
Subject: new totel convection
Posted by [volkoller](#) on Sun, 26 Mar 2006 17:08:30 GMT
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<http://mods.moddb.com/6905/CNC-RENEGADE-MECH-WAR/>
that explain the main idea
the mod need s help all ive done so far is make most the templates but i cant model them
buuildings im going to make conceps of then make templates

after i do that im going to make the inter face or whatever its called i have basic ideafor it

Subject: Re: new totel convection
Posted by [Ma1kel](#) on Sun, 26 Mar 2006 18:07:03 GMT
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Oh God.

Subject: Re: new totel convection
Posted by [danpaul88](#) on Sun, 26 Mar 2006 18:42:54 GMT
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so.... china had a laser cannon, someone anonymously attacks them, and someone creates a group called GFJ? ok....

Subject: Re: new totel convection
Posted by [Spice](#) on Sun, 26 Mar 2006 20:13:09 GMT
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Sweet, good luck.

Subject: Re: new totel convection
Posted by [Jaspah](#) on Mon, 27 Mar 2006 01:08:33 GMT
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Excuse me why I laugh over that HORRIBLE storyline. For God's sake, have the damn brains to atleast write a proper storyline... you know with good spelling and grammar. Second, your storyline sounds like something a 3rd grader would write. One day, blah blah blah then blah blah blah is crap. Please, LEARN HOW TO FUCKING SPELL BEFORE YOU START A MODIFICATION PROJECT.

Please die.

Thanks,

Jaspah

Subject: Re: new total conversion
Posted by [volkoller](#) on Mon, 27 Mar 2006 01:34:52 GMT
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Thanks for your criticism

ever think English is not a first Lang. for someone
i will fix that come up with Any other problems and i will fix
the the issue/issues

issue fixed

Subject: Re: new totel conversion
Posted by [FMhalo](#) on Mon, 27 Mar 2006 01:50:05 GMT
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Jaspah wrote on Sun, 26 March 2006 20:08Excuse me why I laugh over that HORRIBLE storyline. For God's sake, have the damn brains to atleast write a proper storyline... you know with good spelling and grammar. Second, your storyline sounds like something a 3rd grader would write. One day, blah blah blah then blah blah blah is crap. Please, LEARN HOW TO FUCKING SPELL BEFORE YOU START A MODIFICATION PROJECT.

Please die.

Thanks,

Jaspah

I would take maturity over english spelling and grammar anyday.

Subject: Re: new total conversion
Posted by [JeepRubi](#) on Mon, 27 Mar 2006 03:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:the rest of the world in crumbles

Lol, my favorite line.

Subject: Re: new total conversion
Posted by [blkhnd112](#) on Mon, 27 Mar 2006 04:34:16 GMT
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Jaspah wrote on Sun, 26 March 2006 20:08Excuse me why I laugh over that HORRIBLE storyline. For God's sake, have the damn brains to atleast write a proper storyline... you know with good spelling and grammar. Second, your storyline sounds like something a 3rd grader would write. One day, blah blah blah then blah blah blah is crap. Please, LEARN HOW TO FUCKING SPELL BEFORE YOU START A MODIFICATION PROJECT.

Please die.

Thanks,

Jaspah

Instead of yelling at him and telling him to die you could atleast help him out.

Anyways if you need Any help at all just let me know and I can fix your storyline a bit pm me.

Subject: Re: new total conversion
Posted by [volkoller](#) on Mon, 27 Mar 2006 05:24:18 GMT
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i don't care ppl like different thing he may not like it but the next guy will like it.

thanks for the offer but if i change the story line i will be when the mod is done what i need right now is modeler and all those other things

Subject: Re: new total conversion

Posted by [Spice](#) on Mon, 27 Mar 2006 06:07:30 GMT

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Just stick to it. People like him are why this community is such a shithole.

Subject: Re: new totel conversion

Posted by [Feetseek](#) on Mon, 27 Mar 2006 08:33:46 GMT

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blkhnd112 wrote on Sun, 26 March 2006 23:34Jaspah wrote on Sun, 26 March 2006 20:08Excuse me why I laugh over that HORRIBLE storyline. For God's sake, have the damn brains to atleast write a proper storyline... you know with good spelling and grammar. Second, your storyline sounds like something a 3rd grader would write. One day, blah blah blah then blah blah blah is crap. Please, LEARN HOW TO FUCKING SPELL BEFORE YOU START A MODIFICATION PROJECT.

Please die.

Thanks,

Jaspah

Instead of yelling at him and telling him to die you could atleast help him out.

Anyways if you need Any help at all just let me know and I can fix your storyline a bit pm me.

I agree with you completly. If something is wrong, you should fix it instead of just screaming and yelling at him its wrong, even though i do that sometimes

Subject: Re: new totel conversion

Posted by [nopol10](#) on Mon, 27 Mar 2006 09:26:16 GMT

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Jaspah wrote on Sun, 26 March 2006 20:08Excuse me why I laugh over that HORRIBLE storyline. For God's sake, have the damn brains to atleast write a proper storyline... you know with good spelling and grammar. Second, your storyline sounds like something a 3rd grader would write. One day, blah blah blah then blah blah blah is crap. Please, LEARN HOW TO FUCKING SPELL BEFORE YOU START A MODIFICATION PROJECT.

Please die.

Thanks,

Jaspah

Dude...

What's wrong with you? Go help him or something if you think you can do better.

And this is a forum, not some letter writing shit so no need for the Quote:Thanks,

Jaspah

And by the way Jaspah, 6 more posts lands you in the 1337 category.

