
Subject: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Mon, 29 Dec 2008 16:09:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes it will not be a AOW Mod, it will have some new Game Modes, anyway here are some Models taht i made for the Mod, more info comes later.

Charackters: There will be Charachter Classes:

Medic, Assault, Support and Anti Tank. (more info comes later)

Vehicles: There will be:

Gunboat (driveable), Humvee, Apache, Some Light and Heavy Tanks. (more info comes later)

Weapons:

M16

Snipers (diffrent snipers)

shotguns

pistols (more pistols)

K1 Rifle

(more info comes later)

Offical Homepage comes later.

And one Important Question, do you guys want high deteiled Models (Good Computers) or low poly models (older computers) Please Vote.

Note: It will have Realistic Damage for a Realistic Gameplay

Subject: Re: Current Work of my Mod

Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 16:18:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Some nice quality there!

good job

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Mon, 29 Dec 2008 16:25:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:And one Important Question, do you guys want high detailed Models (Good Computers) or low poly models (older computers) Please Vote.

remember my Current Models can be updated

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Mon, 29 Dec 2008 16:28:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Personally I like highpoly models just to look at its beauty, but for good gameplay there might be lowpoly models needed as for renegade it will lag less and you will have more fun

So i vote for Lowpoly models.

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Mon, 29 Dec 2008 16:58:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

don't foget knives

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Fri, 02 Jan 2009 04:26:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Humvee mostly done

Subject: Re: Current Work of my Mod
Posted by [Omar007](#) on Fri, 02 Jan 2009 11:34:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

NICE

Subject: Re: Current Work of my Mod
Posted by [_SSnipe_](#) on Fri, 02 Jan 2009 11:51:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

you guys want high detailed Models (Good Computers) or low poly models (older computers)

Please Vote.

remember my Current Models can be updated
Kinda in the middle

Subject: Re: Current Work of my Mod
Posted by [ArtyWh0re](#) on Fri, 02 Jan 2009 12:28:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

you guys want high detailed Models (Good Computers) or low poly models (older computers)
Please Vote.

remember my Current Models can be updated

It does not matter too much for me but probably high poly beacues I should upgrade my computer
sometime soon.

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Fri, 02 Jan 2009 13:57:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

My Humvee has max 500 Polys yet

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sat, 03 Jan 2009 04:15:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Update

Half Truck will be changed to this:
APC is also changed, Picture comes later.

