
Subject: Current Work of my Mod

Posted by [mr£Ä\\$Ä-z](#) on Mon, 29 Dec 2008 16:09:04 GMT

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Yes it will not be a AOW Mod, it will have some new Game Modes, anyway here are some Models taht i made for the Mod, more info comes later.

Charackters: There will be Charachter Classes:

Medic, Assault, Support and Anti Tank. (more info comes later)

Vehicles: There will be:

Gunboat (driveable), Humvee, Apache, Some Light and Heavy Tanks. (more info comes later)

Weapons:

M16

Snipers (diffrent snipers)

shotguns

pistols (more pistols)

K1 Rifle

(more info comes later)

Offical Homepage comes later.

And one Important Question, do you guys want high deteiled Models (Good Computers) or low poly models (older computers) Please Vote.

Note: It will have Realistic Damage for a Realistic Gameplay

Subject: Re: Current Work of my Mod

Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 16:18:50 GMT

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Some nice quality there!

good job

Subject: Re: Current Work of my Mod

Posted by [mr£Ä\\$Ä-z](#) on Mon, 29 Dec 2008 16:25:28 GMT

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Quote:And one Important Question, do you guys want high detailed Models (Good Computers) or low poly models (older computers) Please Vote.

remember my Current Models can be updated

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 16:28:31 GMT
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Personally I like highpoly models just to look at its beauty, but for good gameplay there might be lowpoly models needed as for renegade it will lag less and you will have more fun

So i vote for Lowpoly models.

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Mon, 29 Dec 2008 16:58:14 GMT
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don't foget knives

Subject: Re: Current Work of my Mod
Posted by [mrÃÄÅ&SjA-z](#) on Fri, 02 Jan 2009 04:26:36 GMT
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Humvee mostly done

Subject: Re: Current Work of my Mod
Posted by [Omar007](#) on Fri, 02 Jan 2009 11:34:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

NICE

Subject: Re: Current Work of my Mod
Posted by [_SSnipe_](#) on Fri, 02 Jan 2009 11:51:08 GMT
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you guys want high detailed Models (Good Computers) or low poly models (older computers)

Please Vote.

remember my Current Models can be updated
Kinda in the middle

Subject: Re: Current Work of my Mod
Posted by [ArtyWh0re](#) on Fri, 02 Jan 2009 12:28:33 GMT
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you guys want high detailed Models (Good Computers) or low poly models (older computers)
Please Vote.

remember my Current Models can be updated

It does not matter too much for me but probably high poly beacues I should upgrade my computer
sometime soon.

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Fri, 02 Jan 2009 13:57:26 GMT
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My Humvee has max 500 Polys yet