Subject: Re: new totel convertion

Posted by [Mad Ivan](#) on Mon, 27 Mar 2006 15:24:59 GMT

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I like the looks of it, however, I think you should update the description a bit:

Quote:Its is the year 2210 north Korea And china are very technology advance and one day they attack the rest of the world with there lacer cannon ,but some one attacks them to but its doesn't evectthem much. With the rest of the world in crumbles the attack was successful and under rule of Alex chi-ching and his top assassin Drake but a small group of underground freedom fighters form under the name GFJ (Global FREEDOM And Justices) GFJ is is controlled by a council . who are the council knowone knows who all the peopel in it. only person who people know is in it is an elite soldier named Ashly and they know that the council is made up of elite soldiers and is a group of four.

First of all you need a little more background.Imagine you are writing a lesson for a history book.

First, write Causes of the entire conflict, somewhat a Chronology of what happened.I don't mean that you have to write years!Tie what happened within a story.Resistance and Collaboration - explain the GFJ part a bit more.How did it form, what does it do, what technology does it employ?Aftermath - What happened with the entire world after the attack, not just "but some one attacks them to but its doesn't evectthem much".

AND The most important part (!!!) where does your tc tie into the entire story.What part of the story does it involve?The Causes, the Resistance or the Aftermath?Be creative and a bit more specific

Don't take this as an insult, or as being disrespectful toward you. I'm just trying to help with as much as i can

Keep us all updated and don't mind comments, such as Jaspah's.

Subject: Re: new totel conversion
Posted by [Renardin6](#) on Mon, 27 Mar 2006 16:43:58 GMT
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Good luck...

Subject: Re: new totel conversion
Posted by [bisen11](#) on Mon, 27 Mar 2006 17:04:21 GMT
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Grammer, eh? Well woulda been nicer if you had helped correct then, maybe.

It is the year 2210, North Korea and China are very technologically advanced. One day they decide to attack the rest of the world with their laser cannon. An anynomous group then attack Korea and China, but fortunatly for them, the assault does little damage. Much of the world is now destroyed and the rest is under the rule of Alex Chi-Ching. A small group of freedom fighters lead by a four man council emerges to challenge Chi-Ching's power.

And i guess you could fit the Ashly thing in how you wanted. I think that looks better though.

Subject: Re: new totel conversion
Posted by [Mad Ivan](#) on Mon, 27 Mar 2006 17:32:18 GMT
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yup, that makes pretty much sense
Review your storyline, based on dude#1's corrections and my suggestions and you'll have something appealing to the players

Good luck, and most of all, have fun!

Almost forgot: This mod is included in my modwatch, dont forget to keep us updated here as well

Subject: Re: new totel conversion
Posted by [GrayWolf](#) on Mon, 27 Mar 2006 20:11:35 GMT
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Jaspah wrote on Sun, 26 March 2006 19:08Excuse me why I laugh over that HORRIBLE storyline. For God's sake, have the damn brains to atleast write a proper storyline... you know with good spelling and grammar. Second, your storyline sounds like something a 3rd grader would write. One day, blah blah blah then blah blah blah is crap. Please, LEARN HOW TO FUCKING SPELL BEFORE YOU START A MODIFICATION PROJECT.

Please die.

Thanks,

Jaspah

That may have been bit rude but that part about please die I thought was funny as hell.

oh and if you need help with cars or buildings I'd gladly send you some of my work.

Subject: Re: new total conversion

Posted by [volkoller](#) on Mon, 27 Mar 2006 22:58:29 GMT

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i know what i want the cars to look like
building i have some what idea

two new pic at moddb all pic there so far are from rebel side that is what there templates are going to look like except the background

o and does anyone no that background interface thing is called

the council will be reveled with in the three of the beta versions released

Subject: Re: new totel conversion

Posted by [GrayWolf](#) on Mon, 27 Mar 2006 23:08:06 GMT

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oh i see you want them big walking at-at type thingswell I dont know if i can help you there...

what do you want the buildings to look like? what kind of theme? like desert, future, civillian, big buildings? If you give me some Ideas I could throw some stuff together for you to look at or to change or you can use them.

Subject: Re: new totel conversion

Posted by [volkoller](#) on Mon, 27 Mar 2006 23:16:16 GMT

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future looking building

i dont want them at-at that is just consept
more like the little wolferin in CnC tiberium sun

Subject: Re: new totel conversion
Posted by [Mad Ivan](#) on Mon, 27 Mar 2006 23:37:25 GMT
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dood, who did those models+textures?Those are amazing!

Subject: Re: new totel conversion
Posted by [volkoller](#) on Mon, 27 Mar 2006 23:53:27 GMT
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the new two out done by one of my friends in photo shop and other programs with plug-ins like
poser and stuff like that

backround done ina program called backdrop or something

Subject: Re: new totel conversion
Posted by [Mad Ivan](#) on Tue, 28 Mar 2006 00:03:43 GMT
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amazing stuff!congratulations!

Subject: Re: new totel conversion
Posted by [GrayWolf](#) on Tue, 28 Mar 2006 00:49:20 GMT
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I might be able to help you a little if you want...

