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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 10:42:00 GMT  
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I got.Modelers: Need 4 E-mail meHavoc 89Laser2150Level Edit: FULLDante Map Makers: Need  
Texturers: Need 4 E-mail MeTripicRemember I am good in most of them.Our new Red Alert 2  
Mod Exchange thanks to Dante. [ November 22, 2002, 21:00: Message edited by: CyborgDC ]

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 10:59:00 GMT  
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quote:Originally posted by CyborgDC:(TALENTED)That could take some time

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 11:42:00 GMT  
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we have been working on a ra2 mod and so have some other german group i heard.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 14:17:00 GMT  
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put me under commando

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 14:45:00 GMT  
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You can count me as the final stage guy (Add details, effects and more realism to structures,  
units, maps, etc.)

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 15:33:00 GMT  
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quote: 4 Beta Testers there are alot of beta testers out there i reckon.

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 15:44:00 GMT  
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I can Beta!

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 16:21:00 GMT  
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Well i would help but still ocupied getting \*\*\*\*ed at my map for being stupid wate maybe its the crweators falt nah stupid map any ways if you guys need a place to store files let me know  
Phillip@ucandevelopments.com no bandwith limit no space limit

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 17:03:00 GMT  
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hey, i will also host the official site for it as well as being your commando guy  
(compiler/scripter)also i can do alot of those things script wise that cannot be done by other  
people here, so that might be a big help for youlet me know cyborg [ November 16, 2002,  
17:04: Message edited by: Dante ]

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 17:08:00 GMT  
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I understand Buildings , and tanks. i can't texture good. i also can just beta.Let me know!

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 17:47:00 GMT  
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as long as you can give me an ideah of the look your going for i can texture [ November 16,  
2002, 17:56: Message edited by: Tripic ]

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 19:28:00 GMT  
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Please post your e-mail. Or jonnyne@msn.com [ November 16, 2002, 19:30: Message edited

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by: CyborgDC ]

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 19:32:00 GMT  
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and more realism to structures, units, maps, etc.) I need to know, are you going to be working the in gMax and or Commando?

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 20:57:00 GMT  
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Phillip@ucandevlopments.com for email and msn messenger [ November 16, 2002, 20:58:  
Message edited by: Tripic ]

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 21:27:00 GMT  
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I am proficient in Commando, and small RenX tasks. I can also create your website if you provide me with a layout to create it from, all I need is a picture. Hey Dante, is Divine Interventions still going? If so, I'll get your website up already Russell\_Ziegler@hotmail.com (email only) [ November 16, 2002, 21:27: Message edited by: ApacheRSG ]

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 16 Nov 2002 23:23:00 GMT  
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yes apache dante@cncrenegade.info

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 00:23:00 GMT  
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take some time In other word very good.

---

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 00:41:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I can do level edit, perhaps. But I'm terrible at the gmax part.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 07:27:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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take some time they are gonna be hard to find.i no im talented and you know it so ill join ya. but just to tell ya CyborgCD that i cant make characters. if i try they look ok, have too much poly count like over 2000 and ill take me too long.im just a building and vehicle modeler.btw. you can use the vehicles from the MOD arts. [ November 17, 2002, 07:38: Message edited by: Havoc 89 ]

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 09:41:00 GMT  
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Ok, Dante, I will get it up by Wednesday next week.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 19:33:00 GMT  
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Any map makers?

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 05:57:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Theres already 2 RA2 Mods in progress, get something more original.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 06:54:00 GMT  
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so whos in the mod so far?

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 07:59:00 GMT  
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quote:Originally posted by CyborgDC:Any map makers?I'm here, ain't I?

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 11:54:00 GMT  
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quote:Originally posted by satx007:Theres already 2 RA2 Mods in progress, get something more original. How about you be good at something then start talking, and get a more original name 007?

