Subject: Renegade, Battle for Dune
Posted by Anonymous on Wed, 15 Jan 2003 08:58:00 GMT
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Aaron (from Westwood Experience) and I are gonna try and start up my Emperor mod for Renegade again and make a joint effort to complete it.But we need a team. We are especially looking for someone who can make skins for new models.You can join the team by visiting http://www.westwoodexp.com/forums and asking nicely in the Renegade modding section.

Subject: Renegade, Battle for Dune
Posted by Anonymous on Wed, 15 Jan 2003 09:32:00 GMT
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Please can you help meI'm trying to make a V3 missile launcher from RA2 but I don't know how to add the Missile that I have made as it's weaponsCan anyone help (tutorials?)

Subject: Renegade, Battle for Dune
Posted by Anonymous on Wed, 15 Jan 2003 09:46:00 GMT
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contact me at ICQ and I'll help you.

Subject: Renegade, Battle for Dune
Posted by Anonymous on Wed, 15 Jan 2003 09:51:00 GMT
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I haven't got ICQ and I've never had it either

Subject: Renegade, Battle for Dune
Posted by Anonymous on Wed, 15 Jan 2003 10:04:00 GMT
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I dunno how it's done but I'm pretty sure it's been done

Subject: Renegade, Battle for Dune
Posted by Anonymous on Wed, 15 Jan 2003 11:27:00 GMT
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It was on time   Sonic tanks, carry-alls, sandworms, here we go!Good luck!

Subject: Renegade, Battle for Dune
Posted by Anonymous on Wed, 15 Jan 2003 20:34:00 GMT
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OMG THANK YOU SO MUCH!!!! I HAVE WANTED A DUNE MOD SINCE DUNE 2000!!!!! WILL IT BE BASED ON DUNE 2000 OR EMPEROR? OR WILL IT BE BASED ON THE MOVIES? PERSONALLY I LIKED THE INFANTRY FROM EMPEROR BUT NOT THE VEHICS ESPECIALLY WITH ALL THOSE MECHS!!!! AHHHHH!!!!! YES THANK YOU!!!!! PLEASE MAKE IT GOOD!

Subject: Renegade, Battle for Dune
Posted by Anonymous on Wed, 15 Jan 2003 20:41:00 GMT
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It's based on Emperor.Check it out
http://www.westwoodexp.com/forums/index.php?act=ST&f=22&t=130&s=a2c02dc0ad42c125429e51c6ef42d9b2

Subject: Renegade, Battle for Dune
Posted by Anonymous on Thu, 16 Jan 2003 00:25:00 GMT
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I can skin.Contact me by msn: slayer143@hotmail.com

Subject: Renegade, Battle for Dune
Posted by Anonymous on Thu, 16 Jan 2003 20:08:00 GMT
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It will be hard to do the mechs well, but you could some tips from the TS mod.

Subject: Renegade, Battle for Dune
Posted by Anonymous on Thu, 16 Jan 2003 21:38:00 GMT
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it might be hard doing the mechs... the Reborn team said that its impossible to make mechs that stand still when they arent moving (the legs playing the "move animation even if the mech is standing still). i mean, you can still make the models and stuff... but the legs going when they arent moving... you can see it in the video they did. it looks kinda odd.

Subject: Renegade, Battle for Dune

Posted by Anonymous on Thu, 16 Jan 2003 21:39:00 GMT
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Yeah that was what I was talking about.

Subject: Renegade, Battle for Dune
Posted by Anonymous on Thu, 16 Jan 2003 21:53:00 GMT
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oh ok. DANCE PARTY!::shakes it::

Subject: Renegade, Battle for Dune
Posted by Anonymous on Fri, 17 Jan 2003 05:39:00 GMT
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Any idea how I can get in touch with these teams? so I can ask them for a few pointers? I've already made the minotaurus (see above thread) but it isn't walking yet

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Subject: Renegade, Battle for Dune
Posted by Anonymous on Fri, 17 Jan 2003 08:30:00 GMT
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by the way, refer to the bottom of this thread:http://www.westwoodexp.com/forums/index.php?s=8f1f0e7ef3f273fa1533f3c74bc377a4&act=ST&f=22&t=130&st=0&we gotta suprise for you

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Subject: Renegade, Battle for Dune
Posted by Anonymous on Fri, 17 Jan 2003 09:25:00 GMT
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Ah...good, good   Looks very much like how it is in Emperor. Good work!   Would it be possible to make worms that attack vertically too?

Subject: Renegade, Battle for Dune
Posted by Anonymous on Fri, 17 Jan 2003 13:11:00 GMT
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doubt it

Subject: Renegade, Battle for Dune
Posted by Anonymous on Sat, 18 Jan 2003 03:37:00 GMT
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I'm thinking of maybe a script zone where if anyone goes in they get instant-killed and a worm pops up going "raw" and back down again. It's the best idea I can dream up but I can't script so I'll have to call for help on that one. [January 18, 2003, 03:37: Message edited by: killakanz]

Subject: Renegade, Battle for Dune
Posted by Anonymous on Sat, 18 Jan 2003 15:20:00 GMT
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Our first Atreides building has just been finished. The Atreides Barracks:See this thread [January 18, 2003, 15:24: Message edited by: killakanz]