
Subject: a renegade 2 mod
Posted by [TheMouse](#) on Sun, 28 Sep 2003 06:35:45 GMT
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Well... I suck at making maps/mods... but is anyone making a renegade 2 mod? you could use the models that were released and all. It would be frickin cool.

Subject: a renegade 2 mod
Posted by [Adavanze](#) on Sun, 28 Sep 2003 09:04:52 GMT
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Well, renegade 2 which is red alert 2 is already kinda in progress - <http://tdrmods.arzok.com>

Subject: a renegade 2 mod
Posted by [Sk8rRIMuk](#) on Sun, 28 Sep 2003 11:10:46 GMT
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there were plans for this kind of mod with a certain community member and chuck carter, but alas nothing happened.

The proposed idea was making chuck carters model map in to a playable map for Renegade.

Pitty though .

Subject: a renegade 2 mod
Posted by [OrcaPilot26](#) on Sun, 28 Sep 2003 15:37:35 GMT
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I fixed up those models and attempted to put them into a map. There's still a bunch of problems though, I'll probably never release it.

if anyone knows where the prism tank's texture is please contact me.

Subject: a renegade 2 mod

Posted by [Blazer](#) on Sun, 28 Sep 2003 23:58:56 GMT

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those look pretty cool...I hope you share

Subject: a renegade 2 mod

Posted by [PCWizzardo](#) on Mon, 29 Sep 2003 00:27:18 GMT

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for the prism tank, the grizzly tank skin maps perfectly onto the lower-detail tank.

Subject: a renegade 2 mod

Posted by [OrcaPilot26](#) on Mon, 29 Sep 2003 00:31:32 GMT

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That's what i'm using for the prism tank now, but I know a texture waas made, look at those old in-game screenshots of Renegade 2.

Subject: a renegade 2 mod

Posted by [Ferhago](#) on Mon, 29 Sep 2003 07:25:01 GMT

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Oh man no matter how buggy you just got to share that!

Thats so awesome!