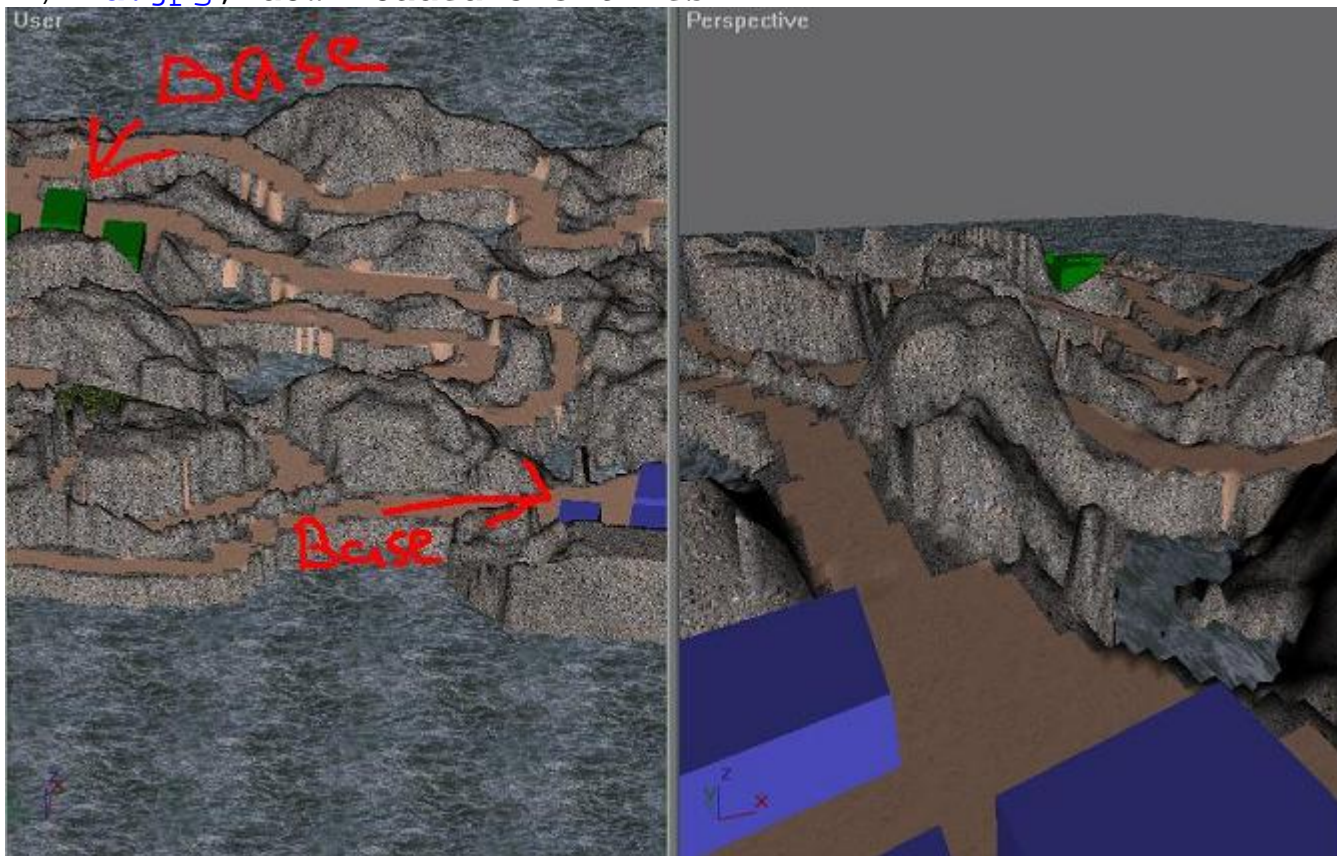
I made the above map in under 6 mins not even joking...as you can see lol....

I dont know how much help i can be i am currently working on my own game... Its not a
conversion its and actualy game using a completely different game engine so i might be able to
help you from time to time once you get a some plans on what you want exactly.

this pic is some models from my own game.

File Attachments

1) [id.jpg](#), downloaded 523 times



2) [mygame.jpg](#), downloaded 513 times



Subject: Re: new totel conversion
Posted by [Mad Ivan](#) on Tue, 28 Mar 2006 00:56:41 GMT
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Almost forgot. Renegade, admin of Strategy-X is a friend of mine. I think i can arrange web hosting for your mod there. PM-me if interested

Subject: Re: new totel conversion
Posted by [Jaspah](#) on Tue, 28 Mar 2006 01:03:34 GMT
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atleast I have chicken

Subject: Re: new totel conversion
Posted by [volkoller](#) on Tue, 28 Mar 2006 01:12:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jaspah wrote on Mon, 27 March 2006 19:03 atleast I have chicken

??
????????????????????????????chicken

Subject: Re: new totel conversion
Posted by [Jaspah](#) on Tue, 28 Mar 2006 01:15:59 GMT
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<http://leeroyjenkins.ytmnd.com/>

I attempted to make your storyline a little bit more interesting. Take it or leave it:

"It is the year 2210, North Korea and China are very technologically advanced in weapons, vehicles, aircraft, and other militaristic items of war. Fearing nothing, they declare war on the rest of the world with their massive super-weapon: a laser cannon. A rogue cell of individuals launch a counter-attack on North Korea and China, but unfortunately, the assault does little to no damage. Much of the world is now destroyed and the rest is under the rule of the Chinese emporer Alex Chi-Ching and his loyal master assassin Drake. Seeking freedom from this cruel government, a small group of underground freedom fighters form under the name of Global Freedom and Justice (GFJ). It's a mystery to what individuals are in the GFJ council. The only knowledge available on this council of freedom fighters is that they are four individuals on it, they are made up of elite soldiers, and one of their names is Ashley..."

Subject: Re: new totel conversion
Posted by [volkoller](#) on Tue, 28 Mar 2006 01:31:33 GMT
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thank you
i will be changing it to it it is good
i will mention you name at end off it thankyou
thanks for trying to help all of you its ppl like you that make mods better you suggest how they could improve to make things better and that what makes them well the best they can be

i bet alot of you that have seen the concepes are all GFJ
side and are whoundeing who are the cocel Drake and Alex Chi-Chingand so i deceded i should just show cencept of some one on North Korea and China so i im so i thought i should but then i thought it should be one of the importent players on that side

So i released concept of DRAKEwho knows mybe next i will releas Alex Chi-Ching

Subject: Re: new totel conversion
Posted by [Feetseek](#) on Tue, 28 Mar 2006 02:00:11 GMT
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Jaspah wrote on Mon, 27 March 2006 19:15<http://leeroyjenkins.ytmnd.com/>

I attempted to make your storyline a little bit more interesting. Take it or leave it:

"It is the year 2210, North Korea and China are very technologically advanced in weapons, vehicles, aircraft, and other militaristic items of war. Fearing nothing, they declare war on the rest of the world with their massive super-weapon: a laser cannon. A rogue cell of individuals launch a counter-attack on North Korea and China, but unfortunately, the assault does little to no damage. Much of the world is now destroyed and the rest is under the rule of the Chinese emporer Alex Chi-Ching and his loyal master assassin Drake. Seeking freedom from this cruel government, a small group of underground freedom fighters form under the name of Global Freedom and Justice (GFJ). It's a mystery to what individuals are in the GFJ council. The only knowledge available on this council of freedom fighters is that they are four individuals on it, they are made up of elite soldiers, and one of their names is Ashley..."

