Subject: Renegade 1942
Posted by Snuggles on Sun, 04 Mar 2007 03:55:22 GMT
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Hey everyone, many of you don't know me very well on here but that is why I have come. I would like to meet some of you guys in hopes that you can help me in my recent goal to create "Renegade 1942 : Dawn of Tomorrow" A WWII version of renegade that I could really use some help on. I just started this, so if you have any ideas or suggestions that I may use, please post them. I just really need the experience of creating something such as this.

Me, myself, am not a "awesome" modeler... I can however, make some terrain and half vehicles... This is where I need the main help, I need weapon/vehicular models for use in this mod.

Thank you for your help

-Snuggles

Subject: Re: Renegade 1942
Posted by Jerad2142 on Sun, 04 Mar 2007 04:25:00 GMT
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I am willing to help you with boning the vehicles and weapons in my spare time.

Subject: Re: Renegade 1942
Posted by Snuggles on Sun, 04 Mar 2007 04:26:56 GMT
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Wow! I think I can make the vehicles... Maybeh...

But, yeah, I love you already j/k

Tyvm

Subject: Re: Renegade 1942
Posted by Kamuix on Sun, 04 Mar 2007 06:09:22 GMT
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The idea of this game in 1942 would be quite interesting considering the technology of the game is already really distorted lol

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Subject: Re: Renegade 1942
Posted by Ryu on Sun, 04 Mar 2007 09:29:47 GMT
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Idk actually, lol, I mean, You would need to go into the Red Alert Year(s) and steal the crono thing then teleport yourself back in time to 1940's to be in WW2, With a MCV ofcource. [/Joke]

The story line would be a little bit messed up, But it does sound fun!

Subject: Re: Renegade 1942
Posted by Snuggles on Mon, 05 Mar 2007 17:23:43 GMT
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Thanks for liking my idea guys

I have some people already working on modded scripts that would allow the use of airplanes that took off from runways when they reach a certain speed. Any WWII models that you guys would like to donate to me would be loved

-Snuggles

Subject: Re: Renegade 1942
Posted by jnz on Mon, 05 Mar 2007 19:20:11 GMT
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i could make some scripts. this seems like a pretty good idea, like Kamuix said; the actull game itself is pretty old. so you pretty much have the theme right there.

Subject: Re: Renegade 1942
Posted by warranto on Mon, 05 Mar 2007 20:17:46 GMT
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Heh, Suggested storyline:

"Kane" is a scientist working for a private "SETI"-like organization. One evening while working late he discovers a transmission from an alien people later identified as the "Scrin" as they set out to farm the next planet. This message also contains instructions from their masters where the first Tiberium spores will be heading.

You take control of "Kane" as he sets out to find and capture this new unknown "Tiberium" thing he heard about, thinking it will bring him great fortune.

He eventually finds it and upon comming in contact with it realizes what it all means. He then decides to ursurp control of the Black Hand (real organization) and begin to build the Brotherhood

of Nod. He then decides to release the Tiberium strain, starting the C&C series as we know it.

(current storyline tie-ins)

Since "Kane can not be killed", he may be older than originally thought.

The Scrin arrive to a planet not yet suitable for optimal harvesting. Perhaps because the Tiberium enrichment did not begin according to plan, and only occured later?

For those who argue it, a tie-in to "kane" appearing in the Red Alert game.

Meh, not a serious attempt to explain things, but just something for the purpose of anything worth while occuring in "1942".

Subject: Re: Renegade 1942
Posted by OWA on Mon, 05 Mar 2007 21:12:10 GMT
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It has already been proven that Nikola Tesla contacted the Scrin.

Subject: Re: Renegade 1942
Posted by rm5248 on Mon, 05 Mar 2007 22:16:52 GMT
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One Winged Angel wrote on Mon, 05 March 2007 15:12It has already been proven that Nikola Tesla contacted the Scrin.

Really? Where's that?

Subject: Re: Renegade 1942
Posted by Snuggles on Tue, 06 Mar 2007 01:20:06 GMT
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So anyone wanna make terrain? Cause I could really use some help in that area....

Subject: Re: Renegade 1942
Posted by Renardin6 on Tue, 06 Mar 2007 11:07:14 GMT

Someone did it before you. Spare your time.

Subject: Re: Renegade 1942
Posted by Jerad2142 on Tue, 06 Mar 2007 14:42:27 GMT

I really hope you photo shopped that Mac sticker in (thinks of how dumb a FPS would be with only one mouse button, for starters).

Subject: Re: Renegade 1942
Posted by Zion on Tue, 06 Mar 2007 19:03:13 GMT

The new Mighty Mice that come with the G5's do have two buttons, just one peice of plastic.

