
Subject: Genegade: operation free fall

Posted by [pulverizer](#) on Thu, 29 May 2003 10:54:19 GMT

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I don't know if you noticed, but I started a new mod a few weeks ago. we are going to make all Buildings by our self, we will NOT extract them. but we will axtract the vehicles from generals, we add more details on the vehicle models and on the vehicle skins. we make the guns by our self. and we make the infantry by our selfe. so we will only extract the generals vehicle models and edit them. what do you think of this idea?

<http://www.genegade.tk>

here is a pick of the scud storm (made by maytridy):

http://home.planet.nl/~kuste389/site_screenshots/ScudStorm.jpg

(the scud storm isn't finished yet)

and here is a screen of the gla quad cannon, created by killakanz:

http://home.planet.nl/~kuste389/site_screenshots/quad.jpg

the cab wasn't touched, but everything else re-made

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Posted by [CmdNeo](#) on Thu, 29 May 2003 12:58:09 GMT

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Looking good so far , im out of par with the renegade community atm i left months and months ago because my cds broke >.< , started playing Planetside ... doubt ill leave Planetside in Number 1 outfit in world (anyways this is beside the point) i hope to return to renegade within the week, expecting to be enjoying this game again

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Posted by [Majiin Vegeta](#) on Thu, 29 May 2003 15:48:10 GMT

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CmdNeoLooking good so far , im out of par with the renegade community atm i left months and months ago because my cds broke >.< , started playing Planetside ... doubt ill leave Planetside in Number 1 outfit in world (anyways this is beside the point) i hope to return to renegade within the week, expecting to be enjoying this game again
nice work scud looks really good

hey cmdNEo

nice BIG siggy

Subject: Genegade: operation free fall

Posted by [maytridy](#) on Thu, 29 May 2003 18:42:29 GMT

Quote:nice work scud looks really good

Thanks.

Quote:but we will axtract the vehicles from generals

I think that we should do the vehicles too. We should talk. Send me an e-mail.