Lol. I wonder if China'll ban this Mod like they banned Generals for making them look bad (Don't go to far with insults, i'm Chinese).

Lookin Good

Subject: Re: new totel conversion
Posted by [Jaspah](#) on Tue, 28 Mar 2006 02:05:20 GMT
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Feetseek wrote on Mon, 27 March 2006 21:00Jaspah wrote on Mon, 27 March 2006 19:15<http://leeroyjenkins.ytmnd.com/>

I attempted to make your storyline a little bit more interesting. Take it or leave it:

"It is the year 2210, North Korea and China are very technologically advanced in weapons, vehicles, aircraft, and other militaristic items of war. Fearing nothing, they declare war on the rest of the world with their massive super-weapon: a laser cannon. A rogue cell of individuals launch a counter-attack on North Korea and China, but unfortunately, the assault does little to no damage. Much of the world is now destroyed and the rest is under the rule of the Chinese emporer Alex Chi-Ching and his loyal master assassin Drake. Seeking freedom from this cruel government, a small group of underground freedom fighters form under the name of Global Freedom and Justice (GFJ). It's a mystery to what individuals are in the GFJ council. The only knowledge available on this council of freedom fighters is that they are four individuals on it, they are made up of elite soldiers, and one of their names is Ashley..."

Lol. I wonder if China'll ban this Mod like they banned Generals for making them look bad (Don't go to far with insults, i'm Chinese).

Lookin Good

Hahaha, is Battlefield 2 banned there aswell?

Subject: Re: new totel conversion
Posted by [Spice](#) on Tue, 28 Mar 2006 02:07:22 GMT
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Alex Chi-Ching... hehe

Subject: Re: new totel conversion
Posted by [volkoller](#) on Tue, 28 Mar 2006 02:08:20 GMT
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what about itwhen i was writing it i was thinking about my ex Alex shes a @\$%^ her last name
Chi
one of my other friends last name is ching
123 Alex Chi-Ching

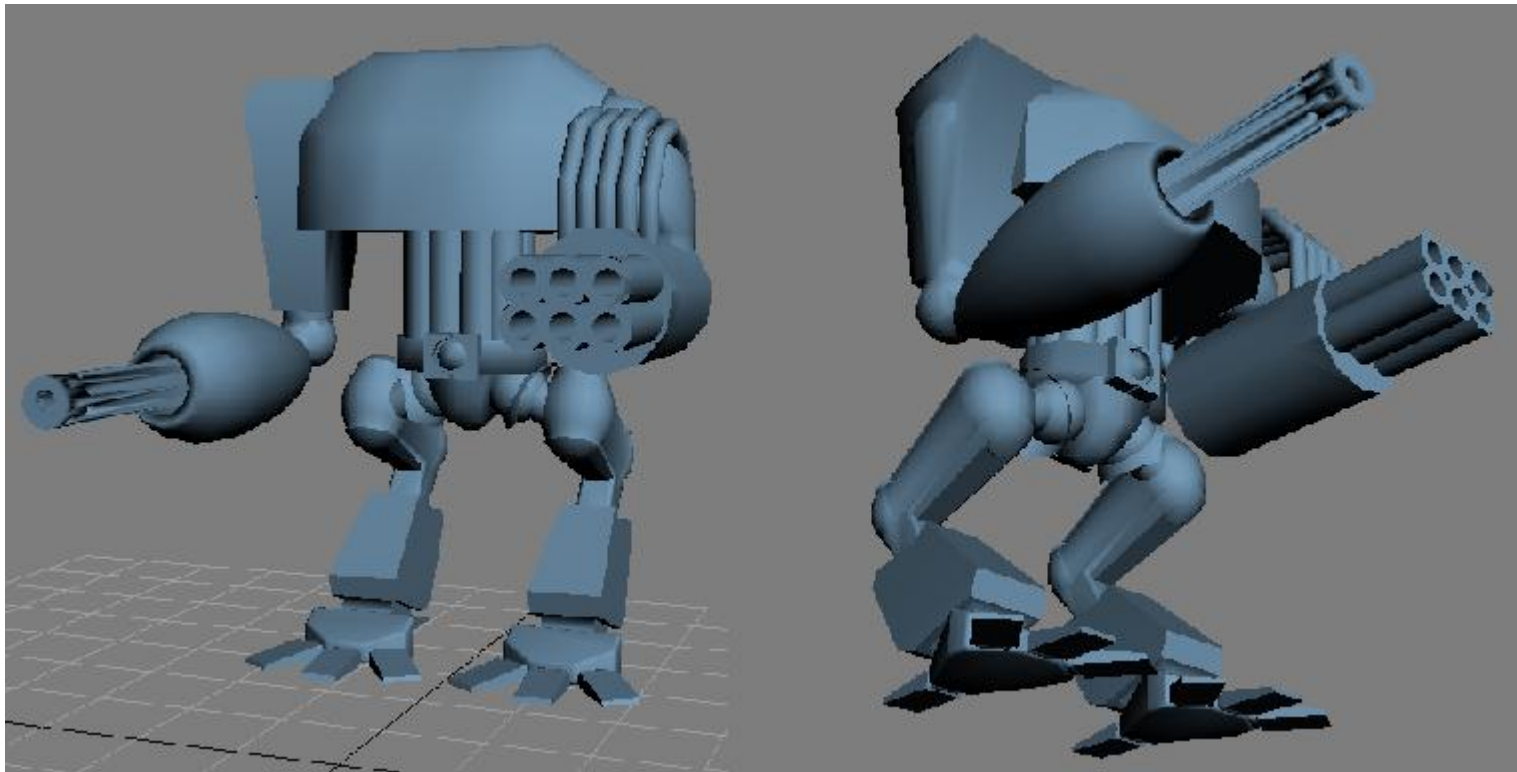
Subject: Re: new totel conversion
Posted by [GrayWolf](#) on Tue, 28 Mar 2006 02:46:10 GMT
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Like this dude? I just made him!