When you get your hands on one try it on a windows machine and you will see it has two.

Subject: Re: Renegade 1942
Posted by Jerad2142 on Wed, 07 Mar 2007 01:18:20 GMT

Merovingian wrote on Tue, 06 March 2007 12:03The new Mighty Mice that come with the G5's do have two buttons, just one peice of plastic.

When you get your hands on one try it on a windows machine and you will see it has two.
No offense but I will just stick with a Microsoft mouse (even if the Microsoft mouse is a laser mouse).

Speaking of laser mouses if you are having trouble with them going crazy if you move grammar to fast, try using a black mouse pad.

Subject: Re: Renegade 1942
Posted by Zion on Wed, 07 Mar 2007 08:34:04 GMT

I have an MS intellipoint and it's not that bad. It's just finding the batteries when the old ones die every month. I've had it on a black surface since i got it but a woodent surface works well too.

Subject: Re: Renegade 1942
Posted by Jerad2142 on Wed, 07 Mar 2007 21:46:22 GMT
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Merovingian wrote on Wed, 07 March 2007 01:34I have an MS intellipoint and it's not that bad. It's just finding the batteries when the old ones die every month. I've had it on a black surface since i got it but a woodent surface works well too.
I just bought a battery charger (I know they say not to use rechargeable batteries) and everything works fine (laser mouse and 4 wireless XBox 360 controllers is what made me decide in the end it would be cheaper to use a charger).

Subject: Re: Renegade 1942
Posted by crazfulla on Thu, 08 Mar 2007 23:21:07 GMT
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Halo38 and a few others were working on a WWII mod for renegade a while back, they called it Warpath. A lot of thier models can be found in maps like DM_Utah & Tobruk. I have the leftovers which include a lot of buildings, bunkers and barricades etc and a few derilict vehicles. No drivable vechs tho. Anyway I would be willing to help in the terrain department.

Subject: Re: Renegade 1942
Posted by Gen_Blacky on Fri, 09 Mar 2007 00:47:11 GMT
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Snuggles ill help if these guys dont

Subject: Re: Renegade 1942
Posted by Snuggles on Fri, 09 Mar 2007 01:53:55 GMT
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Thanks so much guys ;D

@crazfella- That would be awesome man! As of this second, im modeling some terrian for the Beaches of Normandy level, but besides that, not much is done
So anything you would like to give me, models and such I would loveeeee

You can email them to me at da_munky_man@yahoo.com
Or im on MSN all the time if you care to PM me _hs_virus@hotmail.com

@Blacky-I always need help lol, anything you can do, i would love you for

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Subject: Re: Renegade 1942
Posted by crazfulla on Fri, 09 Mar 2007 05:21:35 GMT
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I've made a kinky start:

Subject: Re: Renegade 1942
Posted by jnz on Fri, 09 Mar 2007 15:56:29 GMT
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my offer still resides.

Subject: Re: Renegade 1942
Posted by crazfulla on Sat, 10 Mar 2007 05:55:47 GMT
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Subject: Re: Renegade 1942
Posted by Oblivion165 on Sat, 10 Mar 2007 06:36:42 GMT
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Those WarPath models were uploaded to renhelp.net a while back, they are up for grabs.

Subject: Re: Renegade 1942
Posted by crazfulla on Sun, 11 Mar 2007 04:17:14 GMT
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I know, tis where I got them. I left a comment under the pics saying they were originally from
Warpath. I wonder if Halo38 would come onboard with us?

Subject: Re: Renegade 1942
Posted by Sn1per74* on Tue, 13 Mar 2007 23:39:37 GMT

Ill try making a bunker... But I aint that good at modeling. But HEY! I'll try, and maybe I can learn something.
Do you know the maps you want in the mod? Some suggestions- Wake, Coral Sea, Berlin, Battle of Britain (This was my favorite map in BF1942. And other popular maps.

Subject: Re: Renegade 1942
Posted by slavik262 on Wed, 14 Mar 2007 00:24:03 GMT

I would be interested in helping with the mod. Please contact me.

Subject: Re: Renegade 1942
Posted by Gen_Blacky on Wed, 14 Mar 2007 05:52:03 GMT

snuggles is a nub and thats all there is to say

Subject: Re: Renegade 1942
Posted by Renardin6 on Wed, 14 Mar 2007 10:53:00 GMT

crazfulla wrote on Sat, 10 March 2007 22:17I know, tis where I got them. I left a comment under the pics saying they were originally from Warpath. I wonder if Halo38 would come onboard with us?

He is busy with Reborn as me.

Subject: Re: Renegade 1942
Posted by slavik262 on Wed, 14 Mar 2007 21:41:15 GMT

...That means that they are both lost.