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Subject: Renegade Evolution

Posted by [Anonymous](#) on Thu, 02 Jan 2003 08:46:00 GMT

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Hello, i would like to thank everyone for taking part in the Revolution, and it's cause...currently we have 6 apps nearing beta stages, and 10 maps going into the second round of beta testing, as well as some game optimizations that everyone should be happy with...I will be hosting a chat on #RenEvo on n00bstories.radiantx.net @ 2PM PST this Saturday to list some of the new features, additions that will be in the first wave of the Evolution...We will be "transplanting" the forum and web site to <http://www.RenEvo.com> and <http://forum.RenEvo.com> Nothing will change, just the address, as i finally got the domain name registered...Thank you for all your time and patience, and for a SUCCESSFUL Revolution...Dante... [ January 02, 2003, 08:48: Message edited by: Dante ]

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Subject: Renegade Evolution

Posted by [Anonymous](#) on Thu, 02 Jan 2003 10:35:00 GMT

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in my map, one material's skin did not show up, so when i re-skined it, two other TOTALLY SEPERATE objects changed their skins aswell. any help at all would be greatly appreciated.

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Subject: Renegade Evolution

Posted by [Anonymous](#) on Thu, 02 Jan 2003 10:56:00 GMT

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Did you used UVW mapping?

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Subject: Renegade Evolution

Posted by [Anonymous](#) on Thu, 02 Jan 2003 10:59:00 GMT

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i dont see how thats relevant. that just changes how much the skin is stretched out over the material...each material has different UVW settings anyway.

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Subject: Renegade Evolution

Posted by [Anonymous](#) on Thu, 02 Jan 2003 11:01:00 GMT

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Make sure you put the TGA or DDS in your modfolder before You export. Its the only thing I could think of.

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Subject: Renegade Evolution  
Posted by [Anonymous](#) on Thu, 02 Jan 2003 11:15:00 GMT  
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nevermind, i loaded an older version and worked from there, its all good.

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Subject: Renegade Evolution  
Posted by [Anonymous](#) on Thu, 02 Jan 2003 13:22:00 GMT  
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Does this mean Dante's Mod Exchange is back up too?

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Subject: Renegade Evolution  
Posted by [Anonymous](#) on Thu, 02 Jan 2003 14:01:00 GMT  
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Are you still recruting new members, or is it too late? I can help out if you need some. (I don't mean beta tester, I mean real work, like C++ Script writing or something.)

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Subject: Renegade Evolution  
Posted by [Anonymous](#) on Thu, 02 Jan 2003 21:21:00 GMT  
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did u clone the objects you were adding materials to? cause if u change one cloned object it changes them all

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Subject: Renegade Evolution  
Posted by [Anonymous](#) on Thu, 02 Jan 2003 23:03:00 GMT  
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Subject: Renegade Evolution  
Posted by [Anonymous](#) on Fri, 03 Jan 2003 03:42:00 GMT  
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kool

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Subject: Renegade Evolution

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Posted by [Anonymous](#) on Fri, 03 Jan 2003 11:24:00 GMT

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It's good to know that it is actually progressing.

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Subject: Renegade Evolution

Posted by [Anonymous](#) on Fri, 03 Jan 2003 14:26:00 GMT

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