
Subject: Makin a Mod, like everyone else
Posted by [Syco](#) on Fri, 18 Jul 2003 03:14:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Only difference is that I'm thinkin' casual. We don't overwork ourselves, don't get bored with it. I can do some 3D modeling, and some work in level edit. I'm in search of anyone who can do vehicles/buildings/(probably)persons/weapons/etc. in RenX. So far it's me and my two friends, who don't really work on it yet. Sounds like not much but we got some cool ideas. The least you could do is ask if your interested, and not turn us down simply because we haven't really got anything to show yet. In a little bit (when I'm done), I'll upload a GMAX and W3D format of something some of you will really like (no, it's not a babe...it's better). Can someone tell me though, how to extract a soldier from Level Edit / Renegade and edit them in RenX?
-Syco
