
Subject: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Tue, 20 Nov 2007 17:17:35 GMT
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WE WANT YOU

TO MOD FOR

More Information

Renegade 1942 has been stalled, due to the so called "team" being busy for various reasons. Some members of said "team" have been out of contact too long IMO and hence I am cleaning house. We need active people capable of designing/hosting a website, modelling units in 3D and mapping textures to said models first and foremost. Once we have the assets then we can work on putting them in-game. If you are both willing and able to assist you should check out our Recruitment Section. Persons of any age or skill level may apply and it will be greatly appreciated however only if you are able to devote time to this mod and not get carried away with any other. Thankyou for reading and happy future modding.

Subject: Re: Help Wanted - Renegade 1942
Posted by [mr£Ä\\$Ä-z](#) on Tue, 20 Nov 2007 17:54:45 GMT
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im suck at modeling cant help

Subject: Re: Help Wanted - Renegade 1942
Posted by [Genesis2001](#) on Tue, 20 Nov 2007 21:30:45 GMT
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You had a website/forum but chose IF over it... :v

I haven't been active because you haven't given assignments nor have I been in contact with you for quite some time and not been given an assignment...I just assumed the mod died.

~MathK1LL

Subject: Re: Help Wanted - Renegade 1942
Posted by [mr£Ä\\$Ä-z](#) on Tue, 20 Nov 2007 21:43:22 GMT
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CMON MODDERS! Say yes

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Wed, 21 Nov 2007 00:54:58 GMT
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You are probably the only person who has actually made an effort to remain part of the team, MathK1LL. I expected you to be the first to reply hence you shall remain. I have work in half an hour so better part ways, catch me on msn some time.

Subject: Re: Help Wanted - Renegade 1942
Posted by [Genesis2001](#) on Wed, 21 Nov 2007 16:47:17 GMT
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I would catch you on MSN if you were ever on MSN. :v Check your PM for my new MSN...

~MathK1LL

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Wed, 21 Nov 2007 17:43:44 GMT
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Added.

Subject: Re: Help Wanted - Renegade 1942
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 21 Nov 2007 20:15:18 GMT
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You've either seen my thread or this is a mad coincidence

<http://www.renegadeforums.com/index.php?t=msg&th=26222&start=0&rid=3> 158

Subject: Re: Help Wanted - Renegade 1942
Posted by [Canadacdn](#) on Thu, 22 Nov 2007 00:43:40 GMT
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Fobby wrote on Wed, 21 November 2007 13:15>You've either seen my thread or this is a mad coincidence

<http://www.renegadeforums.com/index.php?t=msg&th=26222&start=0&rid=3> 158

You've either seen my thread, or this is a PLECOS coincidence:

http://www.renegadeforums.com/index.php?t=msg&goto=271553&rid=20029#msg_271553

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Sat, 24 Nov 2007 10:32:15 GMT
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[NEFobby[GEN] wrote on Wed, 21 November 2007 14:15]You've either seen my thread or this is a mad coincidence

<http://www.renegadeforums.com/index.php?t=msg&th=26222&start=0&rid=3> 158
hah, Uncle Havoc

PS: No more hijacking plx

Subject: Re: Help Wanted - Renegade 1942
Posted by [Rocko](#) on Sun, 25 Nov 2007 03:27:35 GMT
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sounds pretty gay

Subject: Re: Help Wanted - Renegade 1942
Posted by [cpjok](#) on Sun, 25 Nov 2007 04:58:42 GMT
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i would help but i carnt model i will have to get alot of help maybe in a month or less if i get help i'll beable to model

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Mon, 26 Nov 2007 14:54:13 GMT
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Rocko wrote on Sat, 24 November 2007 21:27sounds pretty gay
You sound pretty gay, plenty of people keen to play this mod. None keen to actually help make it evidently.

For the sake of the optically challenged:

PLEASE STOP SPAMMING THIS THREAD

Subject: Re: Help Wanted - Renegade 1942
Posted by [Jerad2142](#) on Mon, 26 Nov 2007 17:42:06 GMT
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Name what special things you need done as far as scripting goes and I will see what I manage to sneak into my first scripts.dll release.