Is this what your looking for?

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1) [newguy.jpg](#), downloaded 460 times



Subject: Re: new totel convection
Posted by [volkoller](#) on Tue, 28 Mar 2006 03:08:51 GMT
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dud that assume
yes that the kind of thing im look for now your good
dude if you want to join just say so and i will send you all pics for rebels and china tell me witch
one u think u can do

Subject: Re: new totel convection
Posted by [terminator 101](#) on Tue, 28 Mar 2006 03:10:07 GMT
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Feetseek wrote on Mon, 27 March 2006 21:00I wonder if China'll ban this Mod like they banned
Generals for making them look bad (Don't go to far with insults, i'm Chinese)
Seriously? How does that game make them look bad? Is it the fact that in the game they
cooperated with terrorists(in one of American missions)?

Subject: Re: new totel conversion
Posted by [GrayWolf](#) on Tue, 28 Mar 2006 03:26:39 GMT
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volkoller wrote on Mon, 27 March 2006 21:08dud that assume
yes that the kind of thing im look for now your good
dude if you want to join just say so and i will send you all pics for rebels and china tell me witch
one u think u can do

I can't really join you but I can help with the models

Im not very good with characters but I think I can do buildings and vechs. If you want the model I
can send it to you. If you want me to do another one give a a pic or concept of the general idea
and Ill see what i can do.

Subject: Re: new totel conversion
Posted by [volkoller](#) on Tue, 28 Mar 2006 03:26:42 GMT
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[quote title=Feetseek wrote on Mon, 27 March 2006 20:00][quote ti

I wonder if China'll ban this Mod like they banned Generals for making them look bad (Don't go to
far with insults, i'm Chinese).

Lookin Good
[/quote]

i wasn't trying to insult china i just said them because they are technology advanced

plz send it its good

Subject: Re: new totel conversion
Posted by [Feetseek](#) on Tue, 28 Mar 2006 03:34:00 GMT
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No, it's cool. I was just saying that so people don't get carried away. I'm ok with fiction or stuff,
just not stereotypical stuff like a strong accent and the eyes.....

The Chinese had a lot of nucldear stuff in Generals (i think) so China decided to be idiotic and ban
it. Or at least they used to. Dunno about it now.

Subject: Re: new totel convection
Posted by [volkoller](#) on Tue, 28 Mar 2006 03:55:28 GMT
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im working on GFJ symbol right now and China/Korea symbols or going to be like china and Korea's military symbols put together or something like that just something cool

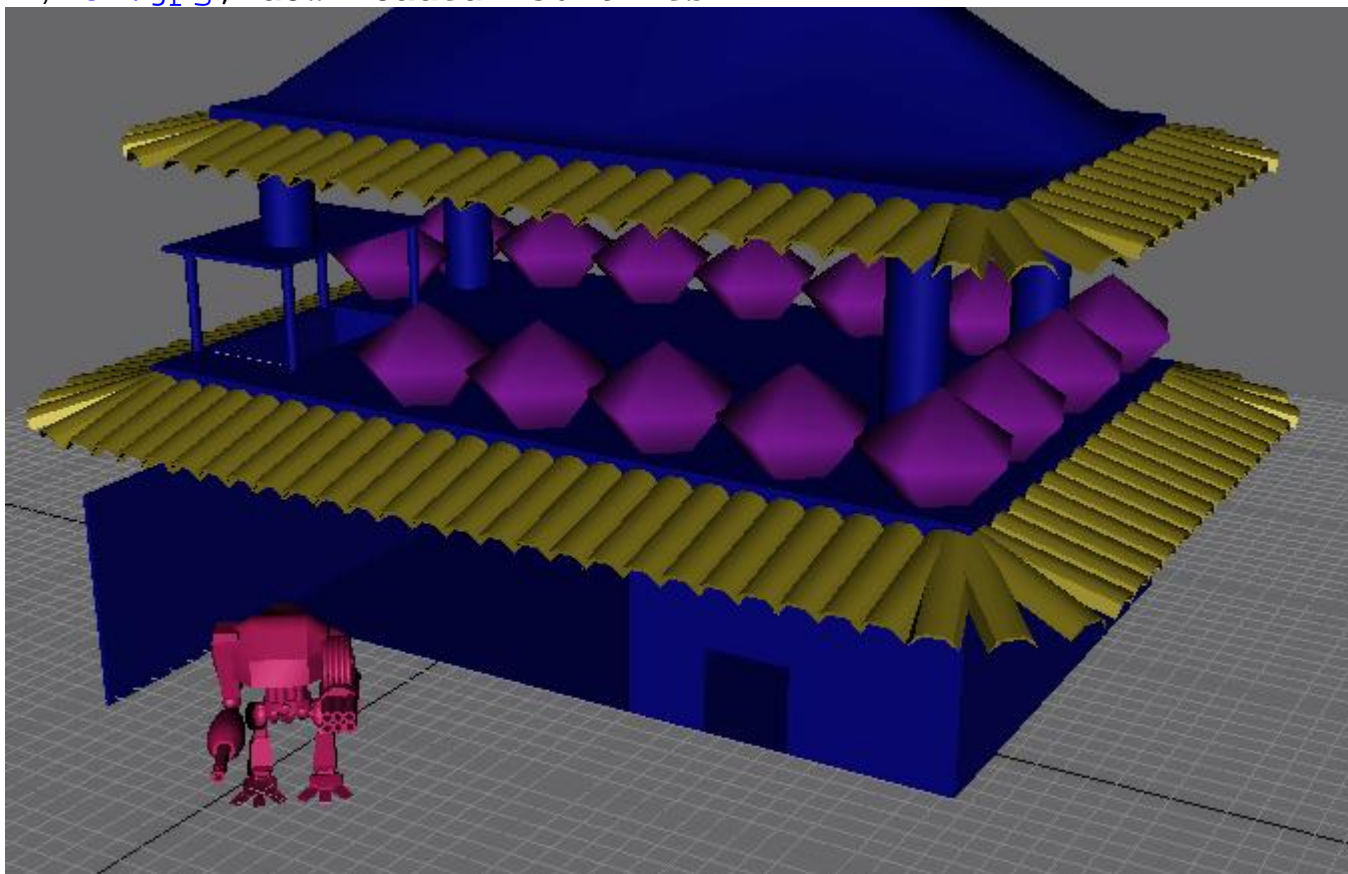
i have idea of what im going to make gfj barracks like
im going to make it like a cathedral i saw