File Attachments

1) [Updated.JPG](#), downloaded 755 times

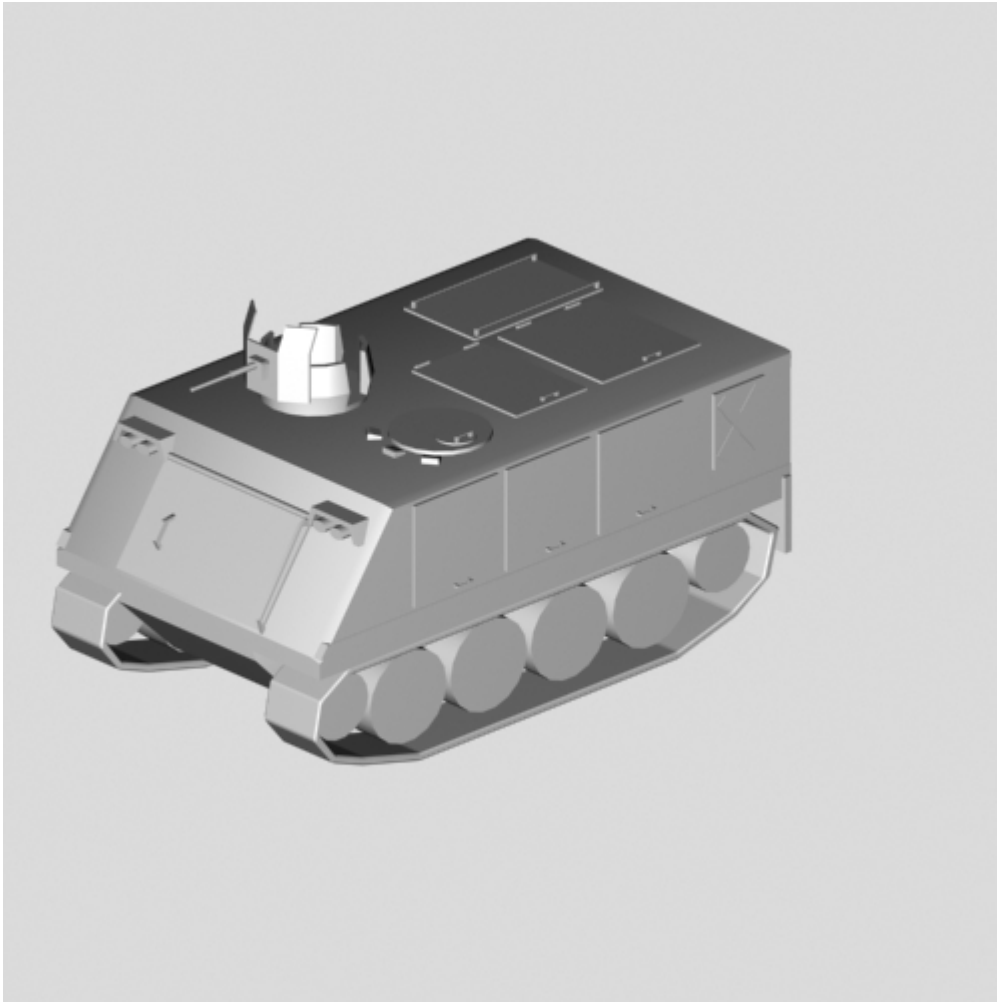


Subject: Re: Current Work of my Mod
Posted by [mrŁŠÄ-z](#) on Sat, 03 Jan 2009 16:37:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

And another small Update,

File Attachments

1) [New APC.JPG](#), downloaded 708 times



Subject: Re: Current Work of my Mod
Posted by [ArtyWh0re](#) on Sat, 03 Jan 2009 22:10:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Half Truck will be changed to this:
APC is also changed, Picture comes later.

Cool, looks like Red Alert(original) style.

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Sat, 03 Jan 2009 23:47:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

srry to ask, but are adding vehs, inf and gamemodes in a mod for Renegade? a .pkg?

Subject: Re: Current Work of my Mod

Posted by [mrÄÅŞÄ-z](#) on Sun, 04 Jan 2009 00:09:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I will change it to a .MIX Maps/Mods

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Sun, 04 Jan 2009 11:41:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

like to see some more then

Subject: Re: Current Work of my Mod

Posted by [mrÄÅŞÄ-z](#) on Mon, 05 Jan 2009 18:54:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

M16 changed to M4,

Subject: Re: Current Work of my Mod

Posted by [mrÄÅŞÄ-z](#) on Tue, 06 Jan 2009 03:26:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is a Map Preview, the Maps will look like in RA1!

Subject: Re: Current Work of my Mod

Posted by [ErroR](#) on Tue, 06 Jan 2009 09:30:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

pretty cool

Subject: Re: Current Work of my Mod
Posted by [iHavoc](#) on Tue, 06 Jan 2009 09:47:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

looking good

Subject: Re: Current Work of my Mod
Posted by [YazooGang](#) on Tue, 06 Jan 2009 11:30:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

its done good. nice job!

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Tue, 06 Jan 2009 15:21:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

ow, that is getting interesting

Subject: Re: Current Work of my Mod
Posted by [Reaver11](#) on Tue, 06 Jan 2009 15:46:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

That is some nice work madracks good job!

Subject: Re: Current Work of my Mod
Posted by [ArtyWh0re](#) on Tue, 06 Jan 2009 16:22:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looking awesome, Nicely done

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Tue, 06 Jan 2009 22:10:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will edit the Body part, if its on water you wouldnt see it, so im gonna remove some parts

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Wed, 07 Jan 2009 01:33:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

awsome :^)

Subject: Re: Current Work of my Mod
Posted by [mrÃ£Ã§Ã·z](#) on Wed, 07 Jan 2009 11:25:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Was an Alpha/Beta tester for Plastic Revolution

I see you was proud because you was an Beta/alpha Tester of our old Mod, so im asking you, do you want to be an Alphe/Beta Tester of my Current Mod ?

