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Subject: Formula Evolution Mod needs YOUR help!  
Posted by [nopol10](#) on Wed, 26 Jul 2006 06:08:16 GMT  
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The Formula Evolution mod is basicly a racing mod for Renegade.

A few models have already been made by Paradox but that's all.  
What the team needs now are:

- 1.Script Writers
- 2.Level Designers
- 3.More Texture Artists
- 4.Beta Testers (As many as possible but first three must be fulfilled)
5. Many many suggestions on gameplay

Level Designers must have an ability to make racing maps (workable ones)

Anyone who applies MUST NOT be busy with another mod (especially Reborn) at the moment

Script that we need now is:

1. Script that starts the match only when the max players is reached.

Help and thanks in advance.

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Aprime](#) on Wed, 26 Jul 2006 09:50:48 GMT  
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WTF? That thing still exists?

I guess I could always give texturing and testing a try.

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [nopol10](#) on Wed, 26 Jul 2006 10:10:38 GMT  
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Actually, its a new team now and ben5015se is the new mod leader.  
Notice that there are actually two mod profiles on moddb.  
Formula Evolution on moddb

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [PaRaDoX](#) on Wed, 26 Jul 2006 12:12:04 GMT  
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lol... i just cant kill this thing can i... we do need a new modeler..

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [nopol10](#) on Thu, 27 Jul 2006 03:45:29 GMT

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Help please???

If you are willing to help, email Ben or me.

Website is ~supposed~ to be [www.renegadehelp.kinstry.co.uk](http://www.renegadehelp.kinstry.co.uk).

And one more thing Paradox, are the vehicle models ready to be exported to w3d format?

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Oblivion165](#) on Thu, 27 Jul 2006 03:56:57 GMT

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No longer Valid

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [LR01](#) on Thu, 27 Jul 2006 09:23:19 GMT

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Do you also gonna make a track with some AI players that follow a well placed waypath?

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [nopol10](#) on Thu, 27 Jul 2006 09:45:06 GMT

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That's possible...but the mod is mainly focused on the multiplayer part.

Ideas

1: Spectator Team

When a specified number of players have been met, anyone else who joins goes to the spectator team where they can fly around the map looking at the race. (Flying Character Script+Stealth)

2: AI players spawning after a certain time limit of no-player-joining-ness (requires script)

3: Vehicle spawning after crashing outside cliff so that race can continue (or something) (Scripts are already available:JFW\_Spawn\_Object\_Death)

4: Driver character with a helmet on(non-essential)

5: Crashing damage (No idea how this can be done)

EDIT:

Was just looking throught the scripts 2.9 readme and found an interesting script

Idea 6:

JFW\_Aircraft\_Fuel

What it does is make the vehicle useable for only a small amount of time. So pit stops may be

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important and implemented.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [jnz](#) on Thu, 27 Jul 2006 10:45:31 GMT

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i could do testing and racetracks maby.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [LR01](#) on Thu, 27 Jul 2006 13:16:53 GMT

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yes, the multiplayer part...

but there arn't that many Renegade players...

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [PaRaDoX](#) on Thu, 27 Jul 2006 13:24:22 GMT

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Hmm i have to go though my hard drives and find the stuff i did and thanks alot oblivion. im busy with <SEUSSBEBUSSENS> for APB and reborn and dont have alot of time and with recently upgradeing my computer and formating one of my hard disks i need to download alot of software still so if anyone would like to be a part of this mod you can ask here or go to the site, www.renegade-help.com yeah its one of those dead sites but i will add a FE section into the fourms today.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [OWA](#) on Thu, 27 Jul 2006 16:15:39 GMT

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I could beta test and maybe do some modelling. But i am pretty tied up. I need to talk to a few ppl before i can work for other projects.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [nopol10](#) on Tue, 01 Aug 2006 04:14:01 GMT

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Thanks to Oblivion's map, you can expect screenies + videos soon!

Plus I made a spectator drone that can fly over the map but i think my texture sucks...

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Fabian](#) on Wed, 02 Aug 2006 17:51:47 GMT

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Why are you making a racing mod in a game that has very primitive vehicle physics? Wouldn't a.. oh, I don't know, RACING GAME be a better fit? Or are there no easily moddable racing games?

