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Subject: Roleplay 2 mod needs YOUR help!  
Posted by [Canadacdn](#) on Sun, 08 Jul 2007 02:10:50 GMT  
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The Roleplay 2 mod needs help!

We need one (1) person to set up and animate a few first person weapons for the mod.

But wait, what do you get out of this?!

I'll tell you!

You will get:

- A copy of the Roleplay 2 internal test, to test the mod before it is released!
- Your name in the Roleplay 2 manual and on the website!
- Your weapons in the mod!

To be qualify you must:

- Have enough experience modding Renegade as to actually know what the hell you're doing
- Be able to bone and animate first person models for weapons WELL
- Be easily available so you can be contacted

Sign up now!

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Subject: Re: Roleplay 2 mod needs YOUR help!  
Posted by [Canadacdn](#) on Mon, 09 Jul 2007 04:06:25 GMT  
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How could you people say no to Uncle Delorean? SHAME ON YOU!

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Subject: Re: Roleplay 2 mod needs YOUR help!  
Posted by [Oblivion165](#) on Mon, 09 Jul 2007 04:14:47 GMT  
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As the son of a DeLorean owner I should be ashamed...

I'll rig some weapons as long as you don't mind me using renegade's animations.

I don't mean file replacing either, it will be a complete theft with your own custom filenames.

Attached is an example of my work if you need it:

(I think I used a blend of the standard rifle and the volt)

### File Attachments

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1) [CloneRifle.rar](#), downloaded 68 times

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Subject: Re: Roleplay 2 mod needs YOUR help!  
Posted by [Canadacdn](#) on Mon, 09 Jul 2007 04:16:42 GMT  
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I don't mind the Renegade animations being used, as long as they look good and weapons aren't floating in midair or anything.

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Subject: Re: Roleplay 2 mod needs YOUR help!  
Posted by [Oblivion165](#) on Mon, 09 Jul 2007 04:18:10 GMT  
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Naturally, I find that renegade has so many types of guns that I was able to rig all of the weapons from Turok: Rage wars in near 1:1 of how they were in the original.

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