Subject: Re: new totel convection
Posted by [GrayWolf](#) on Tue, 28 Mar 2006 04:37:10 GMT
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Ok I put a China/Korea war factory type building together. It just the basic lay out. it has the inside and outside done just needs some more detail and textures and doors.

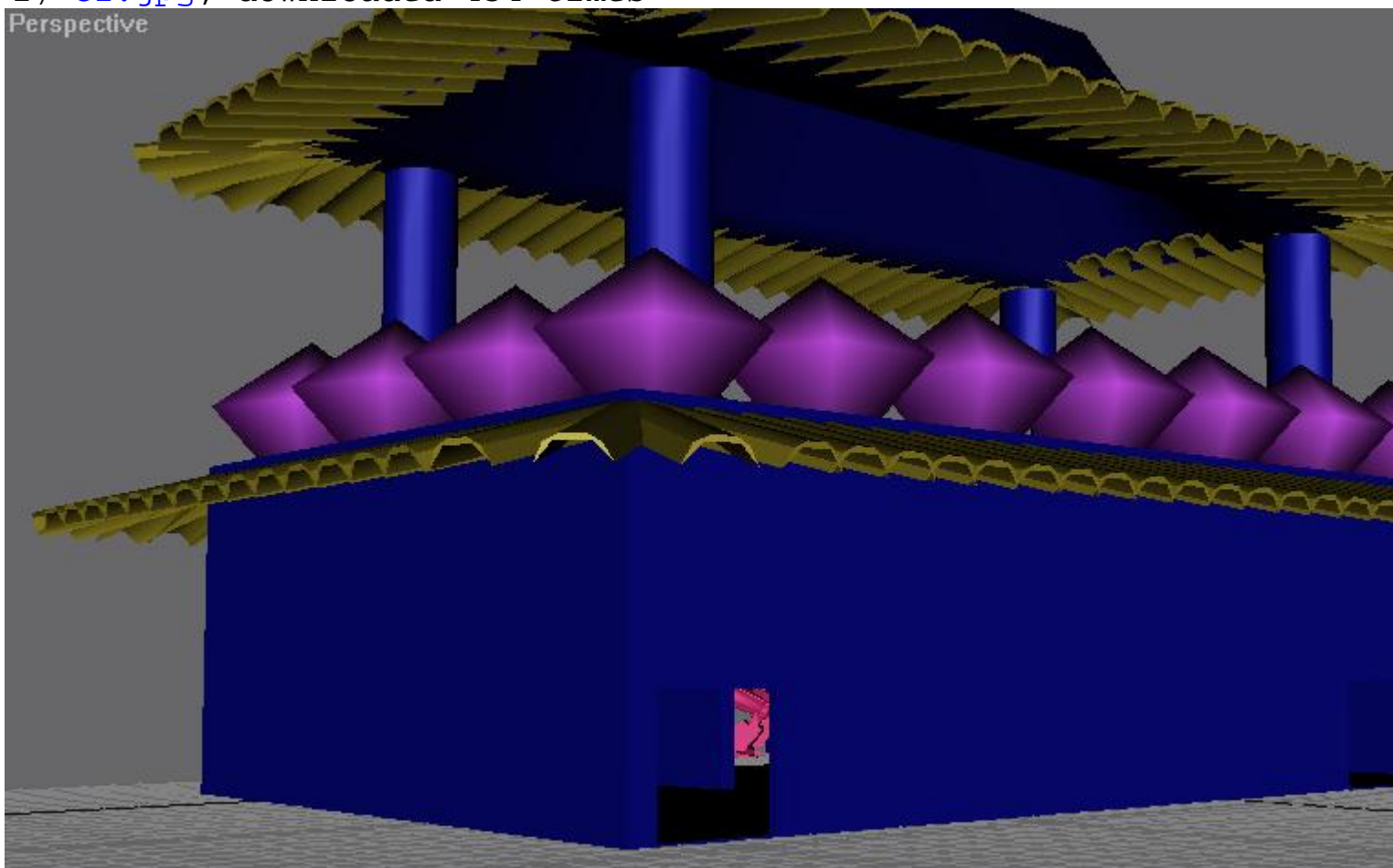
File Attachments

1) [c1.jpg](#), downloaded 436 times



2) [c2.jpg](#), downloaded 434 times

Perspective



Subject: Re: new totel convection
Posted by [volkoller](#) on Tue, 28 Mar 2006 05:07:06 GMT
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if u want to give me the models
email me at DrButluvs250r@aol.com

Subject: Re: new totel convection
Posted by [volkoller](#) on Tue, 28 Mar 2006 05:32:03 GMT
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do any of know where i can get W3D Importer for 3D Studio Max

Subject: Re: new totel convection

Posted by [GrayWolf](#) on Tue, 28 Mar 2006 05:49:19 GMT

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I might have a program that will convert it for you ill see if it does w3d to max

i know it does cad files and w3d and abunch of other ones.