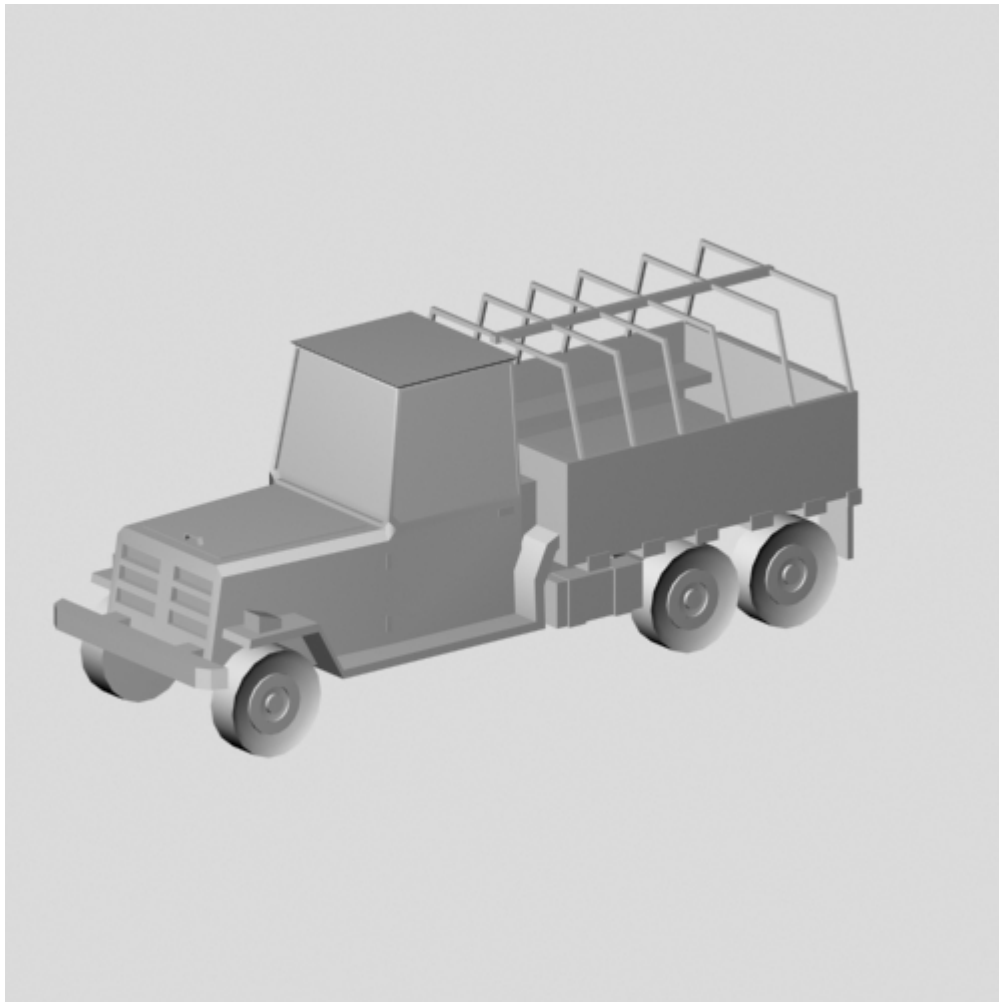
Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sat, 03 Jan 2009 04:15:12 GMT
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Update

Half Truck will be changed to this:
APC is also changed, Picture comes later.