---

Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Carrierll](#) on Wed, 02 Aug 2006 20:25:55 GMT

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Need sounds? All I can do (besides storing stuff cos of my oversized external drive)

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [nopol10](#) on Thu, 03 Aug 2006 05:12:44 GMT

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---

Sounds would probably be needed sooner or later, so your help is welcome! Screenies should be in tomorrow.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [nopol10](#) on Fri, 04 Aug 2006 09:46:37 GMT

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As promised, not so nicely textured examples of the spectator camera...

The odd thing is, I can't enter it...

### File Attachments

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1) [ScreenShot09.png](#), downloaded 910 times

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2) [ScreenShot10.png](#), downloaded 900 times



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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [LR01](#) on Fri, 04 Aug 2006 09:58:55 GMT

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Well, that's a odd camera

Can't enter it? transitions correct?

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Blazea58](#) on Fri, 04 Aug 2006 12:25:36 GMT

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The day i saw this posted, i decided to try designing a realistic looking race track for my own pleasure and as well maybe you'de like to take it when i have finished up with it.

There is still quite a bit of work to do, but this has been a solid 4 days of work already.

I have done it with many extra polygons for better alpha blending overall and smoothness.

Basically just needs the outside terrain and of course most importantly textures.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Halo38](#) on Fri, 04 Aug 2006 18:46:31 GMT

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mjfabian wrote on Wed, 02 August 2006 13:51 Why are you making a racing mod in a game that has very primitive vehicle physics? Wouldn't a.. oh, I don't know, RACING GAME be a better fit? Or are there no easily moddable racing games?

I agree that your not going to get Gran Turismo out of a mod for this game, however there are many features in this game that can be exploited to create an interesting racing based game

Burnout3 didn't have the most realistic physics but wasn't it fun

Maybe thats what i'm working on now

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Carrierll](#) on Sat, 05 Aug 2006 10:15:33 GMT

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Engine sounds? Crash sounds? Which ones?

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [nopol10](#) on Sat, 05 Aug 2006 10:30:39 GMT

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Engine sounds first. And by the way Blazea, nice map.

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Aprime](#) on Sat, 05 Aug 2006 10:43:39 GMT  
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I'm still available.

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [CarrierII](#) on Sat, 05 Aug 2006 18:02:02 GMT  
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Rightio then! Where do I send them to?

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [nopol10](#) on Sun, 06 Aug 2006 10:33:10 GMT  
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Get to [www.renegade-help.com](http://www.renegade-help.com) and try to get Paradox to put them somewhere...  
and Comrade, what area will you be working on for teh mod?

More updates should be available on [www.renegade-help.com](http://www.renegade-help.com) 's forums so get down there!

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [CarrierII](#) on Wed, 09 Aug 2006 13:11:17 GMT  
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Forums link didn't work when I tried, i'll try again. I PMed Paradox with the sample engine sounds.

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Blazea58](#) on Sun, 13 Aug 2006 05:28:09 GMT  
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Well id hate to just revive a dead topic, but my computer was in the shop all last week, so i didn't have time to post. I have finished the terrain for the track i was working on and texturing is still needed but i can do that as well. This currently runs at 43,000 polygons with no optimization.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [LR01](#) on Sun, 13 Aug 2006 09:34:56 GMT

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Nice,  
Looking forward to it...

But, where is that patch leading to?  
also, little Question:  
How will the spawning go? (also the start of the race)  
?

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [nopol10](#) on Mon, 14 Aug 2006 10:34:00 GMT

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I was discussing with ben a few weeks ago and we decided that it is supposed to start only when all players have joined.

As for spawning positions, I think maybe everyone spawns in this neutral zone and when they move out, they get teleported to the race area and that's where everything else goes on...

Just an idea.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [PaRaDoX](#) on Tue, 15 Aug 2006 00:57:15 GMT

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we need a daytona map for sure.

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [thrash300](#) on Wed, 16 Aug 2006 01:19:58 GMT

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When this map is completed would anybody here host it? I'll play it, I like the concept. As long as NOD can kill GDI and GDI can kill NOD.

---

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [nopol10](#) on Wed, 16 Aug 2006 09:45:54 GMT  
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Erm... Its a racing mod not a map.  
And its Nod not NOD.