Subject: Re: Help Wanted - Renegade 1942
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 26 Nov 2007 22:34:21 GMT
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How do I reach the forums?

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Tue, 27 Nov 2007 15:01:24 GMT
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there is a link in my siggy.

Also I appreciate the offer, Gerad. Still trying to figure out what we will be doing. Mainly a C&C mode but I would like to have a BF mode with control points which give you credits/points for holding them or provide extra vehs etc via spawners respective to the side which controls it... not sure if thats possible with current scripts though...

Subject: Re: Help Wanted - Renegade 1942
Posted by [Jerad2142](#) on Tue, 27 Nov 2007 19:45:25 GMT
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crazfulla wrote on Tue, 27 November 2007 08:01there is a link in my siggy.

Also I appreciate the offer, Gerad. Still trying to figure out what we will be doing. Mainly a C&C mode but I would like to have a BF mode with control points which give you credits/points for holding them or provide extra vehs etc via spawners respective to the side which controls it... not sure if thats possible with current scripts though...
Could be made possible, although its always easier to do it by making the scripts to do exactly what you want them to.

Subject: Re: Help Wanted - Renegade 1942
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 27 Nov 2007 21:05:20 GMT
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Is it just me or is there only 2 posts on that message board? Or are the rest hidden?

Subject: Re: Help Wanted - Renegade 1942
Posted by [PsuFan](#) on Tue, 27 Nov 2007 23:57:46 GMT
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I might be able to help with the website if you like.

Subject: Re: Help Wanted - Renegade 1942
Posted by [Genesis2001](#) on Wed, 28 Nov 2007 04:16:11 GMT
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PsuFan wrote on Tue, 27 November 2007 16:57I might be able to help with the website if you like.

I don't mean to start a flame war..but Uh... *speechless at comment* -.- Coding wise, I have no doubt you could help. But you're like me (I'm worse in this though), design-wise ewww.

~MathK1LL

Subject: Re: Help Wanted - Renegade 1942
Posted by [PsuFan](#) on Wed, 28 Nov 2007 13:57:19 GMT

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Well I dont think you have seen much of my work. But Im not that great design wise. Im a good at web coding though.

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Wed, 28 Nov 2007 14:34:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fobby wrote on Tue, 27 November 2007 15:05: Is it just me or is there only 2 posts on that message board? Or are the rest hidden?
Helps if you register

edit, fixed teh quote cus Fobby's name is teh sux

Subject: Re: Help Wanted - Renegade 1942
Posted by [Jerad2142](#) on Wed, 28 Nov 2007 16:02:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

MathK1LL wrote on Tue, 27 November 2007 21:16: PsuFan wrote on Tue, 27 November 2007 16:57: I might be able to help with the website if you like.

I don't mean to start a flame war..but Uh... *speechless at comment* -.- Coding wise, I have no doubt you could help. But you're like me (I'm worse in this though), design-wise ewww.

~MathK1LL
HTML coding is easy, some high schools even teach java.

Subject: Re: Help Wanted - Renegade 1942
Posted by [PsuFan](#) on Wed, 28 Nov 2007 16:07:30 GMT
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Yes I know how to code it, Hes talking about making it look good.

Subject: Re: Help Wanted - Renegade 1942
Posted by [The Elite Officer](#) on Wed, 28 Nov 2007 16:41:41 GMT
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The only thing I am good at is the Level Edit work.

Subject: Re: Help Wanted - Renegade 1942

Posted by [Jerad2142](#) on Wed, 28 Nov 2007 18:10:31 GMT

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The Elite Officer wrote on Wed, 28 November 2007 09:41The only thing I am good at is the Level Edit work.

Thats where it all starts

Subject: Re: Help Wanted - Renegade 1942

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 28 Nov 2007 21:25:36 GMT

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crazfulla wrote on Wed, 28 November 2007 09:34Fobby wrote on Tue, 27 November 2007 15:05Is it just me or is there only 2 posts on that message board? Or are the rest hidden? Helps if you register

edit, fixed teh quote cus Fobby's name is teh sux

Thank you for your compliment.

