
Subject: Battle For Dune

Posted by [cnc95fan](#) on Sun, 06 Jan 2008 01:14:05 GMT

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I have been advised by FW-Wolf to post last Fridays weekly update on our Battle For Dune mod to promote it.

It can be found here: <http://www.fwclan.co.uk/battlefordune/forums/index.php?showtopic=64>

Our site here: www.battlefordune.co.uk

and our Moddb page here: <http://www.moddb.com/mods/10050/battle-for-dune>

Subject: Re: Battle For Dune

Posted by [crazfulla](#) on Sun, 06 Jan 2008 16:26:53 GMT

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Nias work =D

I have never played the game but I like what I see.

Subject: Re: Battle For Dune

Posted by [mr£ÄŞÄ-z](#) on Sun, 06 Jan 2008 16:34:32 GMT

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crazfulla wrote on Sun, 06 January 2008 10:26Nias work =D

I have never played the game but I like what I see.

yea me 2

Subject: Re: Battle For Dune

Posted by [LR01](#) on Tue, 08 Jan 2008 15:34:20 GMT

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That is very nice for Renegade, well, is it for the renegade enigne?

Subject: Re: Battle For Dune

Posted by [Muad Dib15](#) on Tue, 08 Jan 2008 21:43:14 GMT

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Shakes head in disbelief of the stupidity

Subject: Re: Battle For Dune

Posted by [HORQWER](#) on Tue, 08 Jan 2008 22:06:25 GMT

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My bro is an building modeler (texturer some times) so far he made refinery + interior and a helipad+interior

but the problem is that he is a n00b modeler so i help him

GREAT JUB CNC95FAN I REALY LIKE THE MOD !!!!!

i'm a modeler too but i have not make anything yet i will try to make maps tho maps are easy to make

Subject: Re: Battle For Dune

Posted by [cnc95fan](#) on Tue, 08 Jan 2008 22:12:48 GMT

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Quote:

Dale (cnc95fan) says:

Do you know vehicle rigging?

[c=61]Ferkhat[/c=67] says:

i no excelet rigging

2 days later....

Quote:

[c=61]Ferkhat[/c=67] says:

how do u make a worldbox?

Yea, it's on the Renegade engine.

Subject: Re: Battle For Dune

Posted by [TeamWolf](#) on Tue, 08 Jan 2008 22:21:36 GMT

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Ty for the comments guys.

-FW-Wolf

Subject: Re: Battle For Dune

Posted by [HORQWER](#) on Wed, 09 Jan 2008 01:18:25 GMT

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cnc95fan wrote on Tue, 08 January 2008 16:12Quote:

Dale (cnc95fan) says:

Do you know vehicle rigging?

[c=61]Ferkhat[/c=67] says:

i no excelet rigging

2 days later....

Quote:

[c=61]Ferkhat[/c=67] says:
how do u make a worldbox?

Yea, it's on the Renegade engine.

Quote:how do u make a worldbox?

i used 3ds max 8 and the tutorial on renforums said to inport the world box from mamoth tank which is in the level edit directory and 3ds max 8 cant inport gmax files so i asked u if there is a way i could make a world box my self

Subject: Re: Battle For Dune
Posted by [Spoony](#) on Wed, 09 Jan 2008 01:29:38 GMT
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I hope the Minotaurus does justice to how badass it feels in Emperor.

Subject: Re: Battle For Dune
Posted by [cnc95fan](#) on Wed, 09 Jan 2008 16:17:28 GMT
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Spoony wrote on Wed, 09 January 2008 02:29I hope the Minotaurus does justice to how badass it feels in Emperor.
We have it modeled, I'll show it in the next update if you want.

Subject: Re: Battle For Dune
Posted by [cnc95fan](#) on Sat, 12 Jan 2008 10:12:47 GMT
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Sorry for double post, but we could do with some modelers, for anything, weapons, vehicles, random bits of terrain etc, as our main modeler has serious exams coming up, so lack of work from him will be undenyable.