File Attachments

1) [Updated.JPG](#), downloaded 1117 times

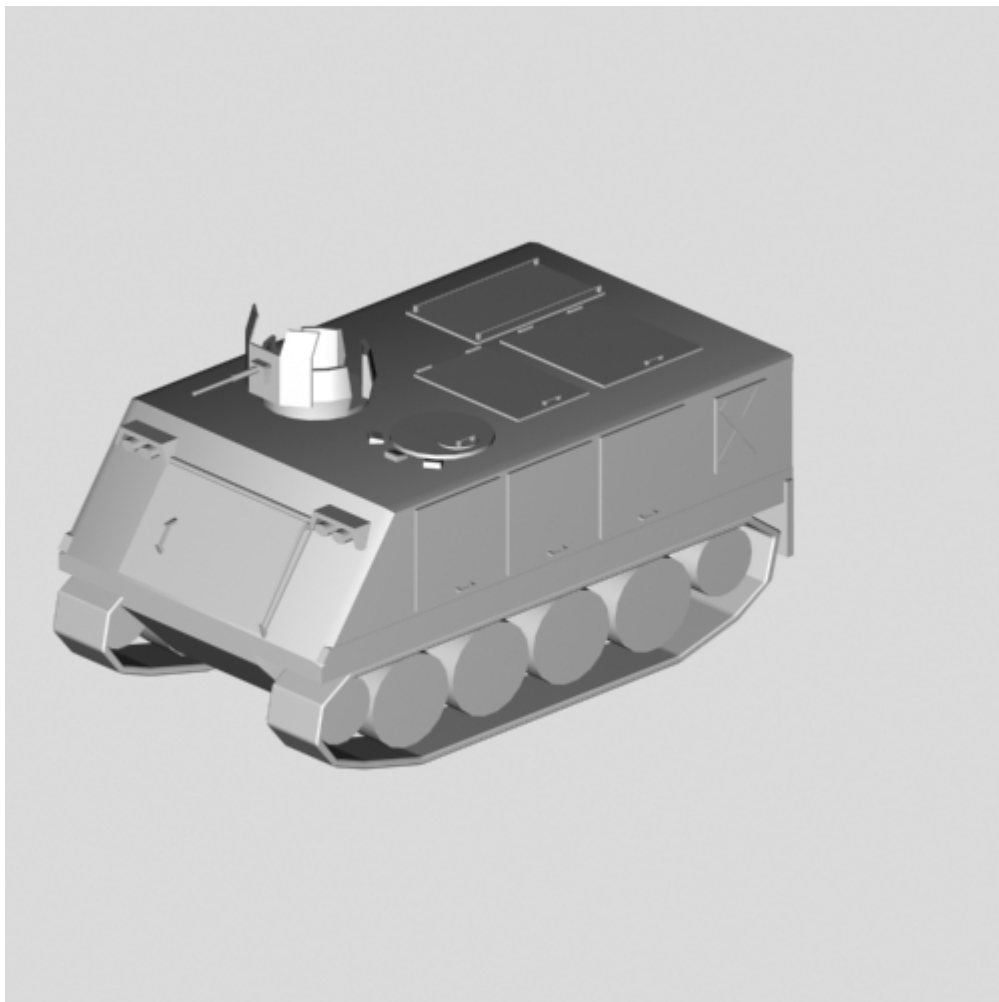


Subject: Re: Current Work of my Mod
Posted by [mrŁŠÄ-z](#) on Sat, 03 Jan 2009 16:37:11 GMT
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And another small Update,

File Attachments

1) [New APC.JPG](#), downloaded 1057 times



Subject: Re: Current Work of my Mod
Posted by [ArtyWh0re](#) on Sat, 03 Jan 2009 22:10:48 GMT
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Half Truck will be changed to this:
APC is also changed, Picture comes later.

Cool, looks like Red Alert(original) style.

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Sat, 03 Jan 2009 23:47:23 GMT
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srly to ask, but are adding vehs, inf and gamemodes in a mod for Renegade? a .pkg?

Subject: Re: Current Work of my Mod

Posted by [mrÃÄÄ&SüÄ-z](#) on Sun, 04 Jan 2009 00:09:35 GMT

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I will change it to a .MIX Maps/Mods

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Sun, 04 Jan 2009 11:41:34 GMT

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like to see some more then

Subject: Re: Current Work of my Mod

Posted by [mrÃÄÄ&SüÄ-z](#) on Mon, 05 Jan 2009 18:54:09 GMT

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M16 changed to M4,

Subject: Re: Current Work of my Mod

Posted by [mrÃÄÄ&SüÄ-z](#) on Tue, 06 Jan 2009 03:26:13 GMT

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Here is a Map Preview, the Maps will look like in RA1!

Subject: Re: Current Work of my Mod

Posted by [ErroR](#) on Tue, 06 Jan 2009 09:30:39 GMT

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pretty cool

Subject: Re: Current Work of my Mod
Posted by [iHavoc](#) on Tue, 06 Jan 2009 09:47:18 GMT
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looking good

Subject: Re: Current Work of my Mod
Posted by [YazooGang](#) on Tue, 06 Jan 2009 11:30:44 GMT
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its done good. nice job!

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Tue, 06 Jan 2009 15:21:28 GMT
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ow, that is getting interesting

Subject: Re: Current Work of my Mod
Posted by [Reaver11](#) on Tue, 06 Jan 2009 15:46:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

That is some nice work madracks good job!

Subject: Re: Current Work of my Mod
Posted by [ArtyWh0re](#) on Tue, 06 Jan 2009 16:22:13 GMT
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Looking awesome, Nicely done

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Tue, 06 Jan 2009 22:10:53 GMT
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I will edit the Body part, if its on water you wouldnt see it, so im gonna remove some parts

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Wed, 07 Jan 2009 01:33:37 GMT
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awsome :^)

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Wed, 07 Jan 2009 11:25:50 GMT
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Quote:Was an Alpha/Beta tester for Plastic Revolution

I see you was proud because you was an Beta/alpha Tester of our old Mod, so im asking you, do you want to be an Alphe/Beta Tester of my Current Mod ?

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Wed, 07 Jan 2009 12:41:31 GMT
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I like the map, good work!

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Thu, 08 Jan 2009 13:54:04 GMT
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Revolution

I see you was proud because you was an Beta/alpha Tester of our old Mod, so im asking you, do you want to be an Alphe/Beta Tester of my Current Mod ?
i was a beta tester of pr too

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Thu, 08 Jan 2009 16:23:20 GMT
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Wanna be Beta/Alpha Tester of my mod, ErroR ?

