Subject: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by N1warhead on Sat, 13 May 2006 08:48:30 GMT
View Forum Message <> Reply to Message

Hello everyone i am in teh making of a Terminator Mod for Renegade, id like to no if yall wanna help, u dont have to be very skilled in Modeling or anything i mean it would help but i need a team ive been workin on it for months and have just gotten maps and like 3 guns built and 1 character which needs more skinning LOL. if yall wanna help my aim screen name is Brucelee7777777 my Yahoo screen name is Motocross_pro712@yahoo.com and my Msn Screen name is BLufftonmxpresident@hotmail.com

I got some pics for u guys too here they are

 <<< THATS THE ONE WITH THE GAY CHARACTER
 <<<< I GOTTA WORK ON THE TEXTUREING A LIL BIT MORE ON THAT CAUSE THE CELING IS TILE HAHAHAHA

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by N1warhead on Sat, 13 May 2006 08:53:33 GMT
View Forum Message <> Reply to Message

Oh yea just so yall know everything was Made in 3ds max 7, so if it looks like everything looks diffrent from wut Gmax can do thats why, i make it in 3ds max and texture it in Ren X, which i would prefer 3ds max to make maps, cause i get Photo Realistic looking maps, so Ren-x make everything look like shi*, so i can do hella better on 3ds max, the pic with the Character in it is from 3ds max, thats why the room looks more hel*a real LOL but yea just lettin yall guys no

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by Obelisk on Sat, 13 May 2006 11:55:21 GMT
View Forum Message <> Reply to Message

Sounds Finedidlyandy

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by tooncy on Sat, 13 May 2006 15:51:21 GMT

I remember playing that old Terminator: Skynet game for DOS, and multiplayer was pretty fun. Good luck with the mod.

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by terminator 101 on Sat, 13 May 2006 16:03:55 GMT

Looking forward to this mod, finally something based on my favorite movies(from what I heard most of Terminator games were crap), but what are the maps based on? On some of the Terminator Games, or on the movies?
Good luck with your mod.

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by N1warhead on Sun, 14 May 2006 00:06:36 GMT

To be Honest guys, this wasent intentionally suppose to be for Renegade i was in the making of a Terminator 4 movie With CGI Animation....... but i just thought it was gonan take about 5 years with no crew adn by that time there should be another movie out so it would have been a waste....... but i have played renegade sence it came out till i broke my copy aobut 2 years ago then i couldent find it no more then i saw the Decade i only bought it to get Renegade cause its the easiest game in the world to mod and also one of the funnest LOL, but the maps will be based on the Future war of Terminator which should be in the next movie of Terminator, and i might throw in some maps of the Original Terminator movies set in are past and present. but guys i will need a crew i cant do this all on my own im only good at modeling and thats about it, i already got thounsands of textures, about 4 gigs of textutres that will probley never be used LOL boy i just love games that give away textures in there mod tools HAHA, but yea i would like more modelers to help if there are any on this forum which i was told this is where all the modders hang out so yea LOL, im looking for scripters, modelers (for) Maps, Weapons, Characters (IN HIGH POLY) i get my maps running smooth with 150 thousand polys each frame so the engine is pretty good, i mean its is real smooth thats why i use 3ds max for modelin HAHA, and if u want a free copy of 3ds max just get it off Limewire LOL, but yea, anyone that wants to help my screen names are on my first post

---

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by N1warhead on Mon, 15 May 2006 02:44:34 GMT

SUp guys just gettin yall an update with the mod, im Working on a Sneek Peek map for u guys, so its just gonna be a map with out the mod, but just want yall guys too see if u like the ways the maps are, its gonna be a highly detailed Blown up City, as in Rebar out of Concerete, Broken pipes in the buildings, everybuilding will be able to go into if its not completely destroyed yet

---

LOLits gonna be a huge scale map that I might put into the mod more inlikely will, ill try to have to done today if not tommorow or the next day, im home all the time sence i got kickd outta school so i will be workin on it for alomost 24 hours a day so my maps go by fast LOL, but yea, keepin yall up to date with wuts going on, OHHHH and the pics yall saw are just beta Test maps, they mor einlikely will not be used at all, i might use them thoe but i doubt it unless i release a pack of Beta maps not used for yall guys to have fun with ohhh and i will be working on a website shortly one day for the mod , ok guys hit me back up people, byesssss

---

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by N1warhead on Mon, 15 May 2006 23:02:19 GMT
View Forum Message <> Reply to Message

I got a Real Simple Question for u guys LOL, would yall rather me make a City Sized Scale map liek new york City and make it blown up, or would yall rather have lots of maps ? id prefer more maps, but also i realy would love to have a full scale city map LOL, who knows i might do that but yet get alot of maps LOL, i dont no thoe, but im about 50 % done with the Map for u guys that im makin yall it will things yall will be like Holy Fuc*in shi* this is Awesome LOL, but yea i just got buildings left now, ive built alot of things to make it more realistic i could have been done if i wasent looking for Detail LOL, but i want Detail in my maps LOL, but yea just lettin yall no, and please answer that question abotu big maps the size of Citys or wut ever LOL cause if u get a server that can hold atleast 50 people and more it would be a missive war like Terminator and wut better way then haveing a Huge Battle Ground to do it on LOL

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by JeepRubi on Mon, 15 May 2006 23:31:53 GMT
View Forum Message <> Reply to Message

Did ANYONE understand anything that he said in those three posts?

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by N1warhead on Mon, 15 May 2006 23:55:56 GMT
View Forum Message <> Reply to Message

the First post was me and how i started the mod, the second post is me telling yall im gonna make yall a Sneek peak map as in a Test map for u guys, and the third post is if u want me to make u guys a Map that is the size of a real life city LOL as in if its relly 12 miles ur gonna walk 12 miles LOL or drive wut ever u prefer LOL

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by JeepRubi on Tue, 16 May 2006 00:59:58 GMT
View Forum Message <> Reply to Message

Ok LOL i still dont LOL get whats so funny LOL

Subject: Re: Terminator Skynets Wrath MOD FOR RENEGADE
Posted by N1warhead on Tue, 16 May 2006 01:09:17 GMT
View Forum Message <> Reply to Message

Oh sry i just put LOL by habbit LOL, sry bout that