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Subject: DJTHED's RaceMod 2

Posted by [SSIDJTHED](#) on Thu, 02 Sep 2010 17:54:28 GMT

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Some of you probably remember my first racemod right? now that I look at it again, it seems, simple and lame! xD

So i decided to start making a new one a few days ago, I tried to do it myself and try to keep it a secret till i finish it... but i can't do it myself, since i can't do a few things, and I need help from some of you guys!

I'll be doing the map myself, I already got it started:

Toggle Spoiler

There will be a lot more, since i just did all that in one day...

But anyway, what i need help on is that I am planning on making custom made vehicles for this pkg mod, and i have already attempted on making on myself, which was the first time I've actually done it:

Toggle Spoiler

Yes, I attempted on making a Porsche, it's not bad for my first one, but it's not my thing! and plus I failed to texture it, so i went with plane colors instead, which made it look worse... But I need some help on making models of cars! As well as boning them! And also I ask for people to make some good textures of the cars.

And for the people that come to model cars, I'll be willing to give you a list of what cars you need to make. And for the people that will texture, they may have to wait till the car models are done to be able to actually make the texture, and put it on the model. I also may need a scripter, may need alternate scripts for racing checkpoints, and the players place, etc. And since my internet is horrible... i may need someone else to host a server for the mod as well.

EDIT:

I have attempted to make another vehicle once again, and this time i think it's a WHOLE lot better.

Toggle Spoiler

So I put myself as one of the modelers, but these textures will not do, (Took pictures of one of my bros toy cars to texture and model it), I still need some texturers to make textures, and apply it to the vehicles, it will be much appreciated.

Modelers:

1. Good-one-Driver (2007 Ford Focus ST)
2. DJTHED (2003 C6 Corvette: Finished model) (Next model pending)
3. Di3HardNL (2000 Ferrari 360 Modena)

Texturers:

- 1.
- 2.

3.

Mappers:

1.DJTHED (Terrain and Racing Course)

Scripters:

1.

We can talk more on MSN, IRC, and Xfire:

MSN: d.j.gomen@hotmail.com

Note: I'm not usually on MSN often.

—  
IRC server: irc.ssigaming.net

—  
Xfire ID: djthed

I will be giving credit to the people that volunteer!

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Subject: Re: DJTHED's RaceMod 2  
Posted by [Di3HardNL](#) on Sat, 04 Sep 2010 10:36:27 GMT  
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The idea is cool and I just got inspired to start working on a project again, I could help with modeling and texturing.

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Subject: Re: DJTHED's RaceMod 2  
Posted by [SSIDJTHED](#) on Sat, 04 Sep 2010 15:59:50 GMT  
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Ok, great! Do you think you can model a 2000 Ferrari 360 Modena?

I'll give you some pics or blueprints if you want.

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Subject: Re: DJTHED's RaceMod 2  
Posted by [Hypnos](#) on Sun, 05 Sep 2010 21:37:58 GMT  
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This looks awesome.

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Subject: Re: DJTHED's RaceMod 2  
Posted by [raven](#) on Mon, 06 Sep 2010 04:42:28 GMT  
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Very cool. It's much like Heros\_Circuit (a guy from Jelly made this map for our race server.. when it existed)

I would love to see a race mode brought back was always fun

I can help with coding if you ever need it.

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Subject: Re: DJTHED's RaceMod 2  
Posted by [SSIDJTHED](#) on Mon, 06 Sep 2010 05:09:50 GMT  
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Well, i didnt ever play that other racemod, but i but it was fun!  
Is there a way so i can contact you, Xfire, msn, IRC? So we can talk.

Also I still need some people to make some skins for my vehicles!

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Subject: Re: DJTHED's RaceMod 2  
Posted by [GrimmNL](#) on Mon, 06 Sep 2010 23:47:12 GMT  
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some car manufacturers might have a problem with their car in game when it's not licened.

same thing happend with the star wars mod. that got stopped by lucasarts.

not saying they will, just a friendly reminder.

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Subject: Re: DJTHED's RaceMod 2  
Posted by [SSIDJTHED](#) on Tue, 07 Sep 2010 02:25:53 GMT  
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I never thought about that, thanks for telling me Oo

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Subject: Re: DJTHED's RaceMod 2  
Posted by [R315r4z0r](#) on Tue, 07 Sep 2010 04:13:21 GMT

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I remember about 4 or 5 years ago I was working on a race mod. My friend got me into it. He threw together this quick mod over night and a bunch of us played the next day. It was incredibly fun. He kept working on it and came up with these cool little features. You would lose health if you crashed into a wall, so he had an automated pit zone where ceiling guns with repair rays would heal your vehicle. He also had a startup sound (like "ding-ding-DING!") that you could activate anytime to start the race.

I later designed this really cool track. However, when I started designing the cars I began to lose interest. I stopped working on it and then a couple years later I lost all the work due to a virus.

Anyway, I'm glad to see another race mod. They can be really fun when you really put thought into it.

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Subject: Re: DJTHED's RaceMod 2  
Posted by [Gen\\_Blacky](#) on Tue, 07 Sep 2010 04:35:01 GMT  
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you can find some cool vehicle models for free like this one  
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/310098>

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Subject: Re: DJTHED's RaceMod 2  
Posted by [SSIDJTHED](#) on Tue, 07 Sep 2010 17:07:00 GMT  
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R315r4z0r wrote I remember about 4 or 5 years ago I was working on a race mod. My friend got me into it. He threw together this quick mod over night and a bunch of us played the next day. It was incredibly fun. He kept working on it and came up with these cool little features. You would lose health if you crashed into a wall, so he had an automated pit zone where ceiling guns with repair rays would heal your vehicle. He also had a startup sound (like "ding-ding-DING!") that you could activate anytime to start the race.

I later designed this really cool track. However, when I started designing the cars I began to lose interest. I stopped working on it and then a couple years later I lost all the work due to a virus.

Anyway, I'm glad to see another race mod. They can be really fun when you really put thought into it.

Nice ideas, though i already thought of the "taking damage when running into a wall"

Mr.NiceGuy wrote you can find some cool vehicle models for free like this one  
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/310098>

I'll go ahead and check it out, but i may not use them..

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Subject: Re: DJTHED's RaceMod 2  
Posted by [cnc95fan](#) on Tue, 07 Sep 2010 17:22:53 GMT  
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GrimmNL wrote on Mon, 06 September 2010 18:47  
same thing happend with the star wars mod. that got stopped by lucasarts.

For now....

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