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Thu, 08 Jan 2009 16:29:24 GMT

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sure

Subject: Re: Current Work of my Mod
Posted by [YazooGang](#) on Thu, 08 Jan 2009 19:50:58 GMT

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Need to make a limit. Better if you get a person that has the same timezone as you. And remmeber, there are lot of people join as a Beta Tester because they want to have fun, but at the time of Beta Testing, they might not have time...

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Thu, 08 Jan 2009 20:00:16 GMT

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I thought about packing the Mod in a .RAR with a Password and setting up a Server (no serverpassword because the Mod already has a PW) and if they gave away the PW then i could work without Beta Testers but i trust them... They already where on our list in the Plastic Revolution Team.

Current Beta/Alpha Testers are: Ferkhat, ErroR, Samous and Di3HardNL and thats enough yet.

Subject: Re: Current Work of my Mod
Posted by [Gen_Blacky](#) on Sat, 10 Jan 2009 08:12:39 GMT

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Good job for doing that in hightfield

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sat, 10 Jan 2009 10:41:58 GMT

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Next Maps will be done in 3DS Max

Subject: Re: Current Work of my Mod
Posted by [GEORGE ZIMMER](#) on Sat, 10 Jan 2009 11:29:53 GMT

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Looks pretty cool. Any particular direction you goin with this? Or is it just stuff thrown together out of boredom?

Subject: Re: Current Work of my Mod
Posted by [mr£\\$Ä-z](#) on Sat, 10 Jan 2009 12:20:09 GMT
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It goes into a Battlefield style, no AOW

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Sat, 10 Jan 2009 12:26:13 GMT
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fancy ship you made there (bottom of the previous page)
(will you texture it yourself?)

Subject: Re: Current Work of my Mod
Posted by [mr£\\$Ä-z](#) on Sat, 10 Jan 2009 12:54:20 GMT
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I do everything by myselfe, Modeling, UVW Unwrap, Scripting, Mapping, Boning and everything. I use Textures from Photos, i just finished my M4A1 Colt Rifle (Photo Texture)

Check it out, hope you guys like it:

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sat, 10 Jan 2009 13:04:53 GMT
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OMFG! the texture is pretty

Subject: Re: Current Work of my Mod
Posted by [ArtyWh0re](#) on Sat, 10 Jan 2009 13:41:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

That does look pretty good

Subject: Re: Current Work of my Mod
Posted by [mr£\\$Ä-z](#) on Sat, 10 Jan 2009 13:53:59 GMT
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I added a Reflection, but i will remove it, anyway, Ingame Screens:

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sat, 10 Jan 2009 14:46:18 GMT
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make the texture a bit darker and the rifle looks like on a wide screen , mean it's a bit long vertically

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sat, 10 Jan 2009 15:06:29 GMT
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If you play with it then it wont look so big lol and look at the hand positions :S changing the lengt would be a bit fishy

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sat, 10 Jan 2009 15:18:03 GMT
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it still look awesome
also: what's the poly count?

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sat, 10 Jan 2009 15:59:00 GMT
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Finished Models with Polycount:
M4A1 Colt - 1034 Polygons.
Gunboat 01 - 1616 Polygons.

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Sat, 10 Jan 2009 21:05:59 GMT
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rifle looks better then the char
pretty cool you can do everything yourself

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Mon, 12 Jan 2009 21:02:08 GMT
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Texture has been edited, also posted a Downloadlink for a Auto Rifle Replacement on the "Mod Release" Section (Just need to wait till my post gets Applied).

New/Edited Darker Texture, with Reflections:

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Tue, 13 Jan 2009 02:42:57 GMT
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Revolution

I see you was proud because you was an Beta/alpha Tester of our old Mod, so im asking you, do you want to be an Alphe/Beta Tester of my Current Mod ?

yes i would like to, sry for not replieing quickly, i though i wouldn't have to check here b/c it didn't involve me, my bad I would love to beta/alpha test for you PLZ!