I recommend you make your forum viewable to the public, because most people are irrationally lazy. The majority just want to browse through some ingame screenshots, renders and information without registering. That's what you normally see way more guests than members on pretty much any forum.

Subject: Re: Help Wanted - Renegade 1942

Posted by [crazfulla](#) on Sat, 01 Dec 2007 12:17:35 GMT

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Fobby wrote on Wed, 28 November 2007 15:25Thank you for your compliment.

I recommend you make your forum viewable to the public, because most people are irrationally lazy. The majority just want to browse through some ingame screenshots, renders and information without registering. That's what you normally see way more guests than members on pretty much any forum.

I just meant how your clan tags interfere with the 'QUOTE' tags.

Subject: Re: Help Wanted - Renegade 1942

Posted by [crazfulla](#) on Sun, 06 Jan 2008 05:13:44 GMT

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1 month bump FTW

I am still wanting people to work on this mod. PLEASE visit the forums and see where you can help.

Subject: Re: Help Wanted - Renegade 1942
Posted by [mrÄÅŞÄ-z](#) on Sun, 06 Jan 2008 16:01:47 GMT
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I suck at modelling/texturing... but the old models look great! hope you get more helpers/members

Subject: Re: Help Wanted - Renegade 1942
Posted by [Chronojam](#) on Mon, 07 Jan 2008 08:37:01 GMT
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No offense but this is really rather stupid. It's like remaking Halo 3 by modding Bioshock. You lose a lot and gain nothing other than the unique aspects of each original game.

Why was this considered a good idea?

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Mon, 07 Jan 2008 13:55:33 GMT
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Why would someone mod Renegade?

Because it's fun.

Subject: Re: Help Wanted - Renegade 1942
Posted by [JeepRubi](#) on Mon, 07 Jan 2008 20:51:24 GMT
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Why not just play BF1942 and save yourself the trouble?

Subject: Re: Help Wanted - Renegade 1942
Posted by [mrÄÅŞÄ-z](#) on Mon, 07 Jan 2008 20:58:45 GMT
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JeepRubi wrote on Mon, 07 January 2008 14:51 Why not just play BF1942 and save yourself the

trouble?
It has no AOW Mode

Subject: Re: Help Wanted - Renegade 1942
Posted by [Renardin6](#) on Mon, 07 Jan 2008 22:15:40 GMT
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rip off BTF1942 models, asks EA...

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Thu, 10 Jan 2008 15:57:53 GMT
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MadRockz wrote on Mon, 07 January 2008 14:58 JeepRubi wrote on Mon, 07 January 2008 14:51 Why not just play BF1942 and save yourself the trouble?
It has no AOW Mode
C&C Mode*

Subject: Re: Help Wanted - Renegade 1942
Posted by [mrÆAŞÄ-z](#) on Thu, 10 Jan 2008 16:00:21 GMT
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crazfulla wrote on Thu, 10 January 2008 15:57 MadRockz wrote on Mon, 07 January 2008 14:58 JeepRubi wrote on Mon, 07 January 2008 14:51 Why not just play BF1942 and save yourself the trouble?
It has no AOW Mode
C&C Mode*
oh yes thx

Subject: Re: Help Wanted - Renegade 1942
Posted by [crazfulla](#) on Thu, 10 Jan 2008 16:04:08 GMT
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well the mod is making progress, we have TWO active members now!

Hopefully more blogs etc coming soon

Subject: Re: Help Wanted - Renegade 1942
Posted by [cnc95fan](#) on Thu, 10 Jan 2008 16:20:42 GMT
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TBH it's a little late to start modding. I even started (again) the Battle For Dune mod late, we're just lucky enough to get a good team, otherwise we'd be pretty much dead...

Subject: Re: Help Wanted - Renegade 1942
Posted by [OWA](#) on Fri, 11 Jan 2008 19:54:29 GMT
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Why has every mod team under the sun started doing blogs after APB, AR and Reborn thought it was a good idea?