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 16:21:00 GMT  
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---

It's obvious that this mod will never get finished, just like all those other mods being made. In about a month or so there will be a decline in updates until everything comes to a dead stop (2 months) every week or so there is a slight update until you finally cancel the whole project (4 months) I've seen this happen plenty of times before, don't tell me that this is different.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 16:35:00 GMT  
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Hey Btw i started a Ore Purifier a long time ago and forgot about it, if you want it for the mod you can fix it up and use it... i also have that war miner if you want to touch it up!Msn: Laser2150 (metal\_combot@yahoo.com) also my email lol.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 17:02:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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quote:Originally posted by OrcaPilot26: It's obvious that this mod will never get finished, just like all those other mods being made. In about a month or so there will be a decline in updates until everything comes to a dead stop (2 months) every week or so there is a slight update until you finally cancel the whole project (4 months) I've seen this happen plenty of times before, don't tell me that this is different.You sure think wrong little girl.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Mon, 18 Nov 2002 17:05:00 GMT  
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---

quote:Originally posted by Laser2150:Hey Btw i started a Ore Purifier a long time ago and forgot about it, if you want it for the mod you can fix it up and use it... i also have that war miner if you want to touch it up!Msn: Laser2150 (metal\_combot@yahoo.com) also my email lol.Sure e-mail it me. And it better be worth it, I hate remaking things.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Tue, 19 Nov 2002 00:03:00 GMT  
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---

Here who has been accepted:Modelers: Need 4Havoc 89Level Edit: Need 4Beanyhead Dante  
Dante Texturers: Need 4Tripic

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Tue, 19 Nov 2002 11:29:00 GMT  
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I can beta, if you agree.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 00:07:00 GMT  
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---

quote: Any map makers?----- I can be a mapper.

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 00:18:00 GMT  
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---

there are already 2 mods of RA2 in progress. mine and the germans. i looked at the germans and they looked a bit infront of us but i would jsut try something different. i know u have your vehicles and buildings but modeling isnt the whole thing.boning and that stuff is a real pain. btw how many polys do u have on the tanks/buildings. there nice and all, but to big and go down to far. like westwood didnt put their better hands in multi and all the other buildings. mabye you should reconsider it a do something like ur own made expansion or something. but what do i know, ive only done this a million times , if u dont wana take my advice then dont, im not losing anything.the ts mod is almost done and so is most the mods so far.take it if u want to or leave it.its your choice and its your loss.-AvroAeroalthough if u really think u can really do this and make a

good mod, BE MY GUEST...

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 00:21:00 GMT  
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---

quote:Originally posted by Slayer 143: quote: Any map makers?----- I can be a mapper.You have to be at least good at it.

---

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 00:23:00 GMT  
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quote:Originally posted by avroaero:there are already 2 mods of RA2 in progress. mine and the germans. i looked at the germans and they looked a bit infront of us but i would jsut try something different. i know u have your vehicles and buildings but moddeling isnt the whole thing.boning and that stuff is a real pain. btw how many polys do u have on the tanks/buildings. there nice and all, but to big and go down to far. like westwood didnt put their better hands in multi and all the other buildings. mabye you should reconstider it a do something like ur own made expansion or something. but what do i know, ive only done this a million times , if u dont wana take my advice then dont, im not losing anything.the ts mod is almost done and so is most the mods so far.take it if u want to or leave it.its your choice and its your loss.-AvroAeroalthough if u really think u can really do this and make a good mod, BE MY GUEST... So far who has the best modelers..... My team. . So far I compared the model from our team to others and ours is way better. Look at my Nuke Silo, way better then anyone elses.

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 07:38:00 GMT  
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---

quote: You have to be at least good at it. I can make maps in the Commando level editorbut I am not super good.

---

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 13:36:00 GMT  
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---

Renegade buildings are 400-600 polygons, yours are several thousand.

---

---

Subject: Recruiting for Redegade 2 Mod Team.

---

Posted by [Anonymous](#) on Wed, 20 Nov 2002 13:54:00 GMT

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---

quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is.....

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 13:55:00 GMT

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---

quote:Originally posted by Slayer 143: quote: You have to be at least good at it. I can make maps in the Commando level editorbut I am not super good.My team is made of the best modelers and mappers, so you can guess my answer.....I will see if we got room for you to beta.