=samous

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Wed, 14 Jan 2009 18:56:31 GMT
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You have been added to my Beta/Alpha Testers list samous

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Wed, 14 Jan 2009 20:02:31 GMT
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how many maps will you make?

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Thu, 15 Jan 2009 01:48:22 GMT
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Testers list samous

thanks! is there anywhere i should check? *says this while staring at link to it*

(i really don't know if i should be looking somewhere else for ur mod, i haven't noticed any links to other places, do i just look here?)

=samous

-PM me when the first test your ready for me to test out.

Subject: Re: Current Work of my Mod

Posted by [mr£Ä§Ä-z](#) on Thu, 15 Jan 2009 09:17:35 GMT

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For the Public Beta im gonna make 3-5 maps (without ALL weapons and vehs) currently my mod goes slowly forward because im learning to make some better textures

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Thu, 15 Jan 2009 17:22:23 GMT

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maps (without ALL weapons and vehs) currently my mod goes slowly forward because im learning to make some better textures

even better textures?

well, good luck with that

Subject: Re: Current Work of my Mod

Posted by [samous](#) on Thu, 15 Jan 2009 23:56:06 GMT

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no sereiosly, do i just look here for updates?

Subject: Re: Current Work of my Mod

Posted by [mr£Ä§Ä-z](#) on Fri, 16 Jan 2009 12:08:24 GMT

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A Offical Homepage comes later after the first Alpha Test with you (samous), ErroR and Di3HardNL

Subject: Re: Current Work of my Mod

Posted by [mr£Ä\\$Ä-z](#) on Fri, 16 Jan 2009 18:13:35 GMT

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Update

TOW Humvee is mostly done, everything by me even the Testure lol, and big thanks to Di3HardNL that he show me how to make lamps and Reflections also added

Turret will be ReTextured and some parts also will be reTextured

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Fri, 16 Jan 2009 18:29:17 GMT

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I like it, except, one thing, the texture could use some more variation. I mean, there is to much of 1 color.

Still, good job on that

Subject: Re: Current Work of my Mod

Posted by [GEORGE ZIMMER](#) on Fri, 16 Jan 2009 19:59:43 GMT

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Barrel model is very bland, and the texture needs a lot of work. Otherwise, decent model.

Subject: Re: Current Work of my Mod

Posted by [mr£Ä\\$Ä-z](#) on Fri, 16 Jan 2009 20:41:24 GMT

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Now i need to bone it and change the texture/s

Subject: Re: Current Work of my Mod

Posted by [mr£Ä\\$Ä-z](#) on Fri, 16 Jan 2009 21:22:22 GMT

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Thanks Cabal for your perfect Critique, you gave me a idea for a updated Texture:

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Sat, 17 Jan 2009 01:33:14 GMT
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well, it interesting. I liked your other skin better, sry. I REALLY like the light though, those are sweet! Tip for the texture, make the doors, the back hatch, and the exast pipe darker than the rest, then make the back hatch bigger. just a tip.

=samous

Subject: Re: Current Work of my Mod
Posted by [Gen_Black](#) on Sat, 17 Jan 2009 06:45:41 GMT
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Good Job Madrocks

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 Jan 2009 00:35:01 GMT
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New small DM Map, for my Alpha Gun Tests

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Sun, 18 Jan 2009 01:50:06 GMT
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does that mean i can test out on that map?

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 Jan 2009 01:55:31 GMT
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Yes you can on the first Alpha Test

anyway, 10 Minutes work:
Polygons: 259

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 10:43:15 GMT
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Amazing update! Nice alpha blending work there

and that pistol looks like.. real

nice job

Subject: Re: Current Work of my Mod
Posted by [mrÃÄÃÄÃÄz](#) on Sun, 18 Jan 2009 10:48:00 GMT
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The pistol RugerRS9 still needs a bit work (shaping abit etc)

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sun, 18 Jan 2009 11:00:01 GMT
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wow man ur very talented love it

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sun, 18 Jan 2009 11:15:07 GMT
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also the map might need a bit more vegetation

Subject: Re: Current Work of my Mod
Posted by [mrÃÄÃÄÃÄz](#) on Sun, 18 Jan 2009 11:19:10 GMT
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Check out my Map now:

<http://www.renegadeforums.com/index.php?t=msg&th=31645&start=0&rid=2> 3090

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Sun, 18 Jan 2009 12:28:11 GMT
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maybe some rock to hide behind?