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Wed, 07 Jan 2009 12:41:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like the map, good work!

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Thu, 08 Jan 2009 13:54:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Revolution

I see you was proud because you was an Beta/alpha Tester of our old Mod, so im asking you, do you want to be an Alphe/Beta Tester of my Current Mod ?
i was a beta tester of pr too

Subject: Re: Current Work of my Mod
Posted by [mrÃ£Ã§Ã·z](#) on Thu, 08 Jan 2009 16:23:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wanna be Beta/Alpha Tester of my mod, ErroR ?

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Thu, 08 Jan 2009 16:29:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

sure

Subject: Re: Current Work of my Mod
Posted by [YazooGang](#) on Thu, 08 Jan 2009 19:50:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Need to make a limit. Better if you get a person that has the same timezone as you. And remmeber, there are lot of people join as a Beta Tester because they want to have fun, but at the time of Beta Testing, they might not have time...

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Thu, 08 Jan 2009 20:00:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I thought about packing the Mod in a .RAR with a Password and setting up a Server (no serverpassword because the Mod already has a PW) and if they gave away the PW then i could work without Beta Testers but i trust them... They already where on our list in the Plastic Revolution Team.

Current Beta/Alpha Testers are: Ferkhat, ErroR, Samous and Di3HardNL and thats enough yet.

Subject: Re: Current Work of my Mod
Posted by [Gen_Blacky](#) on Sat, 10 Jan 2009 08:12:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good job for doing that in hightfield

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Sat, 10 Jan 2009 10:41:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Next Maps will be done in 3DS Max

Subject: Re: Current Work of my Mod
Posted by [GEORGE ZIMMER](#) on Sat, 10 Jan 2009 11:29:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looks pretty cool. Any particular direction you goin with this? Or is it just stuff thrown together out of boredom?

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Sat, 10 Jan 2009 12:20:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

It goes into a Battlefield style, no AOW

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Sat, 10 Jan 2009 12:26:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

fancy ship you made there (bottom of the previous page)
(will you texture it yourself?)

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Sat, 10 Jan 2009 12:54:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

I do everything by myselfe, Modeling, UVW Unwrap, Scripting, Mapping, Boning and everything. I use Textures from Photos, i just finished my M4A1 Colt Rifle (Photo Texture)

Check it out, hope you guys like it:

Subject: Re: Current Work of my Mod

Posted by [ErroR](#) on Sat, 10 Jan 2009 13:04:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

OMFG! the texture is pretty

Subject: Re: Current Work of my Mod

Posted by [ArtyWh0re](#) on Sat, 10 Jan 2009 13:41:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

That does look pretty good

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Sat, 10 Jan 2009 13:53:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I added a Reflection, but i will remove it, anyway, Ingame Screens:

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sat, 10 Jan 2009 14:46:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

make the texture a bit darker and the rifle looks like on a wide screen , mean it's a bit long vertically

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Sat, 10 Jan 2009 15:06:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you play with it then it wont look so big lol and look at the hand positions :S changing the lengt would be a bit fishy

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sat, 10 Jan 2009 15:18:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

it still look awesome
also: what's the poly count?

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Sat, 10 Jan 2009 15:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Finished Models with Polycount:
M4A1 Colt - 1034 Polygons.
Gunboat 01 - 1616 Polygons.

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Sat, 10 Jan 2009 21:05:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

rifle looks better then the char
pretty cool you can do everything yourself

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Mon, 12 Jan 2009 21:02:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Texture has been edited, also posted a Downloadlink for a Auto Rifle Replacement on the "Mod Release" Section (Just need to wait till my post gets Applied).

