subject: A new MOD (Under Construction)
Posted by [CrAsHBaCo](#) on Mon, 11 Apr 2005 17:42:16 GMT
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Hi everybody, Im starting a mod for Renegade and i need help. We are only 2 me (Modeler) and ****Pwner**** (Skinner,Modeler). So we need a Mapper, another Skinner, somebody who know how to UVW (In Gmax) and someone who can make/host our site. I dont know the name now but i have some Exemple: C&C Renegade: Nod Revenge, C&C Time of War, C&C Invasion.

Here are some model i have did for the mod:
(The name are not yet decided)
Nod War Factory [Poly 1351] (Under Construction):
<http://i4.photobucket.com/albums/y120/CrashBaco/UpgradedNewWF.jpg>

Nod Defender [Poly 523] (Under Construction):
<http://i4.photobucket.com/albums/y120/CrashBaco/Defender.jpg>

GDI Elecetric Turret [Poly 660] (Under Construction):
<http://i4.photobucket.com/albums/y120/CrashBaco/ElectricTurret.jpg>

GDI Destroyer [Poly 952 (500 for the front Crusher)] :
<http://i4.photobucket.com/albums/y120/CrashBaco/DestroyerTreads.jpg>

PM me if you'r interested.

Subject: A new MOD (Under Construction)
Posted by [Oblivion165](#) on Mon, 11 Apr 2005 17:44:17 GMT
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I actually like the style, ill make you a site if you wish. Ask Revnuke or Glyde for hosting.

EDIT: just give me some more images and information.

Subject: A new MOD (Under Construction)
Posted by [CrAsHBaCo](#) on Mon, 11 Apr 2005 18:08:33 GMT
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Im starting the mod so i dont have so much image... But you can use them and ill send you more later ok?

Subject: A new MOD (Under Construction)
Posted by [Oblivion165](#) on Mon, 11 Apr 2005 18:19:13 GMT
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kk

Subject: A new MOD (Under Construction)
Posted by [Sir Phoenixx](#) on Mon, 11 Apr 2005 19:21:57 GMT
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Those models need A LOT more detail. Also, you need to go through and optimize some of the parts in those models, I can see a bunch of places where you can remove segments/etc. without losing any detail.

Subject: A new MOD (Under Construction)
Posted by [FynexFox](#) on Mon, 11 Apr 2005 19:54:55 GMT
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Well, Oblivis site for his w/e mod suckls pretty bad, I can make the site, I am acctually pretty good...

Hit me up, Ill host it also:-) for free

Subject: A new MOD (Under Construction)
Posted by [Oblivion165](#) on Mon, 11 Apr 2005 20:01:30 GMT
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FynexFoxWell, Oblivis site for his w/e mod suckls pretty bad, I can make the site, I am acctually pretty good...

Hit me up, Ill host it also:-) for free

Yeah i dont make sites like that anymore.

Subject: A new MOD (Under Construction)
Posted by [FynexFox](#) on Mon, 11 Apr 2005 20:03:39 GMT
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You proly still use iframes and such lol.

Subject: A new MOD (Under Construction)
Posted by [Aircraftkiller](#) on Mon, 11 Apr 2005 20:04:08 GMT
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Remember, it's a mod or a modification, not a MOD.

Subject: A new MOD (Under Construction)
Posted by [Oblivion165](#) on Mon, 11 Apr 2005 20:27:44 GMT
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Get the fuck out.

Subject: A new MOD (Under Construction)
Posted by [Oblivion165](#) on Mon, 11 Apr 2005 20:28:51 GMT
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FynexFoxYou prolly still use iframes and such lol.

Yeah cause god knows nothing can be good with an iframe. Err

And you prolly still spell incorrectly.

Subject: A new MOD (Under Construction)
Posted by [Vitaminous](#) on Mon, 11 Apr 2005 20:29:12 GMT
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AircraftkillerRemember, it's a mod or a modification, not a MOD.

