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Subject: Stargate Mod  
Posted by [Wild1](#) on Fri, 08 Aug 2003 18:03:54 GMT  
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Since it looks like I'm not the only one who likes this show, this gave me a few ideas.

I know there aren't that many vehicles (exception being F-302 and the Death Gliders), but there sure are a lot of weapons and characters. You can kind of see where I am going with this.

Here is the deal, If I get permission to do a mod, is it feasible for anyone to do it? Because well, I can't mod for shit. If anyone wants to do it, or think they might, drop me a line.

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Subject: Stargate Mod  
Posted by [NeoX](#) on Fri, 08 Aug 2003 19:18:20 GMT  
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I was working on a Star Gate mod not to long ago i dont no what happened... :rolleyes:

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Subject: Stargate Mod  
Posted by [General Havoc](#) on Fri, 08 Aug 2003 19:28:56 GMT  
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We had all this before at  
<http://www.n00bstories.com/renforums/viewtopic.php?t=73&highlight=stargate> and it ended up in reasons why you can't make a stargate mod as that post explains.

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Subject: Stargate Mod  
Posted by [Wild1](#) on Fri, 08 Aug 2003 20:11:02 GMT  
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Well I tried.

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Subject: Stargate Mod  
Posted by [Anubisz](#) on Fri, 08 Aug 2003 20:25:46 GMT  
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That mod is dead 4 some time now.

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Subject: Stargate Mod  
Posted by [Wild1](#) on Fri, 08 Aug 2003 20:55:06 GMT

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Once I know how to model, I think I will make a model of the Stargate, but that will be it.

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Subject: Stargate Mod

Posted by [Anubisz](#) on Sat, 09 Aug 2003 11:16:49 GMT

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too bad i don't have my old models anymore.

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Subject: Stargate Mod

Posted by [Sk8rRIMuk](#) on Sun, 10 Aug 2003 07:52:22 GMT

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Anubisztoo bad i don't have my old models anymore.

Shame, I saw them and they were very good to say the least.

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