New/Edited Darker Texture, with Reflections:

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Tue, 13 Jan 2009 02:42:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Revolution

I see you was proud because you was an Beta/alpha Tester of our old Mod, so im asking you, do you want to be an Alphe/Beta Tester of my Current Mod ?

yes i would like to, sry for not replieing quickly, i though i wouldn't have to check here b/c it didn't involve me, my bad I would love to beta/alpha test for you PLZ!

=samous

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Wed, 14 Jan 2009 18:56:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have been added to my Beta/Alpha Testers list samous

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Wed, 14 Jan 2009 20:02:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

how many maps will you make?

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Thu, 15 Jan 2009 01:48:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Testers list samous

thanks! is there anywhere i should check? *says this while staring at link to it*

(i really don't know if i should be looking somewhere else for ur mod, i haven't noticed any links to other places, do i just look here?)

=samous

-PM me when the first test your ready for me to test out.

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Thu, 15 Jan 2009 09:17:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

For the Public Beta im gonna make 3-5 maps (without ALL weapons and vehs) currently my mod goes slowly forward because im learning to make some better textures

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Thu, 15 Jan 2009 17:22:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

maps (without ALL weapons and vehs) currently my mod goes slowly forward because im learning to make some better textures

even better textures?

well, good luck with that

Subject: Re: Current Work of my Mod

Posted by [samous](#) on Thu, 15 Jan 2009 23:56:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

no sereiosly, do i just look here for updates?

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Fri, 16 Jan 2009 12:08:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

A Offical Homepage comes later after the first Alpha Test with you (samous), ErroR and Di3HardNL

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Fri, 16 Jan 2009 18:13:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Update

TOW Humvee is mostly done, everything by me even the Testure lol, and big thanks to Di3HardNL that he show me how to make lamps and Reflections also added

Turret will be ReTextured and some parts also will be reTextured

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Fri, 16 Jan 2009 18:29:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like it, except, one thing, the texture could use some more variation. I mean, there is to much of 1 color.

Still, good job on that

Subject: Re: Current Work of my Mod

Posted by [GEORGE ZIMMER](#) on Fri, 16 Jan 2009 19:59:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Barrel model is very bland, and the texture needs a lot of work. Otherwise, decent model.

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Fri, 16 Jan 2009 20:41:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Now i need to bone it and change the texture/s

Subject: Re: Current Work of my Mod

Posted by [mr£ÄŞÄ-z](#) on Fri, 16 Jan 2009 21:22:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks Cabal for your perfect Critique, you gave me a idea for a updated Texture:

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Sat, 17 Jan 2009 01:33:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, it interesting. I liked your other skin better, sry. I REALLY like the light though, those are sweet! Tip for the texture, make the doors, the back hatch, and the exast pipe darker than the rest, then make the back hatch bigger. just a tip.

=samous

Subject: Re: Current Work of my Mod
Posted by [Gen_Blacky](#) on Sat, 17 Jan 2009 06:45:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good Job Madrocks

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 Jan 2009 00:35:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

New small DM Map, for my Alpha Gun Tests

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Sun, 18 Jan 2009 01:50:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

does that mean i can test out on that map?

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 Jan 2009 01:55:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes you can on the first Alpha Test

anyway, 10 Minutes work:
Polygons: 259

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 10:43:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Amazing update! Nice alpha blending work there

and that pistol looks like.. real

nice job

Subject: Re: Current Work of my Mod
Posted by [mrÄ&A\\$Ä-z](#) on Sun, 18 Jan 2009 10:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The pistol RugerRS9 still needs a bit work (shaping abit etc)

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sun, 18 Jan 2009 11:00:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow man ur very talented love it

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sun, 18 Jan 2009 11:15:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

also the map might need a bit more vegetation

Subject: Re: Current Work of my Mod
Posted by [mrÄ&A\\$Ä-z](#) on Sun, 18 Jan 2009 11:19:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Check out my Map now:

<http://www.renegadeforums.com/index.php?t=msg&th=31645&start=0&rid=2> 3090

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Sun, 18 Jan 2009 12:28:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

maybe some rock to hide behind?

