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Subject: Renegade 1942

Posted by [crazfulla](#) on Fri, 04 May 2007 04:00:47 GMT

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Some other numpty posted a thread about this a while back: a Mod for Renegade set in the 40's. But, I can't find it beside the point it would be old by now and I don't want to revive it.

Introducing:

Renegade 1942

The name is almost self explanatory. It is a total conversion mod for the game Command and Conquer: Renegade set in the midst of World War II. Based upon the aborted Warpath mod founded by Halo38 and some others, this mod aims to bring the Renegade engine's key element of Base Destruction to the much loved Battlefield 1942 experience. If you have played this game, imagine playing it in C&C Mode. At this point the mod is only just starting out so not a lot to show you however I have managed to sort out some eye candy:

This mod is NOW RECRUITING.

Please click the above link if you are keen to help. Positions which we specifically need help in are posted on the Help Wanted section on ModDB. I stole the forums though a website should be up and running soon. If you like what you see be sure to add it to your watchlist! All your support and any offers of assistance are greatly appreciated. If you have any further questions or would like to lend a hand, please feel free to post a comment on the ModDB profile or email me. Be sure to include your ModDB name if you want to help, so I can add you.

Regards,

Ryan Foley  
(crazfulla)  
Mod Leader.

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Subject: Re: Renegade 1942

Posted by [Spyder](#) on Fri, 04 May 2007 06:19:20 GMT

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I have a tip for you:

Try getting some existing models out of BF1942 and other stuff to get started.

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Subject: Re: Renegade 1942

Posted by [Genesis2001](#) on Fri, 04 May 2007 19:04:07 GMT

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darksnipa wrote on Fri, 04 May 2007 00:19I have a tip for you:  
Try getting some existing models out of BF1942 and other stuff to get started.

Two words.. "Copyright Infringement"

I don't think that the Battlefield creators would agree to ripping the models out of BF1942.

\*on topic\* Sounds cool. May think about applying for webmaster and/or textures...

-MathK1LL

P.S. Lemme think it over

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Subject: Re: Renegade 1942  
Posted by [crazfulla](#) on Fri, 08 Jun 2007 21:39:51 GMT  
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MathK1LL wrote on Fri, 04 May 2007 14:04darksnipa wrote on Fri, 04 May 2007 00:19I have a tip  
for you:  
Try getting some existing models out of BF1942 and other stuff to get started.

Two words.. "Copyright Infringement"

I don't think that the Battlefield creators would agree to ripping the models out of BF1942.

\*on topic\* Sounds cool. May think about applying for webmaster and/or textures...

-MathK1LL

P.S. Lemme think it over  
One month bump ftw!

Seriously though it saves posting a new thread.  
I will PM you my MSN addy.

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Subject: Re: Renegade 1942  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 09 Jun 2007 00:53:18 GMT

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You like bumping topics eh craz?

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Subject: Re: Renegade 1942

Posted by [M1Garand8](#) on Sat, 09 Jun 2007 01:29:25 GMT

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It's his own thread, so it's pretty legit. =x

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Subject: Re: Renegade 1942

Posted by [Viking](#) on Sat, 09 Jun 2007 01:53:37 GMT

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Your face is legit.

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Subject: Re: Renegade 1942

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 09 Jun 2007 02:22:31 GMT

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Good luck with this mod. I'd help but I'm involved in numerous other projects.

Maybe Halo38 could join your mod, now that he's not in Reborn.

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Subject: Re: Renegade 1942

Posted by [crazfulla](#) on Sat, 09 Jun 2007 20:44:54 GMT

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Hmm I have his MSN, perhaps he could rejoin since this was originally his project.

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Subject: Re: Renegade 1942

Posted by [Ryu](#) on Sat, 09 Jun 2007 20:58:40 GMT

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I have some spare time on my hands, I could do the texture work.

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Subject: Re: Renegade 1942

Posted by [crazfulla](#) on Sat, 09 Jun 2007 21:21:47 GMT

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Neat, PM me ur mod db nick and msn addy if u got 1

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Subject: Re: Renegade 1942  
Posted by [Dreganius](#) on Sun, 10 Jun 2007 01:03:29 GMT  
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ooh ooh maybe i'll join at some point, i'm still learning tho so w8 for me to catch up

\*off topic\*

crazfulla's sig[19:57:44] <%aowbot> [CMPS.]StomasTooHell: fucking fucktarded froobguard

when did Stomas say that? lol..

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Subject: Re: Renegade 1942  
Posted by [jamiejrg](#) on Sun, 10 Jun 2007 04:27:47 GMT  
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Give me the name of a weapon and I'll see what I can either

A) Find and rig

B) Start from scratch.

Jamie

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Subject: Re: Renegade 1942  
Posted by [crazfulla](#) on Sun, 10 Jun 2007 08:26:11 GMT  
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My BF CD's got nicked - I still have it installed but I cant play unless someone can post a link to a NO-CD that doesnt contain a virus... so I cant tell you what weapons to make.

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Subject: Re: Renegade 1942  
Posted by [jamiejrg](#) on Sun, 10 Jun 2007 13:44:33 GMT  
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I'm working on a gewehr, because i know for a fact it was a very popular choice for snipers in ww2.