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 14:12:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is..... The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke silo (based on all the pipes on the side) has to be at least that much.

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 14:50:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is..... The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke silo (based on all the pipes on the side) has to be at least that much.And your worried about the polygon count because.....

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 15:03:00 GMT

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---

I can help with the Level Edit part of it.

---

Subject: Recruiting for Redegade 2 Mod Team.

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Posted by [Anonymous](#) on Wed, 20 Nov 2002 15:14:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is..... The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke silo (based on all the pipes on the side) has to be at least that much.And your worried about the polygon count because.....1.It slows the game down,(not everyone has as fast of a computer as you seem to have)2.I seriously doubt that you're even going to attempt a proper flying map with vis3.They take up too much space

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 15:33:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is..... The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke silo (based on all the pipes on the side) has to be at least that much.And your worried about the polygon count because.....1.It slows the game down,(not everyone has as fast of a computer as you seem to have)2.I seriously doubt that you're even going to attempt a proper flying map with vis3.They take up too much spaceHmmm....if you are complaining about his polycount on Nuke Silo or Chronosphere, why don't you make something better.....?

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 18:13:00 GMT

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quote:Originally posted by Tiberic:I can help with the Level Edit part of it.Dante is doing it.

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 18:15:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is..... The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke silo (based on all the pipes on the side) has to be at least that much.And your worried about the polygon count because.....1.It slows the game down,(not everyone has as fast of a computer as you seem to have)2.I seriously doubt that

you're even going to attempt a proper flying map with vis3.They take up too much space1. That sucks for them.2. Your wrong.3. And your wrong again.

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 18:23:00 GMT  
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Oh yah by the way, my comp is made up of:1000 mhz512 DDRAM64MB grahpic card20gig harddrive.Not the best but it don't affect me.

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 18:24:00 GMT  
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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is..... The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke silo (based on all the pipes on the side) has to be at least that much.And your worried about the polygon count because.....1.It slows the game down,(not everyone has as fast of a computer as you seem to have)2.I seriously doubt that you're even going to attempt a proper flying map with vis3.They take up too much spaceno what it means is that you gotta crapy computer.

---

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 19:03:00 GMT  
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you think they still make games so weak because EA sucks and programmers are lazy? Programmers aren't lazy, but EA still stinks. but still! they makes low in graphics because people can't live with getting a new computer so we can have kick ass games...

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 19:03:00 GMT  
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No, it not crapy its, \*\*\*\*ty. ;D LOL

---

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 19:04:00 GMT

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quote:Originally posted by Laser2150:you think they still make games so weak because EA sucks and programmers are lazy? Programmers aren't lazy, but EA still stinks. but still! they makes low in graphics because people can't live with getting a new computer so we can have kick ass games... Preach it brother!

---

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Wed, 20 Nov 2002 23:16:00 GMT  
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If you're going to make a mod do it and work hard on it. However when you proclaim you own mod as having the "best" of things it only makes you look narcacistic and arrogant. Avro is right there is alot more then modeling. Personally I say go for it but there's no point in putting down other people's projects. As for the poly count it might not bother you now but once you get into beta or even alpha testing you'll start to run into problems I think. If you want to make a Red Alert 2 mod go for it, I would suggest making the simple things first before jumping to chrono legionairs or any of the thousands of other things that are going to be a a pain/impossible to program.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 02:43:00 GMT  
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Pff you people should be happy, its a different team which means it will turn out differnet. People were complaining about not enough Mods being made. And I have basic knowledge on most things in modding... so i might be able to help out a bit. And Avro or what ever his name is metioned boning, I have a good knowledge of that. [ November 21, 2002, 02:46: Message edited by: psycoarmy ]

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 04:24:00 GMT  
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Hey cyborg try to get Francios and get him to join your Mod team. He is VERY talented

---

---

Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 08:17:00 GMT  
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im suprised alot of plp are tring to help out in this mod.      the mod team should really get together and talk about what to do.

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:08:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is.....

