
Subject: Roleplay2 Updates

Posted by [SlikRik](#) on Sat, 17 May 2008 19:06:34 GMT

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Right, yes finally some updates. We are finally getting around to finalizing it. Recently we've been doing some testing on the latest version of Rp2. Quite a few new features to be excited about.

Instead of just posting a shitload of pics, I'ma just link you to the site, where all the current pics already are. If Blazea gets around to takin more pics, I'm sure he'll post em here.

For recent pics, click [here](#), then click 5-16-08 Testing Pics.

Subject: Re: Roleplay2 Updates

Posted by [_SSnipe_](#) on Sat, 17 May 2008 19:20:09 GMT

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sweet cant wait

Subject: Re: Roleplay2 Updates

Posted by [IronWarrior](#) on Sat, 17 May 2008 19:33:59 GMT

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Cool.

Subject: Re: Roleplay2 Updates

Posted by [HeavyX101- Left](#) on Sat, 17 May 2008 21:01:14 GMT

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Awesome job!

When will it be released?

Subject: Re: Roleplay2 Updates

Posted by [mrÅ£ÅŞÅ-z](#) on Sat, 17 May 2008 21:06:43 GMT

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HeavyX101 wrote on Sat, 17 May 2008 16:01Awesome job!

When will it be released?

Never, they always add new things

Subject: Re: Roleplay2 Updates
Posted by [Canadacdn](#) on Sat, 17 May 2008 21:08:08 GMT
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madrackz wrote on Sat, 17 May 2008 16:06HeavyX101 wrote on Sat, 17 May 2008 16:01Awesome job!
When will it be released?
Never, they always add new things

Hey, at least we're not REBORN. We are trying hard to release this month.

Subject: Re: Roleplay2 Updates
Posted by [mr£\\$Å-z](#) on Sat, 17 May 2008 21:08:48 GMT
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Sounds good >_>

Subject: Re: Roleplay2 Updates
Posted by [u6795](#) on Sat, 17 May 2008 21:12:31 GMT
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Fuck yeah.

also, in before faggots and RP2 LMFAOOOOOOOOOO

Rp2 is the greatest Renegade map ever.

Subject: Re: Roleplay2 Updates
Posted by [Stefan](#) on Sat, 17 May 2008 23:24:27 GMT
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Rp2 was boring.

I hope the update will make things more interesting.

Subject: Re: Roleplay2 Updates
Posted by [Veyrdite](#) on Sun, 18 May 2008 01:03:39 GMT
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I hope the team will add some flying explosive barrels to Rp2.

Subject: Re: Roleplay2 Updates
Posted by [HeavyX101- Left](#) on Sun, 18 May 2008 01:53:52 GMT
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That is too easy!

They are just like vehicles but changed models. I think then boned them like they do vehicles and let them not get destroyed when they turn or something. I'm going to try to make one like it right now! If i get it working, i might post the map here.

Subject: Re: Roleplay2 Updates
Posted by [BlueThen](#) on Sun, 18 May 2008 03:19:33 GMT
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HeavyX101 wrote on Sat, 17 May 2008 22:04Ok, you guys are saying that to your mod. Ok. You guys made it not me. And if the one that you guys are currently making, why cant you just release it? And every one knows that i'm horqwer, so dont try to call me horqwer for a reason. They won't release because it's not stable/ready.

Subject: Re: Roleplay2 Updates
Posted by [renalpha](#) on Sun, 18 May 2008 17:35:50 GMT
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thats looks really nice,

my compliments.
i like the texture detail.

Subject: Re: Roleplay2 Updates
Posted by [SlikRik](#) on Mon, 19 May 2008 04:55:41 GMT
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I love how Rp2 threads on Renforums always end up being invaded by some n00b who thinks he knows better than anyone else and end up turning into just some giant argument against said n00b who just won't give up...

Anyways, recent testing indicates that many new functions and features are working well. Slight adjustments need to be made to a small amount of things. After said adjustments are completed, you may expect a public release within a short period of time.

renalphathats looks really nice,

my compliments.
i like the texture detail.
Thanks, Blazea works really hard to find awesome textures.
