
Subject: Renhelp.net - Contribute your models!

Posted by [Oblivion165](#) on Mon, 11 Sep 2006 10:57:50 GMT

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Hello all you modelers out there, if your like me you may have a variety of models out there that you would like to give to the community for mapping purposes. If so please upload them here or send them to me via, PM/Email/Messenger/Renhelp.net User Files. (These models may include maps, assets, characters, weapons, buildings, you name it.) Or even special files, like my proxies adaptation that spread like wildfire.

Quality isn't a problem, people of all skill can contribute. I only ask two things:

Please include 1 screen shot of the model in LE/W3d View or Renegade itself. Renders usually don't represent the model realistically.

Secondly a little text file "Renhelp.net Model Information.txt" to be sent along with it to help the user setup the model correctly. Here is one that I made for my pillbox's:

Quote:Model Author: Oblivion165

Model Uses: Anything you would like

Uploaded Date: 9/9/2006

Recommended Settings and Instructions:

- 1 Temp "Nod_Turret_MP_Improved" and remove "M00_Base_Defence" from its scripts.
- 2 Add script "Jfw_Base_Defence" and leave it as default settings.
- 3 Set player team to desired team.
- 4 Change weapon to "Weapon_GDI_Tower_MachineGun"
- 5 Make spawner, place on map!

That's it! Please contribute, if not ill just remove the section if it doesn't become useful. Also if you do upload the file via RenHelp.net User Files section, please inform me somehow so I can check your directory.

Edit by YSL: stickying.