The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke silo (based on all the pipes on the side) has to be at least that much. And your worried about the polygon count because..... 1. It slows the game down, (not everyone has as fast of a computer as you seem to have) 2. I seriously doubt that you're even going to attempt a proper flying map with vis 3. They take up too much space 1. That sucks for them. 2. Your wrong. 3. And your wrong again. I see 1. Nobody will download it because they won't be able to run it anyway 2. You won't have flying maps 3. Who's going to download a mod that is 500 megs when other similar (and better) mods are 150 megs, of course, that is if you ever do finish the mod. Oh yeah, I don't see how your models are "the best" because they seem to be a bunch of basic shapes slapped together, which explains the high poly count, which is composed half of polygons that you can't see. A "good" modeler would get rid of those extra polygons.

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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:20:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are several thousand. Did you see how much a \*FULL\* building in renegade is.....

The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke silo (based on all the pipes on the side) has to be at least that much. And your worried about the polygon count because..... 1. It slows the game down, (not everyone has as fast of a computer as you seem to have) 2. I seriously doubt that you're even going to attempt a proper flying map with vis 3. They take up too much space 1. That sucks for them. 2. Your wrong. 3. And your wrong again. I see 1. Nobody will download it because they won't be able to run it anyway 2. You won't have flying maps 3. Who's going to download a mod that is 500 megs when other similar (and better) mods are 150 megs, of course, that is if you ever do finish the mod. Oh yeah, I don't see how your models are "the best" because they seem to be a bunch of basic shapes slapped together, which explains the high poly count, which is composed half of polygons that you can't see. A "good" modeler would get rid of those extra polygons. 1. Thanks you Moses for predicting the future..... NOT, LOL. 2. God man you got to stop being stupid thats like 3 times already. 3. My chronosphere is now under 2000 exterior and FULL interior. And 4 compaired to your team's models, my models are really good, you team is not good enough to model the Chronophere, Nuke Silo, Weather Control, and ect. And I modeled them by myself. And a good game looks as real as it can be. Sorry that your comp sucks. \*\*LOL \*\* [ November 21, 2002, 16:22: Message edited by: CyborgDC ]

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:36:00 GMT  
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Okay, we'll see. This mod will never be finished period. And if it is I don't see who'd download it anyway. All of the structures you've made so far (besides the walls) will do nothing, It is a limit of the game itself, and if you haven't noticed there are already a few RA2 TCs that are way better than yours

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:51:00 GMT  
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quote:Originally posted by OrcaPilot26: Okay, we'll see. This mod will never be finished period. And if it is I don't see who'd download it anyway. All of the structures you've made so far (besides the walls) will do nothing, It is a limit of the game itself, and if you haven't noticed there are already a few RA2 TCs that are way better than yours. You know absolutely nothing for the power of Dante the powerful scripter. And I will not post any pictures of my further models until it gets done, and compared to you I am very much ahead, you can model four of the few hardest models in Red Alert 2 in less than three weeks. By the way show me your best model, not the ones you jacked from Westwood. [ November 21, 2002, 16:56: Message edited by: CyborgDC ]

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:53:00 GMT  
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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:54:00 GMT  
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What makes this RA2 mod different from all the others?

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:58:00 GMT  
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quote:Originally posted by jordypbear: What makes this RA2 mod different from all the others? The models.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 17:01:00 GMT  
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quote:Originally posted by jordybear:What makes this RA2 mod different from all the others?That is exactly what I mean quote:Originally posted by CyborgDC:You know absolutely nothing for the power of Dante the powerful scripiter.Well,"Dante the powerful scripiter" couldn't make a working chronosphere (that teleports units around) for the RA1 mod could he, and you'll be hunted down by ACK if you steal their idea.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 17:07:00 GMT  
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quote:Originally posted by CyborgDC: quote:Originally posted by jordybear:What makes this RA2 mod different from all the others?The models.models aren't everything, It's the gameplay that counts

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 17:16:00 GMT  
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OMG...man i hate when plp fight about a new mod.TRY GIVEN US SOME POSITIVE COMMENTS FOR GODS SAKES!!!!man you plp tick me off!!!ok maybe we cant get the chronosphere to work but who cares!!!! a mod doesnt have to be "PERFECT"example.... CnC Reborn!!! they cant make mechs to work. they had to animate all the time and they cant make subterrian units to work. and we cant get the choronosphere and mybe some other stuff to work. but so what!!!!ATLEAST WE ARE TRING!!!!