Subject: Re: Current Work of my Mod
Posted by [mrÃÄÄ&SüÄ-z](#) on Sun, 18 Jan 2009 12:55:15 GMT
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LR01 wrote on Sun, 18 January 2009 06:28maybe some rock to hide behind?
Will be added

Subject: Re: Current Work of my Mod
Posted by [Cranberry](#) on Sun, 18 Jan 2009 13:26:45 GMT
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Looks very nice! Looking forward to this one

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sun, 18 Jan 2009 13:29:16 GMT
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one question. it will be a total conversion mod?

Subject: Re: Current Work of my Mod
Posted by [mrÃÄÄ&SüÄ-z](#) on Sun, 18 Jan 2009 14:29:03 GMT
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Im working alone on the Mod, but im gonna not use any Renegade vehicle, Char, Weapon etc.

Subject: Re: Current Work of my Mod
Posted by [YazooGang](#) on Sun, 18 Jan 2009 17:44:11 GMT
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not use any Renegade vehicle, Char, Weapon etc.
Have you even asked for help?

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 Jan 2009 18:06:53 GMT
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No because of much Trolling and Flaming here

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 Jan 2009 21:44:01 GMT
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Some Parts will get another texture

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Mon, 19 Jan 2009 13:29:38 GMT
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nice, but white back lites?
yup, this is going to be fun to play

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Mon, 19 Jan 2009 13:41:10 GMT
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I see you got the lights to look 3d only the backlights need to be red i think

Good job.

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Tue, 20 Jan 2009 11:40:30 GMT
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Update

I downloaded some Videos from youtube and cutted out the Gun Sounds and edited them heavily,
maybe this weekend i will make a small Alpha Test with my Guys and a small Public Video

Subject: Re: Current Work of my Mod

Posted by [samous](#) on Wed, 21 Jan 2009 01:25:10 GMT

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umm.... i am one of your testers, yet i have no files. i'm willing to do anything, for this would be the first project i have worked on (not including PR for obvious reasons)

Subject: Re: Current Work of my Mod

Posted by [mrÃÄÃ&Scharf-z](#) on Wed, 21 Jan 2009 15:49:16 GMT

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Noone got any files yet, IM NOT SURE maybe this weekend i will test it with our Team

Subject: Re: Current Work of my Mod

Posted by [u6795](#) on Wed, 21 Jan 2009 20:19:32 GMT

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Hmm, just now sorta saw this thread.

Everything seems to be pretty good. Nice work.

However, the map (while having a great layout) is kind of bland in that the buildings are all ridiculously small/same size. Perhaps some more varied buildings?

Subject: Re: Current Work of my Mod

Posted by [mrÃÄÃ&Scharf-z](#) on Wed, 21 Jan 2009 21:04:05 GMT

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I got bored of the old Texture,

Subject: Re: Current Work of my Mod

Posted by [pawky](#) on Wed, 21 Jan 2009 21:14:46 GMT

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Pretty good...!

Subject: Re: Current Work of my Mod

Posted by [GEORGE ZIMMER](#) on Wed, 21 Jan 2009 22:36:44 GMT

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MUCH better. Now work on the grill and the little pipe thing on the right side of the humvee, whatever that is.

Subject: Re: Current Work of my Mod

Posted by [mrÅ£ÄŠÄ-z](#) on Wed, 21 Jan 2009 22:40:17 GMT

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Yeah i will, on the other Vehicles, some parts have to be retuextured also, first im trying to fix the weapon animations (Reload anim etc)

Oh yeah i forgot to say, if you enter the Vehicles, then a Soldier will be on the Turret also (but youre still the vehicle gunner)

Subject: Re: Current Work of my Mod

Posted by [GEORGE ZIMMER](#) on Wed, 21 Jan 2009 22:49:08 GMT

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Would be pretty badass if you could force it so driver is not gunner, then the second driver is the gunner, etc.