Subject: Re: Help Wanted - Renegade 1942
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 11 Jan 2008 20:12:36 GMT
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Renegade 2007 has never done a blog

People want pictures, which is why we have a Live WIP section instead of doing weekly blogs.

And Reborn stopped doing blogs a long, long time ago.

Subject: Re: Help Wanted - Renegade 1942
Posted by [cnc95fan](#) on Fri, 11 Jan 2008 20:45:42 GMT
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One Winged Angel wrote on Fri, 11 January 2008 13:54 Why has every mod team under the sun started doing blogs after APB, AR and Reborn thought it was a good idea?
I don't do blogs, I do updates, like MOST mods do.

Subject: Re: Help Wanted - Renegade 1942
Posted by [BlueThen](#) on Fri, 11 Jan 2008 20:46:57 GMT
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cnc95fan wrote on Fri, 11 January 2008 14:45 One Winged Angel wrote on Fri, 11 January 2008 13:54 Why has every mod team under the sun started doing blogs after APB, AR and Reborn thought it was a good idea?
I don't do blogs, I do updates, like MOST mods do.
lol!

Updates are told in blogs, idiot.

Subject: Re: Help Wanted - Renegade 1942
Posted by [cnc95fan](#) on Fri, 11 Jan 2008 20:54:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

' wrote on Fri, 11 January 2008 14:46cnc95fan wrote on Fri, 11 January 2008 14:45One Winged Angel wrote on Fri, 11 January 2008 13:54Why has every mod team under the sun started doing blogs after APB, AR and Reborn thought it was a good idea?
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lol!

Updates are told in blogs, idiot.

<http://www.moddb.com/mods/10216/medieval-conflicts/news/25584/medieval-conflicts-january-update>

<http://www.moddb.com/mods/1939/eternal-silence/news/25586/concept-art-showcase>

I CBA to lok for any more. Those are "Updates". The word "Blog" isn't in them.

Wiki on "Blog".

Many blogs provide commentary or news on a particular subject; others function as more personal online diaries. A typical blog combines text, images, and links to other blogs, web pages, and other media related to its topic. The ability for readers to leave comments in an interactive format is an important part of many blogs. Most blogs are primarily textual, although some focus on art (artlog), photographs (photoblog), sketchblog, videos (vlog), music (MP3 blog), audio (podcasting) are part of a wider network of social media. Micro-blogging is another type of blogging which consists of blogs with very short posts.

There's no Wiki on update.
Never-the-less. Owned.

Subject: Re: Help Wanted - Renegade 1942
Posted by [BlueThen](#) on Fri, 11 Jan 2008 21:24:27 GMT
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cnc95fan wrote on Fri, 11 January 2008 14:54' wrote on Fri, 11 January 2008 14:46cnc95fan wrote on Fri, 11 January 2008 14:45One Winged Angel wrote on Fri, 11 January 2008 13:54Why has every mod team under the sun started doing blogs after APB, AR and Reborn thought it was a good idea?
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<http://www.moddb.com/mods/10216/medieval-conflicts/news/25584/medieval-conflicts-january-update>

<http://www.moddb.com/mods/1939/eternal-silence/news/25586/concept-art-showcase>

I CBA to lok for any more. Those are "Updates". The word "Blog" isn't in them.

...You idiot.

n. A weblog.
blogged, blog-ging, blogs
To write entries in, add material to, or maintain a weblog
(source: <http://dictionary.reference.com/browse/blogs>)

They don't need the word "Blog" in them to be a blog.

This definition speaks for itself.

Quote: Many blogs provide commentary or news on a particular subject;
Quote: The ability for readers to leave comments in an interactive format is an important part of many blogs.
Isn't this EXACTLY what these "updates" are?

Subject: Re: Help Wanted - Renegade 1942
Posted by [cnc95fan](#) on Fri, 11 Jan 2008 21:39:32 GMT
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They're not updates, there blogs.
