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Subject: Roleplay 2 Progress

Posted by [Canadacdn](#) on Mon, 14 Jan 2008 06:01:29 GMT

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Holy fuck, it's been a while since I posted an RP2 update. Anyway, here are some pictures of the upcoming release that I just took quickly showcasing some areas in the map. I'll post more later.

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Subject: Re: Roleplay 2 Progress

Posted by [Gen\\_Blacky](#) on Mon, 14 Jan 2008 06:36:15 GMT

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o noes its gonna be bigger

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Subject: Re: Roleplay 2 Progress

Posted by [Spice](#) on Mon, 14 Jan 2008 06:44:28 GMT

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Looks great so far, Roleplay 2 needs alternating weather effects. That would rock.

---

Subject: Re: Roleplay 2 Progress

Posted by [nopol10](#) on Mon, 14 Jan 2008 08:09:11 GMT

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The server running it has it serversided.

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Subject: Re: Roleplay 2 Progress

Posted by [Dreganius](#) on Mon, 14 Jan 2008 08:49:05 GMT

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Indeed it has. Looking good, Canadacdn, remember about my signature on the little form you told me about.

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Subject: Re: Roleplay 2 Progress

Posted by [Dover](#) on Mon, 14 Jan 2008 09:03:34 GMT

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So, how about getting it  
you know  
done?

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Subject: Re: Roleplay 2 Progress

Posted by [hatstand](#) on Mon, 14 Jan 2008 11:48:16 GMT

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itll be done when its done.

sheesh.... some people....

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Subject: Re: Roleplay 2 Progress

Posted by [Dreganius](#) on Mon, 14 Jan 2008 11:49:49 GMT

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Happy first post, hatstand.

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Subject: Re: Roleplay 2 Progress

Posted by [Canadacdn](#) on Mon, 14 Jan 2008 14:41:47 GMT

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You should be thanking Blazea58 for the awesome looking map, I just do the Leveledit stuff.

Spice, I thought about putting alternating weather on the map, but I'm unsure, because it might interfere with people making movies and such.

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Subject: Re: Roleplay 2 Progress

Posted by [HORQWER](#) on Mon, 14 Jan 2008 20:23:40 GMT

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Quote:Hey everyone, Canadacdn here. Work is coming along well on RP2, and we might have a new release out by Christmas (Maybe).

I also added a new location to download RP2 from, now you can get it from the game-maps.net servers, so it should download much faster now.

---

Post a Comment(0) Posted by Canadacdn

huh ?

it is like a mid january WAKE UP!!!

---

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Subject: Re: Roleplay 2 Progress

Posted by [cnc95fan](#) on Mon, 14 Jan 2008 20:48:51 GMT

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ferkhat wrote on Mon, 14 January 2008 14:23Quote:Hey everyone, Canadacdn here. Work is coming along well on RP2, and we might have a new release out by Christmas (Maybe).

I also added a new location to download RP2 from, now you can get it from the game-maps.net servers, so it should download much faster now.

Post a Comment(0) Posted by Canadacdn

huh ?

it is like a mid january WAKE UP!!!

Canadacdn actually wrote....

Quote:Updates...

Monday, December 10, 2007 10:22 am

Hey everyone, Canadacdn here. Work is coming along well on RP2, and we might have a new release out by Christmas (Maybe).

I also added a new location to download RP2 from, now you can get it from the game-maps.net servers, so it should download much faster now.

Post a Comment(0)

Posted by Canadacdn

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Subject: Re: Roleplay 2 Progress

Posted by [GEORGE ZIMMER](#) on Mon, 14 Jan 2008 21:02:30 GMT

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Why the hell do you care HORQ, you're banned from EKTRPG, and probably every other decent rp2 server that'll ever be up.

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Subject: Re: Roleplay 2 Progress  
Posted by [Lone0001](#) on Mon, 14 Jan 2008 21:04:37 GMT  
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Pics are nice hope to see a new version soon

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Subject: Re: Roleplay 2 Progress  
Posted by [HORQWER](#) on Mon, 14 Jan 2008 22:13:50 GMT  
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Cabal8616 wrote on Mon, 14 January 2008 15:02Why the hell do you care HORQ, you're banned from EKTRPG, and probably every other decent rp2 server that'll ever be up. it fuckin does nto mean that i'm going to play on that madafuckin server because me, blackhand101 , john are going to make a serrver our self ( I hope no one will join )

---

Subject: Re: Roleplay 2 Progress  
Posted by [R315r4z0r](#) on Mon, 14 Jan 2008 22:18:56 GMT  
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Is that reverse psychology?