Subject: Re: Current Work of my Mod
Posted by [mrÄÅz](#) on Sun, 18 Jan 2009 12:55:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

LR01 wrote on Sun, 18 January 2009 06:28 maybe some rock to hide behind?
Will be added

Subject: Re: Current Work of my Mod
Posted by [Cranberry](#) on Sun, 18 Jan 2009 13:26:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks very nice! Looking forward to this one

Subject: Re: Current Work of my Mod
Posted by [ErroR](#) on Sun, 18 Jan 2009 13:29:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

one question. it will be a total conversion mod?

Subject: Re: Current Work of my Mod
Posted by [mrÄÅz](#) on Sun, 18 Jan 2009 14:29:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Im working alone on the Mod, but im gonna not use any Renegade vehicle, Char, Weapon etc.

Subject: Re: Current Work of my Mod
Posted by [YazooGang](#) on Sun, 18 Jan 2009 17:44:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

not use any Renegade vehicle, Char, Weapon etc.
Have you even asked for help?

Subject: Re: Current Work of my Mod
Posted by [mrÄÅÄz](#) on Sun, 18 Jan 2009 18:06:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

No because of much Trolling and Flaming here

Subject: Re: Current Work of my Mod
Posted by [mrÄÅÄz](#) on Sun, 18 Jan 2009 21:44:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some Parts will get another texture

Subject: Re: Current Work of my Mod
Posted by [LR01](#) on Mon, 19 Jan 2009 13:29:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice, but white back lites?
yup, this is going to be fun to play

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Mon, 19 Jan 2009 13:41:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

I see you got the lights to look 3d only the backlights need to be red i think
Good job.

Subject: Re: Current Work of my Mod
Posted by [mrÄÅÄz](#) on Tue, 20 Jan 2009 11:40:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Update

I downloaded some Videos from youtube and cutted out the Gun Sounds and edited them heavily, maybe this weekend i will make a small Alpha Test with my Guys and a small Public Video

Subject: Re: Current Work of my Mod

Posted by [samous](#) on Wed, 21 Jan 2009 01:25:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

umm.... i am one of your testers, yet i have no files. i'm willing to do anything, for this would be the first project i have worked on (not including PR for obvious reasons)

Subject: Re: Current Work of my Mod

Posted by [mr£\\$Ä-z](#) on Wed, 21 Jan 2009 15:49:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Noone got any files yet, IM NOT SURE maybe this weekend i will test it with our Team

Subject: Re: Current Work of my Mod

Posted by [u6795](#) on Wed, 21 Jan 2009 20:19:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm, just now sorta saw this thread.

Everything seems to be pretty good. Nice work.

However, the map (while having a great layout) is kind of bland in that the buildings are all ridiculously small/same size. Perhaps some more varied buildings?

Subject: Re: Current Work of my Mod

Posted by [mr£\\$Ä-z](#) on Wed, 21 Jan 2009 21:04:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I got bored of the old Texture,

Subject: Re: Current Work of my Mod

Posted by [pawky](#) on Wed, 21 Jan 2009 21:14:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Pretty good...!

Subject: Re: Current Work of my Mod

Posted by [GEORGE ZIMMER](#) on Wed, 21 Jan 2009 22:36:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

MUCH better. Now work on the grill and the little pipe thing on the right side of the humvee, whatever that is.

Subject: Re: Current Work of my Mod

Posted by [mrÅ£ÄŞÄ-z](#) on Wed, 21 Jan 2009 22:40:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah i will, on the other Vehicles, some parts have to be retuextured also, first im trying to fix the weapon animations (Reload anim etc)

Oh yeah i forgot to say, if you enter the Vehicles, then a Soldier will be on the Turret also (but youre still the vehicle gunner)

Subject: Re: Current Work of my Mod

Posted by [GEORGE ZIMMER](#) on Wed, 21 Jan 2009 22:49:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Would be pretty badass if you could force it so driver is not gunner, then the second driver is the gunner, etc.

