Subject: Unleashed mod
Posted by **BlazeDragoon** on Wed, 27 Apr 2005 01:34:14 GMT
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Quick and to the point since I g2g soon.Unleashed is a mod I've been working on mostly myself and with help from time to time.Curretnly me and another are working on it,I just came to ren and started on it again.The mod is more of an expansion on renegade rather then a conversion.It keeps all the old units(with special features such as 2nd fire mods etc),and adds tons of new units and models.I've found almost anything I could add to it,to the mod making it have a big selection.Currently their is no server for it(working on it) and the forums is new and kinda inactive since I just came back and started the forums.If you are interested please come register on the forums at http://www.blazemod.cjb.net .Thanks for your time and I hope you find it to your liking.If you have any questions about the mod,or the work such as the models I will be happy to answer.

Screenshots/Videos(will have a vid or two up later):
http://s10.invisionfree.com/BlazeMods/index.php?showtopic=4

Subject: Unleashed mod
Posted by **bisen11** on Wed, 27 Apr 2005 02:42:01 GMT
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Will there be any new game modes? Or just new units n stuff?

Subject: Unleashed mod
Posted by **BlazeDragoon** on Wed, 27 Apr 2005 02:50:17 GMT
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Hmm...new game modes?Example?No one said I can't add em in ?

Subject: Unleashed mod
Posted by **bandie63** on Wed, 27 Apr 2005 10:34:50 GMT
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It's looks pretty good, but the textures on some of the tanks look like plastic.

Subject: Unleashed mod
Posted by **Deactivated** on Wed, 27 Apr 2005 11:06:43 GMT
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Hmm, it looks like you've downloaded every free Renegade model and put them ingame to make a "mod".

This is what I call "Plug-and-Play" modding.

Subject: Unleashed mod
Posted by Naamloos on Wed, 27 Apr 2005 14:23:26 GMT
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The ren2 models look bad and use to many poly's.

The prism tank doesn't even have a texture and the kirov is too big (if you ever planned on using it).

You also still use renegade maps.

Like CommandoSR sead, you used about all free models that can be downloaded for renegade.

I do hope you are good at making great gameplay with that many different models. Because i am making a mini mod based on TD and even with a hand full of units like in TD, making balance takes a long time.

Subject: Unleashed mod
Posted by BlazeDragoon on Wed, 27 Apr 2005 20:30:42 GMT
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Yea I already know making balance takes awhile and in a sense if you can call it a plug and play mod it kinda is?Well anyways most of the ren2 models are still to much polys but they are all lowered from the orignal ones by alot.Yea the textures on the are kinda not so well either,atm I'm not focused on making it pretty but making it have fun gameplay.I might redo the models sometime soon,not sure yet but I plan on it.Also I'm working on adding maps already,and working on getting a mapper as well.The mod I will somewhat agree with you doesn't look exactly pretty,but has fun gameplay as far as I have heard from everyone has played,most of all in 12+ player games.I do not plan on adding the kirov either.

Well what I mostly ask is that you at least give it a try most of all in a 8+ game if I get the mod active again.Anyways anyone have any questions or what makes the mod good?

Also one thing about the mod is..it has everything renegade has pretty much+more so it can't suck all that much,can it:P?

Subject: Unleashed mod
Posted by danpaul88 on Fri, 29 Apr 2005 21:28:35 GMT
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BlazeDragoonYea the textures on the are kinda not so well either,atm I'm not focused on making it pretty but making it have fun gameplay.

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fun gameplay is good, but if it dnt look good it will put people off....

Yea kinda noticed that~_~...After my next version I might start working on redoing some of the models to make them look better.Also I got a test server up that I'm probley gonna go with.Right now the only way to join is though gsa,but I'm trying to make it so I can use wolspy so more people can play:).