Oh and btw I emailed you the models If you dont get them email me or post something here.
graywolf46310@msn.com

Subject: Re: new totel conversion

Posted by [Feetseek](#) on Tue, 28 Mar 2006 05:51:41 GMT

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Uhhh..... is every single Chinese/Korean building gonna have that ancient-type look???

Subject: Re: new totel conversion

Posted by [volkoller](#) on Tue, 28 Mar 2006 06:04:02 GMT

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no they will have Chinese look but also look futuristic like the metal and stuff

Subject: Re: new totel conversion

Posted by [GrayWolf](#) on Tue, 28 Mar 2006 06:28:56 GMT

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and whos to say thats even going to be in the game? Its just and Idea.

Subject: Re: new totel conversion

Posted by [volkoller](#) on Wed, 29 Mar 2006 02:15:25 GMT

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THANKS FOR THE MODELS when i get a skinner for the mod i will have him/her modell it building i will change a little amd it will be in mod unless i find something better or something i know what gfj barrack are going to look like

this

or this

or this

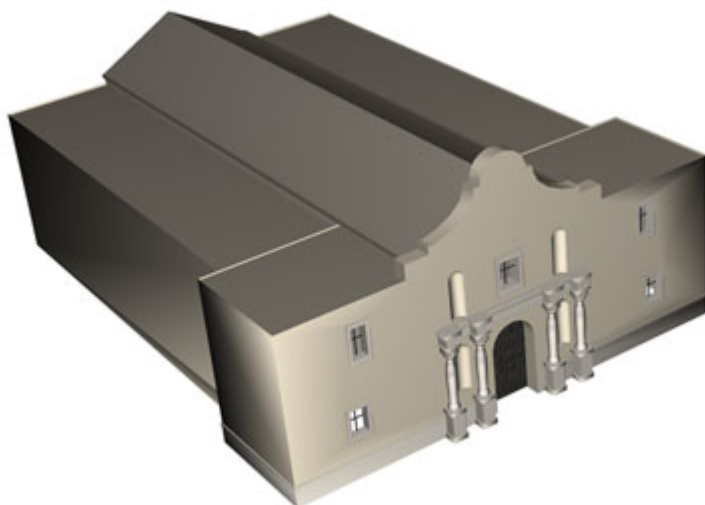
sniper posted at moddb

File Attachments

1) [593\[1\].jpg](#), downloaded 520 times



2) [4009\[1\].jpg](#), downloaded 491 times



3) [8668\[1\].gif](#), downloaded 392 times



Subject: Re: new totel conversion
Posted by [GrayWolf](#) on Wed, 29 Mar 2006 05:07:34 GMT
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DAMN!!!! Dude isnt that first building going to slow the game down alot...

Don't get me wrong I think that looks really cool but damn its going to go so slow...

Subject: Re: new totel conversion
Posted by [Ryan3k](#) on Wed, 29 Mar 2006 05:46:01 GMT
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You're gonna use the fucking Alamo as a barracks?

Subject: Re: new totel conversion
Posted by [GrayWolf](#) on Wed, 29 Mar 2006 07:03:09 GMT
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Ryan3k wrote on Wed, 29 March 2006 07:46You're gonna use the fucking Alamo as a barracks?

LOL

that would be funny to make a conversion that made absolutely no sense and was completely one sided

one side would have state of the art tanks and weapons and the other side could have bicycles and rocks and sticks.

and for buildings you could go nuts and have like and apartment building for one and a death star for another and like a chair for another and maybe a jar of apple sauce for like your power plants and the levels could be nuts and not make any sense like have shit all over the place that doesn't make sense and have a bunch of clowns running around for no reason and have some other crazy shit just in random spots

SOMEONE SHOULD DO THAT. I WOULD GET INVOLVED 100% if someone started something like that...

Subject: Re: new totel conversion
Posted by [rc22fires](#) on Wed, 29 Mar 2006 07:36:36 GMT
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volkoller wrote on Tue, 28 March 2006 21:15

Ooooh, a church

The alamo as barracks? Or a building that looks exactly like 86% of all the churches I have seen.

Dang guys make your own models, from scratch.

Subject: Re: new totel conversion
Posted by [GrayWolf](#) on Wed, 29 Mar 2006 09:49:11 GMT
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i make all my own from scratch.... i have no clue where he got that..... if he made that by himself....damn.... im sure he dont need my help lol

Subject: Re: new totel conversion
Posted by [Spice](#) on Wed, 29 Mar 2006 09:50:16 GMT
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FTA!

for the alamo!

Subject: Re: new totel conversion
Posted by [nopol10](#) on Wed, 29 Mar 2006 09:54:16 GMT
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Wow. Looks like this mod is really catching on but it has no proper team members. Right now it seems like a totally community created mod with only 1 member.

Subject: Re: new totel conversion
Posted by [Mad Ivan](#) on Wed, 29 Mar 2006 12:34:37 GMT
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aces!!!Love the Sniper look.Reminds me a lot of Splinter Cell for some reason.

Thought, the eyes might need a slight Asian accent. Sure, the Asians did take over the world, but there could be a mix of genes after the takeover

Subject: Re: new totel convection

Posted by [volkoller](#) on Wed, 29 Mar 2006 22:58:38 GMT

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I WAS JUST AN IDEA AND YES I COPIED THEM FROM A MOVIE THOSE WHERE JUST IDEAS WHAT THEY COULD LOOK LIKE THEY WILL NOT LOOK LIKE THAT

rebel rocket loncher concept

File Attachments

1) [rocket soldier.jpg](#), downloaded 460 times



Subject: Re: new totel convection

Posted by [Mad Ivan](#) on Wed, 29 Mar 2006 23:03:01 GMT

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easy, volkoller, no need to shout

I like them and i understand they are ideas.