Jamie

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Subject: Re: Renegade 1942

Posted by [Oblivion165](#) on Sun, 10 Jun 2007 15:27:32 GMT

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crazfulla wrote on Sun, 10 June 2007 04:26My BF CD's got nicked - I still have it installed but I cant play unless someone can post a link to a NO-CD that doesnt contain a virus... so I cant tell you what weapons to make.

<http://www.gamecopyworld.com>

Never had a virus from them, I wouldn't click anything else on their website but their files are clean.

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Subject: Re: Renegade 1942

Posted by [crazfulla](#) on Sun, 10 Jun 2007 15:29:16 GMT

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well I tried like a dozen no-cd's and one contained a trojan. So I stopped after tht. Have found one that works now however.

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Subject: Re: Renegade 1942

Posted by [DL60](#) on Thu, 12 Jul 2007 07:51:42 GMT

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I started playing MoHAA some weeks ago and I noticed that MoHAA has the same LoD like Ren (or a bit better...)

So I extracted some things from MoHAA and used them for Ren. Maybe Ren1942 could use the MoHAA models....

Two examples without the custom hand positions and reloadanimations (that would take too much time for me now)

Sturmgewehr 44

Karabiner 98 awith scope

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Subject: Re: Renegade 1942  
Posted by [crazfulla](#) on Fri, 13 Jul 2007 17:58:52 GMT  
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Nice ^\_^

Any models you can come up with would be excellent, now just need someone to rig them up. I have been working on some models of buildings; I think I'll scrap some of the old Warpath ones cause they look nothing like the buildings in BF. Especially the Far Factory and Hangar. Will post some screenies when I think I have enough for an update.

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Subject: Re: Renegade 1942  
Posted by [DL60](#) on Fri, 13 Jul 2007 18:49:15 GMT  
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I have the the StG44 and the Kar98 as max and gmax files. I also rendered some normal maps for the StG but you can't see them on the pictures applied on the models.

It's very easy to extract the MoHAA models (note: 1st personmodel = 3rdpersonmodel)

You need a registered milkshape version 1.7 or higher and the MohAA plugins. .skd => milkshape => .3ds => 3ds Max/Gmax.

You extract infantrymodels too but there massive problems because of "weighted vertices" (wtf!?!? - featured in milkshape 2.0 but we have 1.8x now)

Edit: MoHAA + Spearhead + Breakthrough (I don't have the last addon) have the most important WWII weapons but I don't want them all. I can give you the models I set up for ren and the source you need for all the other weapons (original textures, .skd. files, mohaa-plugins)

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Subject: Re: Renegade 1942  
Posted by [crazfulla](#) on Mon, 16 Jul 2007 07:20:48 GMT  
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I mostly do buildings and terrain modelling, and Level Edit work. So, I wouldn't have a clue about setting up infantry or weapons. But, I'm sure someone on the mod team would be able to work with that. I will see who can help. If any of the lazy asses from the mod team read this, plx join me on IRC sometime irc.n00bless.com:6667 #R1942

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Subject: Re: Renegade 1942  
Posted by [DL60](#) on Mon, 16 Jul 2007 16:16:24 GMT  
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Did you received my private message crazfulla?

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Subject: Re: Renegade 1942  
Posted by [crazfulla](#) on Mon, 16 Jul 2007 17:10:19 GMT  
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indeed.

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Subject: Re: Renegade 1942  
Posted by [crazfulla](#) on Fri, 20 Jul 2007 16:12:33 GMT  
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Renegade 1942 specifically requires people experienced in:

Modelling rigging of military units (Vehicles and Infantry)  
Modelling and animation of Weapons (Handheld and Stationary)  
Playing Battlefield 1942 (for Consultation and Beta Testing)

All other vacancies are suspended until the above are fulfilled.

If you are able to help please Email me.

A mod update has been posted on Mod DB.

ALL MOD TEAM MEMBERS REPORT IN!

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Subject: Re: Renegade 1942  
Posted by [Genesis2001](#) on Fri, 20 Jul 2007 17:40:28 GMT  
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I know someone who can help with the "Playing Battlefield 1942" part...Actually know a few people.. I'll talk to them about this and get back to ya on it.

-MathK1LL

P.S.

When will ya be on MSN? I need to talk to you.

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Subject: Re: Renegade 1942  
Posted by [crazfulla](#) on Fri, 20 Jul 2007 20:41:38 GMT  
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Yes perhaps it would be better to talk to you on msn, so you don't keep fuxxing with teh IRC channel modes -.-

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Subject: Re: Renegade 1942  
Posted by [crazfulla](#) on Thu, 02 Aug 2007 17:07:24 GMT  
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The mod now has a forum:

LINK

all mod staff should register.

Also, we still need a WEBSITE...

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Subject: Re: Renegade 1942  
Posted by [AlienWorkShop](#) on Mon, 06 Aug 2007 15:07:40 GMT  
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dunno if some 1 posted this already, but whatever lol

Them guns look very simalar, maybe exactly the same to Medal of Honor's weapon sets, if they are be careful ripping from EA:Games, they dont take kindly to that.

Just a friendly heads up

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Subject: Re: Renegade 1942  
Posted by [DL60](#) on Mon, 06 Aug 2007 15:21:37 GMT  
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lol yea you re right. Did you read my post? They ARE from MOHAA^^

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