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Subject: Re: Roleplay 2 Progress  
Posted by [Canadacdn](#) on Mon, 14 Jan 2008 22:22:18 GMT  
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No more drama. Anyway, the map has been getting delayed a lot, because there's like, three people working on it. If we had more help (if anyone can rig some 1st person weapons, shoot me a PM) then it would be done a lot faster.

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Subject: Re: Roleplay 2 Progress  
Posted by [BlueThen](#) on Mon, 14 Jan 2008 22:25:51 GMT  
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ferkhat wrote on Mon, 14 January 2008 16:13(I hope no one will join )  
I know I won't.

---

Subject: Re: Roleplay 2 Progress

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Posted by [Veyrdite](#) on Tue, 15 Jan 2008 07:31:19 GMT

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Team Yellow/red? Strings modification?

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Subject: Re: Roleplay 2 Progress

Posted by [YSLMuffins](#) on Tue, 15 Jan 2008 20:26:10 GMT

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It looks excellent so far.

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Subject: Re: Roleplay 2 Progress

Posted by [Genesis2001](#) on Tue, 15 Jan 2008 20:33:35 GMT

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Yea, it looks great, but will the 0-bug prob be fixed? lol

~MathK1LL

---

Subject: Re: Roleplay 2 Progress

Posted by [Lone0001](#) on Tue, 15 Jan 2008 21:17:25 GMT

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MathK1LL wrote on Tue, 15 January 2008 14:33will the 0-bug prob be fixed?

I was thinking that too

---

Subject: Re: Roleplay 2 Progress

Posted by [Canadacdn](#) on Tue, 15 Jan 2008 21:55:48 GMT

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MathK1LL wrote on Tue, 15 January 2008 14:33Yea, it looks great, but will the 0-bug prob be fixed? lol

~MathK1LL

Yes.

---

Subject: Re: Roleplay 2 Progress

Posted by [Admiral666](#) on Tue, 15 Jan 2008 22:48:14 GMT

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Epic;

My store looks great ^^

But yeah; HORQ kindly stay away from our Forums and Server.

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Subject: Re: Roleplay 2 Progress

Posted by [Muad Dib15](#) on Tue, 15 Jan 2008 23:20:49 GMT

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Are you going to add a delorean\_loop.wav and delorean\_stop.wav and delorean\_accelerate.wav?  
Because I am tired of hearing a hummer every time I drive the delorean.

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Subject: Re: Roleplay 2 Progress

Posted by [Dover](#) on Wed, 16 Jan 2008 00:00:32 GMT

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Admiral666 wrote on Tue, 15 January 2008 14:48Epic;

My store looks great ^^

But yeah; HORQ kindly stay away from our Forums and Server.

Lol ETK.

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Subject: Re: Roleplay 2 Progress

Posted by [Genesis2001](#) on Wed, 16 Jan 2008 00:08:23 GMT

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Dover wrote on Tue, 15 January 2008 17:00Admiral666 wrote on Tue, 15 January 2008  
14:48Epic;

My store looks great ^^

But yeah; HORQ kindly stay away from our Forums and Server.

Lol ETK.

EKT\*

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Subject: Re: Roleplay 2 Progress  
Posted by [Dover](#) on Wed, 16 Jan 2008 02:34:57 GMT  
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MathK1LL wrote on Tue, 15 January 2008 16:08Dover wrote on Tue, 15 January 2008  
17:00Admiral666 wrote on Tue, 15 January 2008 14:48Epic;

My store looks great ^^

But yeah; HORQ kindly stay away from our Forums and Server.

Lol ETK.

EKT\*

That was kind of intentional. You see, there was a hidden layer of meaning there in that I intentionally mis-spelled the clan name, implying that they aren't worth the time or attention.

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Subject: Re: Roleplay 2 Progress  
Posted by [Jerad2142](#) on Thu, 17 Jan 2008 18:38:30 GMT  
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Some one should make soem good swim animations, the ones I made are now offically screwed to hell, as I was only able to recover the w3ds for them the first time, and if you import w3d animations and then export them it seems to some how screw the positional data up. Unless someone knows what to do to fix that problem?

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