I also did take a lot of my older projects' ideas from movies.

Relax, that wasn't supposed to be an insult

Quote:aces!!!Love the Sniper look

Subject: Re: new totel conversion

Posted by [Feetseek](#) on Thu, 30 Mar 2006 02:08:47 GMT

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Mad Ivan wrote on Wed, 29 March 2006 06:34aces!!!Love the Sniper look.Reminds me a lot of Splinter Cell for some reason.

Thought, the eyes might need a slight Asian accent.Sure, the Asians did take over the world, but there could be a mix of genes after the takeover

no...eyes...accent...please...

Subject: Re: new totel conversion

Posted by [volkoller](#) on Thu, 30 Mar 2006 02:15:26 GMT

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Feetseek wrote on Wed, 29 March 2006 20:08Mad Ivan wrote on Wed, 29 March 2006 06:34aces!!!Love the Sniper look.Reminds me a lot of Splinter Cell for some reason.

Thought, the eyes might need a slight Asian accent.Sure, the Asians did take over the world, but there could be a mix of genes after the takeover

no...eyes...accent...please...

no i will not when i finish something i dont mess with it it meses it up rasest

Subject: Re: new totel conversion

Posted by [bisen11](#) on Thu, 30 Mar 2006 02:36:34 GMT

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GrayWolf wrote on Wed, 29 March 2006 02:03Ryan3k wrote on Wed, 29 March 2006 07:46You're

gonna use the fucking Alamo as a barracks?

LOL

that would be funny to make a conversion that made absolutely no sense and was completely one sided

one side would have state of the art tanks and weapons and the other side could have bicycles and rocks and sticks.

and for buildings you could go nuts and have like an apartment building for one and a death star for another and like a chair for another and maybe a jar of apple sauce for like your power plants and the levels could be nuts and not make any sense like have shit all over the place that doesn't make sense and have a bunch of clowns running around for no reason and have some other crazy shit just in random spots

SOMEONE SHOULD DO THAT. I WOULD GET INVOLVED 100% if someone started something like that...

Or better yet, one where Super Technologically advanced people face off against Magical crap. And the Technology would pwn.

Subject: Re: new totel conversion
Posted by [volkoller](#) on Thu, 30 Mar 2006 22:51:09 GMT
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what color sould gfj be

Subject: Re: new totel conversion
Posted by [bisen11](#) on Thu, 30 Mar 2006 23:46:46 GMT
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volkoller wrote on Thu, 30 March 2006 17:51 what color sould gfj be
Well, since there the weaker group there probably gonna want to be more covert. So if there mostly attacking at night then black. If there attacking in the morning then a camo green or something.

Subject: Re: new totel conversion
Posted by [volkoller](#) on Fri, 31 Mar 2006 00:09:07 GMT
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i mean like team color like renalert its blue and red im doing there icon thing right now

Subject: Re: new totel conversion
Posted by [JeepRubi](#) on Fri, 31 Mar 2006 01:06:08 GMT
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Red

Subject: Re: new totel conversion
Posted by [bisen11](#) on Fri, 31 Mar 2006 01:42:33 GMT
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China should be red for obvious reasons. And since gfj is supposed to be more of good guys maybe like Blue or ywlloe/gold or a light green. Something that's considered to be more of a good color.

Subject: Re: new totel conversion
Posted by [Anthrax](#) on Fri, 31 Mar 2006 02:36:44 GMT
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Black, Dark Green, 'Camo' Green, Olive, Dark Grey...

Subject: Re: new totel conversion
Posted by [volkoller](#) on Fri, 31 Mar 2006 04:39:40 GMT
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gfj blue and gold mybe
china/korea red and something else al worry about them when im doing there icon thing

Subject: Re: new total convesion
Posted by [GEORGE ZIMMER](#) on Fri, 31 Mar 2006 15:21:35 GMT
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Good idea... seems cool. Definetly original.

Now, for China's color, red would be good. For the GFJ, I'd say blue or green.

Oh, and for the "Laser cannon" perhaps it could be some BIG base defense? That'd be cool

Subject: Re: new total convesion
Posted by [volkoller](#) on Fri, 31 Mar 2006 22:46:11 GMT

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china/korea are going to be red and black

Subject: Re: new totel conversion
Posted by [JeepRubi](#) on Fri, 31 Mar 2006 23:42:58 GMT
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Like nod?

Subject: Re: new totel conversion
Posted by [volkoller](#) on Sat, 01 Apr 2006 01:22:24 GMT
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i just relied that

Subject: Re: new totel conversion
Posted by [sfr3f](#) on Sat, 01 Apr 2006 01:29:43 GMT
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It's realy realy sad how you give more credit and comments to a "mod" made by a 10-year old that has nothing to show but an awful story and stolen art than the other 3 Renegade mods on this forum...

Subject: Re: new totel conversion
Posted by [volkoller](#) on Sat, 01 Apr 2006 03:04:12 GMT
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KaiserPanda wrote on Fri, 31 March 2006 19:29It's realy realy sad how you give more credit and comments to a "mod" made by a 10-year old that has nothing to show but an awful story and stolen art than the other 3 Renegade mods on this forum...
?

Subject: Re: new totel conversion
Posted by [Coolrock](#) on Sat, 01 Apr 2006 06:42:30 GMT
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This whole thing is really sad

Subject: Re: new totel conversion
Posted by [Ma1kel](#) on Sat, 01 Apr 2006 10:00:10 GMT
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No shit.

Subject: Re: new totel conversion
Posted by [volkoller](#) on Sat, 01 Apr 2006 21:53:13 GMT
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mod now in active