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Thu, 21 Nov 2002 17:16:00 GMT  
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quote:Originally posted by OrcaPilot26: quote:Originally posted by jordybear:What makes this RA2 mod different from all the others?That is exactly what I mean quote:Originally posted by CyborgDC:You know absolutely nothing for the power of Dante the powerful scripiter.Well,"Dante the powerful scripiter" couldn't make a working chronosphere (that teleports units around) for the RA1 mod could he, and you'll be hunted down by ACK if you steal their idea.Uhh, actually I think you CAN make scripts that teleport units. And ACK shouldn't hunt him down for making a teleporter.....

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Subject: Recruiting for Redegade 2 Mod Team.

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Posted by [Anonymous](#) on Thu, 21 Nov 2002 18:07:00 GMT

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if you ask me, i think Orca is jealous Man Orca why do you care then if you think its gonna suck??? Go away and hide in a corner becuase no one wants to hear your \*\*\*\*\*ing, god you sound like a \*\*\*\*\*ing Noob! look go steal some models and leave us alone!

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 18:08:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by jordyybear:What makes this RA2 mod different from all the others?The models.models aren't everything, It's the gameplay that countsHow can you have a map without models or anything, just one plane there with bumps on it nothing else. How sucky map.And by the way gameplay is from Renegade engine. And from our skill.

---

Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Fri, 22 Nov 2002 05:13:00 GMT

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Shuddup!! This is not some kind of froum for people to bi\*\*h in!So u need my help or not?

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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Fri, 22 Nov 2002 11:49:00 GMT

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quote:Originally posted by psychoarmy:Shuddup!! This is not some kind of froum for people to bi\*\*h in!So u need my help or not?To join the team you must be over n00b. [ November 22, 2002, 12:39: Message edited by: CyborgDC ]

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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Fri, 22 Nov 2002 15:48:00 GMT

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let me beta test. i can find many bugs in every map. i know all

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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Fri, 22 Nov 2002 21:01:00 GMT

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quote:Originally posted by Homey54:let me beta test. i can find many bugs in every map. i know all At least post up your e-mail.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Fri, 22 Nov 2002 21:12:00 GMT  
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i can map, email=greenhaze2003@yahoo.com and i can give you samples

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Fri, 22 Nov 2002 22:19:00 GMT  
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mikemcdowel1@hotmail.com im on msn alot so wont be hard to catch me

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 23 Nov 2002 00:13:00 GMT  
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quote: look go steal some models and leave us alone! well... stealing does take talent hahahahaaorca....just let them do it...bc if they do what u think will happen...u win they lose.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 23 Nov 2002 00:14:00 GMT  
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quote:Originally posted by Laser2150:if you ask me, i think Orca is jealous Man Orca why do you care then if you think its gonna suck??? Go away and hide in a corner becuase no one wants to hear your \*\*\*\*ing, god you sound like a \*\*\*\*ing Noob! look go steal some models and leave us alone!What is there to be jealous of, and maybe you are right, why should I care if this mod sucks.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 23 Nov 2002 00:38:00 GMT  
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quote:Originally posted by OrcaPilot26: quote:Originally posted by Laser2150:if you ask me, i think Orca is jealous Man Orca why do you care then if you think its gonna suck??? Go away and hide in a corner becuase no one wants to hear your \*\*\*\*ing, god you sound like a \*\*\*\*ing Noob! look go steal some models and leave us alone!What is there to be jealous of, and maybe you are right, why should I care if this mod sucks.Talking about sucking..... AH, back, away, from,

---



me, NOW!

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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 00:41:00 GMT

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quote:Originally posted by avroaero: quote: look go steal some models and leave us alone! well... stealing does take talent . hahahahaaorca....just let them do it...bc if they do what u think will happen...u win they lose. Who are you talking to, and Thall shall not on my topic.

