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Subject: Mech Mod

Posted by [XaVe](#) on Tue, 20 Apr 2010 07:44:19 GMT

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didnt know where to say hi at so thats taken care of that ^^ well the reason for this post is i would like to know if it is possible to mod some Humanoid biped mechs into this game? not MW mechs but humanoid mecha. BTW are their any mods i should grab?

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Subject: Re: Mech Mod

Posted by [Jerad2142](#) on Tue, 20 Apr 2010 16:28:40 GMT

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Unless Reborn has a vehicle beta out there are currently no GOOD mods with mechs currently out to my knowledge.

As far as making a mech and making it walk, its all done with vehicles and animations.

Roleplay2 may later have a mech boss if I ever get my but around to pulling the stuff over from Renhalo.

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Subject: Re: Mech Mod

Posted by [XaVe](#) on Wed, 21 Apr 2010 02:16:33 GMT

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i am a 3d modeler, i use 3dsmax 7,8,9, and 2010. i have some mechs made already. i am also on a dev team for a mech combined arms game using UDK. i could make the models for you if you like. let me know if you want to see my photobucket album and i will PM you the link. i do not know the rules about posting links for this place. i would love to help get some mechs into a mod for this game. let me know if i can help you with anything.

BTW i think i just found your roleplay2 site. its a nice one. reading up on it now.

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Subject: Re: Mech Mod

Posted by [Jerad2142](#) on Wed, 21 Apr 2010 06:39:39 GMT

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BTW i think i just found your roleplay2 site. its a nice one. reading up on it now.

Good to hear, the mod is pretty demanding though hardware wise (seems a lot of our players only get 5-10 fps >.>).

We are planning to release 2.03 before the end of the week, should fix a lot of issues that 2.02 had.

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