
Subject: Ren1918 Open Source
Posted by [Oblivion165](#) on Tue, 30 Nov 2004 21:27:34 GMT
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This is all the work i did for Ren1918. Everything from the gmax files, to the mod pkg. Most of it isnt complete, and was made for temporary models until we got different aspects done.

<http://www.dr-oblivion.com/ww1.zip> Gmax Files 5.2 mb
http://www.dr-oblivion.com/1918_pkg.zip Mod Pkg 7.7 mb
<http://www.dr-oblivion.com/theme.rar> Menu Theme 2.8 mb

(mod pkg includes an almost finished lv)

Subject: meh
Posted by [FynexFox](#) on Wed, 01 Dec 2004 00:11:45 GMT
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well I dont mean to be an ass but didnt some one else state that this would just be another one fo yuor unfinished mods? Werll I admire you for even starting one. Well I hope you have a good time with other games.

Subject: Ren1918 Open Source
Posted by [rm5248](#) on Wed, 01 Dec 2004 00:13:32 GMT
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Well, this has to be a new record. You worked on it for what... 1 month?

Subject: Ren1918 Open Source
Posted by [Oblivion165](#) on Wed, 01 Dec 2004 00:13:40 GMT
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Like i said a million times, this isnt my mod, i didnt start the mod. Its still going on, just not with me.

what does the team section say?
<http://www.renegade1918.dr-oblivion.com/>
who does it say created the mod?

Subject: Ren1918 Open Source
Posted by [icedog90](#) on Wed, 01 Dec 2004 00:29:37 GMT
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It still matters if you decided to join such a dead mod.

Subject: Ren1918 Open Source
Posted by [Oblivion165](#) on Wed, 01 Dec 2004 00:40:10 GMT
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its not dead, it quite active

Subject: Ren1918 Open Source
Posted by [icedog90](#) on Wed, 01 Dec 2004 00:43:03 GMT
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Then how come I've barely seen anything from the mod?

Subject: Ren1918 Open Source
Posted by [Oblivion165](#) on Wed, 01 Dec 2004 00:45:20 GMT
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because the people left wont do any of the site work, i had to do it all.

Subject: Ren1918 Open Source
Posted by [icedog90](#) on Wed, 01 Dec 2004 00:52:12 GMT
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Then how come all I see in the source package is just a small amount of objects?

Subject: Ren1918 Open Source
Posted by [Oblivion165](#) on Wed, 01 Dec 2004 02:41:48 GMT
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because like i said at the top, this is all of MY work, not everyones.

i sent the pkg so people could mess around with the lv.

Subject: Ren1918 Open Source
Posted by [Ferhago](#) on Wed, 01 Dec 2004 09:14:10 GMT
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Edit by YSL: Stop with the pictures.

Subject: Ren1918 Open Source

Posted by [Oblivion165](#) on Wed, 01 Dec 2004 09:25:32 GMT

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Edit by YSL: NO!

The face of a man who tries to be clever with the same old imagery.

Seriously what the hell? i had the poster that came off of
on my wall like ten years ago.

Subject: Ren1918 Open Source

Posted by [LucefieD](#) on Thu, 02 Dec 2004 01:08:07 GMT

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wait a sec if this mod is still alive then why are you releasing some of there stuff, arnt they still
gonna use this?!

Subject: Ren1918 Open Source

Posted by [Oblivion165](#) on Thu, 02 Dec 2004 01:40:04 GMT

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oblivion165because like i said at the top, this is all of MY work, not everyones.

i sent the pkg so people could mess around with the lv.

Subject: Ren1918 Open Source

Posted by [LucefieD](#) on Thu, 02 Dec 2004 20:15:25 GMT

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i see well the lvl doesnt even load, and its only like a plane with a hill on it....

Subject: Ren1918 Open Source

Posted by [Oblivion165](#) on Thu, 02 Dec 2004 20:58:14 GMT

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thats just the basis of the terrain. I like to do my detail in leveledit.

here you go, just drop this in the Mod folder, i forgot to take the spawner out for it.

http://www.dr-oblivion.com/c_ger_reg.w3d

the map is extreme high poly, like 33,000 in one direction. But since it was Sp, it wasnt that bad.