Valve and EA say otherwise.

Subject: A new MOD (Under Construction)
Posted by [Vitaminous](#) on Mon, 11 Apr 2005 20:31:00 GMT
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AircraftkillerRemember, it's a mod or a modification, not a MOD.

Valve and EA say otherwise.

Subject: A new MOD (Under Construction)
Posted by [icedog90](#) on Mon, 11 Apr 2005 20:35:37 GMT
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Use <http://www.imageshack.us>, WAY better than Homobucket.

Subject: A new MOD (Under Construction)
Posted by [OnfireUK](#) on Mon, 11 Apr 2005 21:21:03 GMT
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Renegade is not the most well erm.. popular game anymore so it strikes me that so many people try to develop mods of it.

However I do think that your models are quite nice, and good luck with it

Subject: A new MOD (Under Construction)
Posted by [glyde51](#) on Mon, 11 Apr 2005 21:25:12 GMT
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Oblivion165FynexFoxYou proolly still use iframes and such lol.

Yeah cause god knows nothing can be good with an iframe. Err

And you proolly still spell incorrectly.

Iframes rock, see my site, asswipe. <http://www.trielite.net>

Subject: A new MOD (Under Construction)
Posted by [Oblivion165](#) on Mon, 11 Apr 2005 21:31:07 GMT
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glyde51Oblivion165FynexFoxYou proolly still use iframes and such lol.

Yeah cause god knows nothing can be good with an iframe. Err

And you proolly still spell incorrectly.

Iframes rock, see my site, asswipe. <http://www.trielite.net>

I agree completely.

Subject: A new MOD (Under Construction)
Posted by [Oblivion165](#) on Mon, 11 Apr 2005 21:32:05 GMT
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dethnfireRenegade is not the most well erm.. popular game anymore so it strikes me that so many people try to develop mods of it.

However I do think that your models are quite nice, and good luck with it

Well it doesnt really matter on age. Duke3d still has modders doing things, unreal tournament, all sorts of old games.

Subject: A new MOD (Under Construction)
Posted by [cheesesoda](#) on Mon, 11 Apr 2005 22:01:16 GMT
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Iframes suck.

Subject: A new MOD (Under Construction)
Posted by [glyde51](#) on Mon, 11 Apr 2005 22:16:41 GMT
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Just because you can't see how they are so beautiful doesn't mean you need to bash them.

Subject: A new MOD (Under Construction)
Posted by [cheesesoda](#) on Mon, 11 Apr 2005 22:27:51 GMT
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Glyde, I've used Iframes time after time, and they're not worth it.

Subject: A new MOD (Under Construction)
Posted by [glyde51](#) on Mon, 11 Apr 2005 22:37:17 GMT
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I've used Iframes for a while without any problems.

Subject: A new MOD (Under Construction)
Posted by [FynexFox](#) on Mon, 11 Apr 2005 22:55:48 GMT
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Ight lets see, you want to look good so:

- A) Theyre unprofessional as a content holder except for popups and shout boxes
- B) about 45 percent of major web browsers dont even support them
- C) They get in the way, trying to scroll with a wheel
- D) Proves you suck at coding a layout and can make extendable tables.
- E) Glyde, thr screenshots arent even visible inside the Iframe, you have to do all sortsa scrolling, blah!

Go to a reall webdesign site and see what they have to say about Iframes(prepare to be flamed mega bad) bluesfear.com for example,they're good, and flame all iframes becасue they have skills.

Im done.

Subject: A new MOD (Under Construction)
Posted by [Vitaminous](#) on Mon, 11 Apr 2005 23:07:49 GMT
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Am I the only one who was laughing his ass off while reading FynexFox's post?
becасue < pikachu

Subject: A new MOD (Under Construction)
Posted by [glyde51](#) on Mon, 11 Apr 2005 23:08:25 GMT
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I can easily make an expanding site, I just find it to be more work with flash files and stuff :S

Err... Firefox and IE support them, does Opera not support them?

