
Subject: C&C Role Play 2 needs youre help!
Posted by [Viking](#) on Mon, 23 Jan 2006 21:09:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

If anyone has some spare time and knows how to unwrap stuff in 3DSmax they could use youre help for textureing vchicles!

Think about it you would be part of the 1337est map ever!

Click if you might want to help!
<http://rp2.clicdev.com/f/>

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [M1Garand8](#) on Mon, 23 Jan 2006 22:25:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would like to help blazea58, but I am only half-good with UVW unwrapping (i.e. I can only unwrap halfway, lol).

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [Napalmic](#) on Mon, 23 Jan 2006 23:46:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Heh idjit I know you're trying to help, but yeah we could use some help texturing vehicles. "1337est" well, let's try to humble ourselves lol.

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [icedog90](#) on Tue, 24 Jan 2006 02:26:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Long time no see, M1Garand8.

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [Spice](#) on Tue, 24 Jan 2006 03:47:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

He is in IRC everyday.

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [Dr. Lithius](#) on Tue, 24 Jan 2006 04:06:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll be damned. Someone's making a Roleplay2. Interesting...especially considering the original Roleplay map seemed rather...unfinished. I drove a Recon Bike on that road for what seemed like hours only to find that the road itself eventually dropped off into oblivion. After that, I didn't bother driving the other way. But I might, now.

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [Oblivion165](#) on Tue, 24 Jan 2006 04:14:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dr. Lithius wrote on Mon, 23 January 2006 23:06I'll be damned. Someone's making a Roleplay2. Interesting...especially considering the original Roleplay map seemed rather...unfinished. I drove a Recon Bike on that road for what seemed like hours only to find that the road itself eventually dropped off into oblivion. After that, I didn't bother driving the other way. But I might, now.

People always leave their crap in my domain.

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [Napalmic](#) on Tue, 24 Jan 2006 04:31:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

EXdeath7 wrote on Mon, 23 January 2006 19:47He is in IRC everyday.

The map was mainly for stunts, as it was wide open. What did you expect, a miracle lol?

That road eventually leads you to the other side of the map. Doesn't take hours.

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [JeepRubi](#) on Tue, 24 Jan 2006 13:05:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dr. Lithius wrote on Mon, 23 January 2006 22:06.....what seemed like hours

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [Dr. Lithius](#) on Tue, 24 Jan 2006 17:44:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, Jeepie... If you're familiar with the map, the road of which I speak is absolutely nothing but road, occasionally turning one way or another, hanging over a bottomless chasm with no "other side"... No sights, no sounds nearby... It's pretty damned mundane. Thus...given this situation, very boring. So yeah, it seemed like hours.

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [JeepRubi](#) on Tue, 24 Jan 2006 21:59:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

He said, you said.
Napalmic wrote on Mon, 23 January 2006 22:31...Doesn't take hours...

So, I corrected him on what you said.

Dr. Lithius wrote on Mon, 23 January 2006 22:06.....what seemed like hours

Subject: Re: C&C Role Play 2 needs youre help!
Posted by [Dr. Lithius](#) on Tue, 24 Jan 2006 22:26:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh. Mm... I guess I missed that 'cause he quoted the wrong person. Gomen nasai! Heh.
