
Subject: Paintball mod

Posted by [OrcaPilot26](#) on Fri, 17 Aug 2007 07:05:21 GMT

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The wait is over...

Explosion Studios proudly presents

RENPAINT™

In development since before Renegade's release in 2001*, Every single model and texture in this mod has been redone at least ten separate times (however no actual bugs have been fixed, we constantly reassured the public we were working on the mod but between the years of 2002 and 2006 we did absolutely nothing), this has delayed the mod's release for some time but it doesn't matter now since Renegade is more popular than ever.

Thousands of hours of painstaking research have culminated in this accurate recreation of paintball physics.

The "Speedball course" has been planned out with various strategically placed objects and barriers. Nope, definitely not just randomly strewn across the map. Players also have an Incredible THREE weapons to choose from.

Enhanced graphics actually show the impact points of the paintballs and the splattered paint residue they leave.

RenPaint™ is the first paintball simulation so incorporate the explosive paint device, or paint grenade. The effectiveness of the simulated paint grenade has been increased by roughly 50 billion times**, and is actually fatal to all players within a 3.14** meter radius

The Purchase terminals of Renegade have been replaced by this highly innovative new gameplay system we call the PICNIC TABLE

Like no other mods ever made, the next version* of RenPaint™ will blur the lines of FPS and RTS creating a hybrid of the two genres. To our knowledge no other mods out there have ever thought of something this crazy

* planned release Febuary 31, 2997*

** numbers we just made up

Seriously though, a long time ago I had the bright idea of running my paintball gun through a

scanner and trying to make a model of it in gmax. When I was bored I made this. It is a semi-completed but still functional mod. There are two new maps and three new weapons and a bunch of custom props. After having it sit on my hard drive for the past year I have decided to release it.

If anyone wants it I just need somewhere to host it, being an 11.3 MB (zipped) PKG file.