---

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Halo38](#) on Wed, 16 Aug 2006 15:56:09 GMT  
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---

nopol10 wrote on Wed, 16 August 2006 05:45Erm... Its a racing mod not a map.

For small mods like this using the idea of "mod maps" is the best way to do it as it gives the end user the easist job when installing as it's a .mix making it also easy to add to any rotation (as no one plays .pkg any more)

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [thrash300](#) on Thu, 17 Aug 2006 06:54:45 GMT  
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Well I hope that when this "MOD" is compeleted I will see a game with somebody hosting it. I played another racing map (Yes it was a map) and it turned out to be fun. Perhaps this will be: "The next big thing" in Renegade.

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [nopol10](#) on Thu, 17 Aug 2006 12:09:58 GMT  
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No this won't be the next BIG thin gin Renegade. Not until Reborn finishes...  
Let's hope someone will host it a server for this mod when it comes out.

---

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Halo38](#) on Thu, 17 Aug 2006 12:56:52 GMT  
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nopol10 wrote on Thu, 17 August 2006 08:09

---

Let's hope someone will host it a server for this mod when it comes out.

Thats just why I was suggesting the mod uses the idea of "mod maps" that way the many players that want something diffrent (and there are many) make their own servers and put a range of diffrent maps on them if you keep it .mix then thay have the freedom to have DM's, racing, roleplay, you name it on their server. it's a much more attractive format for the mod all the .mix could be called stuff like C&C\_FE\_Desert or maybe C&C\_FE\_Track1 etc.... creating your own style in your maps would also help to re-enforce the C&C\_FE maps from other C&C maps

Have you considered how you will deliver the final mod? (.pkg .mix?)

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [PaRaDoX](#) on Fri, 18 Aug 2006 23:29:02 GMT  
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---

This topic shall never die!

this is a Mod not a map. nothing in renegade will be in this so there for its a mod not a map.

---

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Kamuix](#) on Fri, 18 Aug 2006 23:59:38 GMT  
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---

PaRaDoX wrote on Fri, 18 August 2006 19:29This topic shall never die!

this is a Mod not a map. nothing in renegade will be in this so there for its a mod not a map.

Ile help

---

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Veyrdite](#) on Sat, 19 Aug 2006 11:05:12 GMT  
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---

any chance anyone can put in a drive by weapon style scheme (i.e. primary fire will make a uzi pop in the the left window and secondary the right)  
oh, and any chance you could script a boost section on the track

these are just suggestions, not orders

i really like the un-named car stats.

---

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [nopol10](#) on Sun, 20 Aug 2006 07:29:42 GMT  
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This isn't a war game so there won't be weapons on the vehicles.  
Boost section is a good idea actually. But it definitely needs a script.

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [LR01](#) on Sun, 20 Aug 2006 08:16:23 GMT  
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the boost sections, if they only speed you up for a sec and then back to you normal speed, if you could do that,(on this engine) that would amaze me...

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Halo38](#) on Sun, 20 Aug 2006 12:00:44 GMT  
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---

PaRaDoX wrote on Fri, 18 August 2006 19:29  
this is a Mod not a map. nothing in renegade will be in this so there for its a mod not a map.

Was that a response to my post?

If so, your completely missing my point

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [nopol10](#) on Sun, 27 Aug 2006 11:40:57 GMT  
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Now that the Renegade Help Forum is back up, anyone who is serious on helping must go there to apply or else not much work will be done.

<http://www.renegade-help.com/forums/>

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [PaRaDoX](#) on Mon, 28 Aug 2006 06:56:18 GMT  
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just clearing any misconceptions with the mod

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Veyrdite](#) on Sat, 30 Sep 2006 05:08:18 GMT

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could it be possible that you put in a spherical gravity script and make the map attach to a round planet?

oh and anyone thought of hydraulics as secondary?(woohooo)

---

Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Halo38](#) on Sat, 30 Sep 2006 10:02:18 GMT

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dthdealer wrote on Sat, 30 September 2006 01:08oh and anyone thought of hydraulics as secondary?(woohooo)

Thats a good idea and with a bit of tweaking it can be done

you would need to place a muzzle bone at the front of the car facing down, create a weapon that when fired shoots an invisable round with no explosion or damage but you would set a recoil value to this weapon when fired, with a bit of tweaking you could pimp your rid like this...

