
Subject: Need suggestions for possible replacements
Posted by [Di3HardNL](#) on Wed, 18 Nov 2009 21:49:51 GMT
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Whats up

After a couple of months actually playing Renegade I think its time to get some modeling back up. I am dying to make some new stuff, only I can't think of anything to make.

I need your suggestions for awesome replacements. The possibilities are high scaled, from total map chngements to total team conversions.

An idea I came up with was for Nod like the whole team existing out of bad guys, and the GDI team only with heroes.

Just come up with some cool ideas and I will tell you if I am going to make it yes or no. So also requests are possible!!

Thanks in advance for you input

Subject: Re: Need suggestions for possible replacements
Posted by [Tupolev TU-95 Bear](#) on Wed, 18 Nov 2009 21:52:20 GMT
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What about a turret

where u can see the person inside it *more like an engineer* with TV's and radars and a door

when its destroyed u will only see half an engineer

Subject: Re: Need suggestions for possible replacements
Posted by [Altzan](#) on Wed, 18 Nov 2009 22:24:13 GMT
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I still think a "haunted" tunnel scheme would be sweet.

Subject: Re: Need suggestions for possible replacements
Posted by [Spyder](#) on Wed, 18 Nov 2009 22:33:36 GMT
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Turn all soldiers into giant dicks with army helmets

Subject: Re: Need suggestions for possible replacements

Posted by [HaTe](#) on Thu, 19 Nov 2009 01:19:33 GMT

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C&C3 style characters, or maybe gdi C&C3, nod TibSun or something .

Subject: Re: Need suggestions for possible replacements

Posted by [Distrbd21](#) on Thu, 19 Nov 2009 01:54:54 GMT

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DimitryK wrote on Wed, 18 November 2009 16:33Turn all soldiers into giant dicks with army helmets

WOW nevver knew there was a gay guy playing on ren.....

Subject: Re: Need suggestions for possible replacements

Posted by [anant](#) on Thu, 19 Nov 2009 06:04:37 GMT

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im thinking a sexy Bar Replacement? Or try doing Gunner-maybe like wookie

Subject: Re: Need suggestions for possible replacements

Posted by [Distrbd21](#) on Thu, 19 Nov 2009 06:06:38 GMT

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how about something different like making a map?

Subject: Re: Need suggestions for possible replacements

Posted by [Scrin](#) on Thu, 19 Nov 2009 06:08:01 GMT

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put your hands on Key Master from the Matrix movie, and replace with it havack

Subject: Re: Need suggestions for possible replacements

Posted by [Spyder](#) on Thu, 19 Nov 2009 09:00:29 GMT

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Distrbd21 wrote on Thu, 19 November 2009 02:54DimitryK wrote on Wed, 18 November 2009 16:33Turn all soldiers into giant dicks with army helmets

WOW nevver knew there was a gay guy playing on ren.....

I got this from a movie named "Super Bad" and it looked kinda funny.

Subject: Re: Need suggestions for possible replacements
Posted by [Di3HardNL](#) on Fri, 20 Nov 2009 17:54:08 GMT
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Thanks for the input! First thing im gonna work on is the turret!

When its finished you will find it in the MOD release forum

Subject: Re: Need suggestions for possible replacements
Posted by [Distrbd21](#) on Fri, 20 Nov 2009 18:46:51 GMT
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DimitryK wrote on Thu, 19 November 2009 03:00Distrbd21 wrote on Thu, 19 November 2009 02:54DimitryK wrote on Wed, 18 November 2009 16:33Turn all soldiers into giant dicks with army helmets
WOW nevver knew there was a gay guy playing on ren.....

I got this from a movie named "Super Bad" and it looked kinda funny.
lol when you said that, that is the movie i was thinking of.

Subject: Re: Need suggestions for possible replacements
Posted by [BlackDragonOfDarkness](#) on Fri, 04 Dec 2009 13:48:53 GMT
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i know this thread has been inactive for a couple weeks, but i would still love to see a halo sniper as a ramjet.

Subject: Re: Need suggestions for possible replacements
Posted by [crisis992](#) on Fri, 04 Dec 2009 13:53:33 GMT
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BlackDragonOfDarkness wrote on Fri, 04 December 2009 07:48i know this thread has been inactive for a couple weeks, but i would still love to see a halo sniper as a ramjet.

yeah that would be awesome =)

Subject: Re: Need suggestions for possible replacements
Posted by [Distrbd21](#) on Fri, 04 Dec 2009 17:39:31 GMT
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OR a 50 cal, for the 500, i would own all that run into my 50 cal.

or a old sniper rifle.

maybe make something like this for the auto rifle on nod and gdi?

<http://www.turbosquid.com/3d-models/3d-obj-m4a1-m4/476895>

50 cal.

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/474498>

Dragunov SVD, for nod

<http://www.turbosquid.com/3d-models/3d-svd-dragunov/471913>

Mossberg 590 shotgun. maybe?

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/361895>

basic 50 cal.

<http://www.turbosquid.com/3d-models/dwg-barrett-m82-rifle-m82a1m/386182>

Colt Python 357 For me , i can put it in a map.

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/462532>

Glock 17 for the Ren pistol?

<http://www.turbosquid.com/3d-models/maya-glock-17/334598>

Subject: Re: Need suggestions for possible replacements

Posted by [Tupolev TU-95 Bear](#) on Fri, 04 Dec 2009 19:35:05 GMT

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they would be possible.....If you had teh money to buy them

Subject: Re: Need suggestions for possible replacements

Posted by [Distrbd21](#) on Tue, 08 Dec 2009 04:16:08 GMT

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no buying your suppose to make them your self lol and use that as a guild.

Subject: Re: Need suggestions for possible replacements

Posted by [GEORGE ZIMMER](#) on Tue, 08 Dec 2009 14:22:03 GMT

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I say you make your own map. Do a large haunted-style DM! And yes I know, there's Haunted_DM and such, but I mean one that's bigger and better detailed and such.

Subject: Re: Need suggestions for possible replacements

Posted by [Spyder](#) on Tue, 08 Dec 2009 16:53:37 GMT

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GEORGE ZIMMER wrote on Tue, 08 December 2009 15:22I say you make your own map. Do a large haunted-style DM! And yes I know, there's Haunted_DM and such, but I mean one that's

bigger and better detailed and such.

Nobody plays DM nowadays...

Subject: Re: Need suggestions for possible replacements

Posted by [The Party](#) on Tue, 08 Dec 2009 19:25:43 GMT

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Di3HardNL wrote on Fri, 20 November 2009 11:54 Thanks for the input! First thing im gonna work on is the turret!

When its finished you will find it in the MOD release forum

Yeah I like that turret idea, also make it so that it could be a building, but yet also like a building. A defense that was player controllable. Cool!

Subject: Re: Need suggestions for possible replacements

Posted by [Tupolev TU-95 Bear](#) on Tue, 08 Dec 2009 19:27:06 GMT

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The G-Man wrote on Tue, 08 December 2009 19:25 Di3HardNL wrote on Fri, 20 November 2009 11:54 Thanks for the input! First thing im gonna work on is the turret!

When its finished you will find it in the MOD release forum

Yeah I like that turret idea, also make it so that it could be a building, but yet also like a building. A defense that was player controllable. Cool!
thats my idea thanks for making it Di3

Subject: Re: Need suggestions for possible replacements

Posted by [The Party](#) on Tue, 08 Dec 2009 19:28:36 GMT

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lol I what I actually meant to say was make it like a building but to actually make a player controlled defense. Me and my bad grammer. <.<