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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 06:46:00 GMT

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quote:Originally posted by CyborgDC: Oh yah by the way, my comp is made up of: 1000 mhz 512 DDRAM 64MB graphic card 20 gig harddrive. Not the best but it don't affect me. dude here are my specs and even i get lag on intense maps: 1.6 ghz 512 DDR 64mb GeForce 3 Ti500 80gb harddrive i can get around 40 fps on average in WW's maps but when i stick a heavy model into one of my own, it lags, and the map has only around 13000 polies in total including objects

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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 07:00:00 GMT

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quote:Originally posted by Maimer1: quote:Originally posted by CyborgDC: Oh yah by the way, my comp is made up of: 1000 mhz 512 DDRAM 64MB graphic card 20 gig harddrive. Not the best but it don't affect me. dude here are my specs and even i get lag on intense maps: 1.6 ghz 512 DDR 64mb GeForce 3 Ti500 80gb harddrive i can get around 40 fps on average in WW's maps but when i stick a heavy model into one of my own, it lags, and the map has only around 13000 polies in total including objects. I know to fix the major lag, and on most of my buildings, I dropped the polygon count by a lot.

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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 11:28:00 GMT

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how does this sound...STOP TALKING AND START MODDING!!!!and all the other plp just shut the hell up!!!this mod is gonna be finished. and it will knock our teehts out. the only reason we wont get this mod done is because. of plp like orcapilot blabing out that this mod sux and wont get finished.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 23 Nov 2002 14:16:00 GMT  
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visit my image gallery at:<http://www.n00bstories.com/image.gallery.php?id=1219> If there is anything there that will help i may be able to send you some models. It depends on the progress of your mod. email me at : [simondenney@hotmail.com](mailto:simondenney@hotmail.com)

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 23 Nov 2002 17:30:00 GMT  
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I wish I was good at modeling. I have made some weapons but they are only ok not to great.

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Subject: Recruiting for Redegade 2 Mod Team.  
Posted by [Anonymous](#) on Sat, 23 Nov 2002 19:45:00 GMT  
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quote: quote:----- Originally posted by  
CyborgDC:Oh yah by the way, my comp is made up of:1000 mhz512 DDRAM64MB graphpic  
card20gig harddrive.Not the best but it don't affect  
me.----- dude here are my specs and  
even i get lag on intense maps:1.6 ghz512DDR64mb GeForce 3 Ti50080gb harddrivei can get  
around 40 fps on average in WW's maps but when i stick a heavy model into one of my own, it  
lags, and the map has only around 13000 polies in total including objects its things like this that  
can really \*\*\*\* me off. people who go out pay 3,000-5,000 on a computer thinking they have the  
best thing on the markek and that thier invincible. my computer is not the best out there, hell its  
not even close but i can get this \*\*\*\* box to run faster than many other people's who have 3 grand  
- 5 grand machines.take a look at ur toolbar.see all the worthless icons near the time..... those are  
all running taking up RAM cpu power and anything else it needs. if u were to close them ur  
computer would what>? do the math. as i said my crap box is nothing great. but i can run as fast  
or faster than most others.my 800mhz celeron is a crapwith 256 ram my g-force 3 7100i brings up  
my comp alot.and the hard drive space doesnt actually do anything as long as ur not spareing a  
20 mb slack... and some things dont show on ur task bar... hit cntrl + alt + del(delete) look at how  
much is happening behind ur back .for winxp u need to go to processes but it doesnt matter,  
plus u'll get some mroe info on how much is happining and the cpu usage.and its not always the  
user. go buy a comp from dell or gateway or any other company. they'll give a 1.5 ghz ya and all  
their ram ya and the radeon ya... but u dont actually know were everything is and what u can  
delete or not.and if u do all this and u dont get anything running in the background. or u shut it all  
down and still skip a frame once in a while.....i have to tell u U WERE RIPPED OFF AND  
ARE RUNNING A CRAP \*\*\*\* COMPUTER!!! SMARTEN UP NEXT TIME!

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