Subject: Re: Current Work of my Mod

Posted by [mrÅ£ÄŞÄ-z](#) on Wed, 21 Jan 2009 22:54:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

That would be much more work, but i could try

Subject: Re: Current Work of my Mod

Posted by [LR01](#) on Thu, 22 Jan 2009 15:26:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

much better, I really like it now

Subject: Re: Current Work of my Mod

Posted by [mrÅ£ÄŞÄ-z](#) on Fri, 23 Jan 2009 13:42:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Bad news, this weekend btw next weekend i cant finish the first Alpha Test because im working far away from Home, i will sleep in a Hotel I will be back on Thursday evening

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Sat, 24 Jan 2009 03:58:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

waaaaa

Subject: Re: Current Work of my Mod
Posted by [mr£Ä\\$Ä-z](#) on Sun, 01 Feb 2009 21:59:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK i didnt posted Updates the last Time because i didnt made things that i cant show (like Scripts etc.) Now im learning character Modeling, check out the current Progress:

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Mon, 02 Feb 2009 11:00:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

good luck mate i can giver you some tips on msn

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Tue, 03 Feb 2009 01:14:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'm assuming thats a character model, but i'm not shure if it really is... is the black thing supposed to be where the head goes? if so, i get it now.

=samous

Subject: Re: Current Work of my Mod

Posted by [mrÅ£Ä§Ä-z](#) on Tue, 03 Feb 2009 12:12:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

There will be the Head, the Model is not done lol

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Wed, 04 Feb 2009 03:25:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'M WONDERING, WHATS RONG WITH TAKING A PRE-EXISTING MODEL AND EDITING IT?
THAT WAY YOU DON'T HAVE TO START FROM SCRATCH...

=SAMOUS

EDIT: sry, hit caps

Subject: Re: Current Work of my Mod
Posted by [mrÅ£Ä§Ä-z](#) on Wed, 04 Feb 2009 18:36:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmmmm i wanted to make a Mod with everything by me, but a edited Character would be enough
for an alpha test

Subject: Re: Current Work of my Mod
Posted by [samous](#) on Thu, 05 Feb 2009 03:32:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

an alpha test

only saw part of that sentence (jk)

=samous

Subject: Re: Current Work of my Mod
Posted by [mrÅ£Ä§Ä-z](#) on Thu, 05 Feb 2009 21:32:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

First i need to reinstall XCC Mixer, C++, 3DS Max etc. i formatted Harddrive

Subject: Re: Current Work of my Mod
Posted by [Gen_Blacky](#) on Fri, 06 Feb 2009 05:29:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

formatting is bad for the soul

Subject: Re: Current Work of my Mod
Posted by [Omar007](#) on Fri, 06 Feb 2009 14:57:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Fri, 06 February 2009 06:29formatting is bad for the soul
Yea you always forget SOMETHING important while backuping up. Than your really in a down

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Sun, 08 Mar 2009 11:39:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Barrel will be smaller..

Subject: Re: Current Work of my Mod
Posted by [rutk](#) on Sun, 08 Mar 2009 15:26:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Thu, 05 February 2009 23:29formatting is bad for the soul
installing vista 64 bit is bad for the soul too... :-/ and bad for your hardware requesting drivers.

Subject: Re: Current Work of my Mod
Posted by [Jerad2142](#) on Sun, 08 Mar 2009 17:31:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks like the mod is coming right along, good work

Subject: Re: Current Work of my Mod
Posted by [mr£ÄŞÄ-z](#) on Sun, 08 Mar 2009 19:47:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sniper will be redone, tryed another way to model it, same model with same details will have -800 polys than this one

Subject: Re: Current Work of my Mod
Posted by [Di3HardNL](#) on Sun, 08 Mar 2009 20:24:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks great

Subject: Re: Current Work of my Mod
Posted by [mrÃ£Ã§Ã·z](#) on Sun, 08 Mar 2009 21:35:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Topic can be locked, everything here will be not on my Mod, im gonna make MUCH deteiled Vehicles/Weapons etc. on a new way of modeling. The good thing is, more deteil, better quality,and lower polycount (YA its possible!). So all the current work is trash lol, i will work on the new Version tomorrow, updates comes faster than before

Like i said Topic can be locked thanks.
Note: New Topic comes later, Homepage also!