I know the screenies aren't visible, I need to add _top to the wonderful a tag.

They don't get in the way if you can move your hand.

Subject: A new MOD (Under Construction)
Posted by [glyde51](#) on Tue, 12 Apr 2005 01:25:37 GMT
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VitaminousAm I the only one who was laughing his ass off while reading FynexFox's post?
becасue < pikachu

ME THINKS SO TOO GOMGOMGOM I GIB YEW CANDAY!!11! RAWR NOT RAR.

Subject: A new MOD (Under Construction)
Posted by [Oblivion165](#) on Tue, 12 Apr 2005 01:29:00 GMT
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glyde51VitaminousAm I the only one who was laughing his ass off while reading FynexFox's post?
becасue < pikachu

ME THINKS SO TOO GOMGOMGOM I GIB YEW CANDAY!!11! RAWR NOT RAR.

Hehe i thought he was just adversising for the compression program

EDIT: and i think ill adopt your last line in your sig.

Subject: A new MOD (Under Construction)
Posted by [glyde51](#) on Tue, 12 Apr 2005 01:34:22 GMT
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I removed it, it didn't work for me

Anyways, let's all face it. Aircraftkiller isn't really all that useful to the Renegade community anymore, all he ever does is flame the mod makers and such... quite a letdown. I thought someone of his skill would be a nice person, who would actually care to help, with some good criticism. Instead, he's like Simon from American idol, only I hate him a billion times more since I never watch American Idol..

Subject: A new MOD (Under Construction)
Posted by [cheesesoda](#) on Tue, 12 Apr 2005 01:37:24 GMT
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Comparing Aircraftkiller to Simon from American Idol completely contradicts your statement. Simon tells it like it is and tells the brutal truth no matter what people think of him for it.

Subject: A new MOD (Under Construction)
Posted by [glyde51](#) on Tue, 12 Apr 2005 01:58:38 GMT
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No, he's an asshole... except for the game O_o

"I'm sorry. That was bad."

PS2 SUX

Subject: A new MOD (Under Construction)
Posted by [Renardin6](#) on Tue, 12 Apr 2005 14:44:36 GMT
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Oblivion165Get the fuck out.

Subject: A new MOD (Under Construction)
Posted by [cheesesoda](#) on Tue, 12 Apr 2005 17:59:47 GMT
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icedog90Homobucket.

Subject: A new MOD (Under Construction)
Posted by [CrAsHBaCo](#) on Wed, 13 Apr 2005 01:50:09 GMT
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So, lets go back to the post theme. Here is the thing that I have in the head for the Mod:

Vehicle:

Nod Tiberium Buggy [Will shoot Tiberium Ammo]
Nod MTLC (Mobile Tiberium Laser Creator) [This is like the Nod Obelisk but this is whit Tiberium Crystal]
GDI Defender [The Defender is a tank whit a Huge Missile and a front Minigun]
GDI Rocket APC [This is an APC whit rocket launcher turret]
(More will come)

Infantry:

GDI Prototype-X12 [This is like the 2 skin of Mobius but whit a Robot Head]
(More will come)

Weapon:

Nod Mini Tiberium Laser Cannon
Nod x2Rocket Launcher
GDI Energy Ball Creator
(More will come)

Building:

Nod Missile Silo
Nod Tiberium obelisk
Nod War Factory (Will be renamed)
GDI Drop Pods [The GDI Vehicle will be drop from an helicopter]
GDI Electric Turrets
(More will come)

Suggestion are needed

Subject: A new MOD (Under Construction)
Posted by [jd422032101](#) on Wed, 13 Apr 2005 15:19:28 GMT
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good luck with you

Subject: A new MOD (Under Construction)
Posted by [SuperMidget](#) on Wed, 13 Apr 2005 16:23:56 GMT
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I can map if needed.