<http://www.youtube.com/watch?v=pFgo9GS-Vhk>

someone do this and you will be a legend

---

Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Zion](#) on Sat, 30 Sep 2006 22:02:59 GMT

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LOL!

I can't belive they got the back suspension so high!

---

Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Halo38](#) on Sat, 30 Sep 2006 22:43:16 GMT

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I know you all love rock and all that, but does anyone know the song in the video above?

Edit: Maybe someone from the US?

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Veyrdite](#) on Sun, 01 Oct 2006 00:03:05 GMT  
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for the hydraulics cant you just script a suspension raiser that makes the car ollie so you dont have to script a hydrolitics script? of course you would have to script it so the wheels go inwards to avoid the suspension having that "stretched" look that you get with the ren engine.

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Zion](#) on Sun, 01 Oct 2006 00:13:02 GMT  
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Halo38 wrote on Sat, 30 September 2006 23:43I know you all love rock and all that...

Not everyone is into "Rock" and "Metal". That stuff gives me major headaches.  
I'm more of an BGM listener (BackGround Music (the music from games etc)) than "regular" music, but that's just me.

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [crazfulla](#) on Sun, 01 Oct 2006 01:36:11 GMT  
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ooh ooh pick me pick me... I like making maps Ive got 2 on the UN server rotation sofar and am currently working on um about 3 different projects with even more ideas bursting out of meh head lol. depends on availability as I might be starting a new job soon, but il let you know if anything changes.

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [escelade3](#) on Sun, 01 Oct 2006 03:30:57 GMT  
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This looks like a sweet mod, I would love to beta test for it.

---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [nopol10](#) on Mon, 02 Oct 2006 10:00:05 GMT  
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Quote:ooh ooh pick me pick me... I like making maps Ive got 2 on the UN server rotation sofar and am currently working on um about 3 different projects with even more ideas bursting out of meh head lol. depends on availability as I might be starting a new job soon, but il let you know if anything changes.

---

Which are the maps on rotation?

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [crazfulla](#) on Mon, 02 Oct 2006 10:13:00 GMT

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Dawn Raid (kinda n00by and laggy cus i didnt know how to do vis at that point) and Arctic (forgot to change the BG settings so it ended up as blinding as alpine lol)

Most of my ideas I never finish, atm I'm remaƙing Arctic to include a bunch of new units and defences, and also address the b2b problem. Because other than that it isnt a half bad map.

---

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [crazfulla](#) on Sat, 07 Oct 2006 09:42:38 GMT

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Something random:

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [LR01](#) on Sat, 07 Oct 2006 09:45:24 GMT

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Do the lights on car work to?

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [crazfulla](#) on Sat, 07 Oct 2006 09:48:20 GMT

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I haven't got that far lol, I haven't even boned it yet. Um I have no idea if thats even possible, anyone have any ideas? I mean, would i have to make an emitter or something? I was going to make a weapon with no physical or visable effect but have a sound of a siren so when you click it wails Tis my first crack at making a unit rather than a map, so not bad imho. Still gotta figure out this boning thing though :\ maybe I'll get someone else to do it

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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [Oblivion165](#) on Sat, 07 Oct 2006 18:01:08 GMT

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That model reeks of n64 export.

Someone that would be able to model and unwrap/texture a car would have the know-how on weather the car could be boned.

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Veyrdite](#) on Sat, 07 Oct 2006 22:16:17 GMT  
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the tutorial on renhelp doesn't help as half of the wheel bones dont exist  
oh, and if you ask me, the skin is a bit blurry, but ok

---

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Jaspah](#) on Sun, 08 Oct 2006 00:45:16 GMT  
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Trackmania Nations > Formula Evolution.

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [crazfulla](#) on Tue, 10 Oct 2006 11:16:57 GMT  
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I've read the boning tut, have yet to attempt it though.

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---

Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [Veyrdite](#) on Sat, 14 Oct 2006 05:43:15 GMT  
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any chance you can release another beta? v0.05 is getting boring

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [PaRaDoX](#) on Sat, 14 Oct 2006 09:19:47 GMT  
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This mod died awile ago... like 6 months+

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Subject: Re: Formula Evolution Mod needs YOUR help!  
Posted by [LR01](#) on Sat, 14 Oct 2006 11:30:54 GMT

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Why?

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