Subject: Re: Current Work of my Mod

Posted by [mrÅ£ÄŠÄ-z](#) on Wed, 21 Jan 2009 22:54:41 GMT

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That would be much more work, but i could try

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Thu, 22 Jan 2009 15:26:42 GMT

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much better, I really like it now

Subject: Re: Current Work of my Mod

Posted by [mrÅ£ÄŠÄ-z](#) on Fri, 23 Jan 2009 13:42:28 GMT

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Bad news, this weekend btw next weekend i cant finish the first Alpha Test because im working far away from Home, i will sleep in a Hotel I will be back on Thursday evening

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Sat, 24 Jan 2009 03:58:49 GMT
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waaaaa

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä·z](#) on Sun, 01 Feb 2009 21:59:15 GMT
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OK i didnt posted Updates the last Time because i didnt made things that i cant show (like Scripts etc.) Now im learning character Modeling, check out the current Progress:

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Mon, 02 Feb 2009 11:00:48 GMT
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good luck mate i can giver you some tips on msn

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Tue, 03 Feb 2009 01:14:41 GMT
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i'm assuming thats a character model, but i'm not shure if it really is... is the black thing suposed to be where the head goes? if so, i get it now.

=samous

Subject: Re: Current Work of my Mod

Posted by [mrÃ£Ã§Ã·z](#) on Tue, 03 Feb 2009 12:12:57 GMT
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There will be the Head, the Model is not done lol

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Wed, 04 Feb 2009 03:25:19 GMT
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I'M WONDERING, WHATS RONG WITH TAKING A PRE-EXISTING MODEL AND EDITING IT?
THAT WAY YOU DON'T HAVE TO START FROM SCRATCH...

=SAMOUS

EDIT: sry, hit caps

Subject: Re: Current Work of my Mod
Posted by [mrÃ£Ã§Ã·z](#) on Wed, 04 Feb 2009 18:36:28 GMT
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Hmmmm i wanted to make a Mod with everything by me, but a edited Character would be enough
for an alpha test

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Thu, 05 Feb 2009 03:32:55 GMT
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an alpha test

only saw part of that sentence (jk)

=samous

Subject: Re: Current Work of my Mod
Posted by [mrÃ£Ã§Ã·z](#) on Thu, 05 Feb 2009 21:32:31 GMT
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First i need to reinstall XCC Mixer, C++, 3DS Max etc. i formatted Harddrive

Subject: Re: Current Work of my Mod
Posted by [Gen_Blacky](#) on Fri, 06 Feb 2009 05:29:24 GMT
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formatting is bad for the soul

Subject: Re: Current Work of my Mod
Posted by [Omar007](#) on Fri, 06 Feb 2009 14:57:58 GMT
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Gen_Blacky wrote on Fri, 06 February 2009 06:29formatting is bad for the soul
Yea you always forget SOMETHING important while backuping up. Than your really in a down

Subject: Re: Current Work of my Mod
Posted by [mr£\\$Ä-z](#) on Sun, 08 Mar 2009 11:39:08 GMT
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Barrel will be smaller..

Subject: Re: Current Work of my Mod
Posted by [rrutk](#) on Sun, 08 Mar 2009 15:26:22 GMT
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Gen_Blacky wrote on Thu, 05 February 2009 23:29formatting is bad for the soul

installing vista 64 bit is bad for the soul too... :-/ and bad for your hardware requesting drivers.

Subject: Re: Current Work of my Mod
Posted by [Jerad2142](#) on Sun, 08 Mar 2009 17:31:26 GMT
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Looks like the mod is coming right along, good work

Subject: Re: Current Work of my Mod
Posted by [mr£\\$Ä-z](#) on Sun, 08 Mar 2009 19:47:35 GMT
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Sniper will be redone, tryed another way to model it, same model with same deteils will have -800 polys than this one

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Sun, 08 Mar 2009 20:24:18 GMT
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Looks great

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä·z](#) on Sun, 08 Mar 2009 21:35:46 GMT
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Topic can be locked, everything here will be not on my Mod, im gonna make MUCH deteiled Vehicles/Weapons etc. on a new way of modeling. The good thing is, more deteil, better quality,and lower polycount (YA its possible!). So all the current work is trash lol, i will work on the new Version tomorrow, updates comes faster than before

Like i said Topic can be locked thanks.
Note: New Topic comes later, Homepage also!
