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Subject: Calling all avid skimmers/modders.  
Posted by [ChewML](#) on Sat, 12 Sep 2009 19:34:48 GMT  
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We need a more complete place for our work to be displayed. A lot of people post their stuff here when they first finish it... but then after a while it gets buried under the new stuff. I really like the way Game-maps.net is setup with their categories making it easy to find certain skins faster and easier. Nobody wants to dig through pages and pages of threads trying to find the actual files. Or what if someone is new to here? They wouldn't even know about the awesome content that is on page 20.

Maybe if this site could come up with a page organized like so many other sites?

Or should we join together and make a new one?

I know the last thing we need is another site for Renegade, but I feel like there should be a bigger collection of every skin/mod that can be found in the depths of google hell.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [cnc95fan](#) on Sat, 12 Sep 2009 19:45:47 GMT  
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It exists and like you said; it's game-maps. It has everything

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [crisis992](#) on Sat, 12 Sep 2009 19:50:59 GMT  
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Chew maybe visit my site? [www.renegadeskins.net](http://www.renegadeskins.net)

there can you show/release your work and you can comment other skins

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Altzan](#) on Sat, 12 Sep 2009 21:26:03 GMT  
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cnc95fan wrote on Sat, 12 September 2009 14:45: It exists and like you said; it's game-maps. It has everything

Nothing against IronWarrior at all, I know he has a lot of things to do other than the website... but as far as I know, a LOT of stuff buried in this subforum has not been published to the website.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [slosha](#) on Sat, 12 Sep 2009 22:49:52 GMT  
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I say we just stick with Game-Maps.com, no offense.

crysis992 wrote on Sat, 12 September 2009 14:50Chew maybe visit my site?  
[www.renegadeskins.net](http://www.renegadeskins.net)

there can you show/release your work and you can comment other skins  
Your site is a forum, which makes it nowhere near what he's asking. Stop advertising your crap site.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [gnoepower](#) on Sun, 13 Sep 2009 16:51:45 GMT  
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Glock~ wrote on Sat, 12 September 2009 17:49I say we just stick with Game-Maps.com, no offense.

crysis992 wrote on Sat, 12 September 2009 14:50Chew maybe visit my site?  
[www.renegadeskins.net](http://www.renegadeskins.net)

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But the site has subforums for all sorts of skins, so for a part it is what he asked. I have to agree it's a forum, but unlike the mod release subforum here, there are subforums for every sort of skin, pistols/ gdi characters etc. Wich makes it a lot easier to find thigns. And why are you mocking on him about advertising his site, when the topic starter asks for sites like that, or at least if they excist.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Kimb](#) on Sun, 13 Sep 2009 16:55:52 GMT  
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gnoepower wrote on Sun, 13 September 2009 11:51Glock~ wrote on Sat, 12 September 2009 17:49I say we just stick with Game-Maps.com, no offense.

crysis992 wrote on Sat, 12 September 2009 14:50Chew maybe visit my site?  
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But the site has subforums for all sorts of skins, so for a part it is what he asked. I have to agree it's a forum, but unlike the mod release subforum here, there are subforums for every sort of skin, pistols/ gdi characters etc. Wich makes it a lot easier to find thigns. And why are you mocking on him about advertising his site, when the topic starter asks for sites like that, or at least if they excist.

just for fun, i guess??

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Subject: Re: Calling all avid skimmers/modders.

Posted by [Starbuzz](#) on Sun, 13 Sep 2009 18:34:46 GMT

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Don't be bashy Glock!

Crysis's website is actually very much organized and some of the best content is there. I also like Game-Maps but some of the recent stuff are not uploaded there.

That being said, Chew's idea is great. But I think things should revolve around HERE at Renforums.

I don't know if Renforums FUD software allows for "subforums within subforums" be created. Here is an example about what I mean:

See the various subforum categories?

If you click on the main topic "Mod Release Forum,", it will take you to the page where all the subforums including forum rules are listed.

And if you want to go directly to the specific category subforum, then you click the various links listed.

This is the best option for us imo because all we have is a huge listing of skins spanning 18 pages. But I am very grateful to Goztow and Crimson for even making the Mod Release section possible here but I think maybe it is time for a improvement like the preview above.

But I am not sure if it is possible with this forum's FUD software. I hope it is though. If not, then oh well...I guess we live with it.

It will really sort things out because as Chew says, we now have a huge list.

Note: That preview is just 1 possible example.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Goztow](#) on Sun, 13 Sep 2009 20:50:10 GMT  
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Subforums would prolly be best. Character skins and models / Vehicle skins and models / Building skins and models / Total conversion mods / Scripts / Other. That should be most of them.

I'm not sure if FUD allows for subforums.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Starbuzz](#) on Sun, 13 Sep 2009 21:11:06 GMT  
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I read through the official FUD Forum board, They are referring to this feature as "sub categories"

They say that sub categories will be enabled from version 2.6.8 onwards.

We are on 2.7.7RC2 at Renforums. So maybe we can look into it to see if the feature is present and can be made availabe? These categories you mentioned are best.

edit:

This is the topic where they voted on it to have this feature enabled in the FUD software:  
<http://fudforum.org/forum/index.php?t=msg&th=2941>

We are good to go!

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [ChewML](#) on Sun, 13 Sep 2009 22:06:26 GMT  
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I would prefer it to be here, because this is the "official" gathering place for the overall remainder of the Renegade community. When someone logs onto xwis it says this site.

I just wasn't sure if it was possible here. Now we just got to see if the admins are willing to grace us with this.

The only thing I like more about other sites is the way they are posted.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Dreganius](#) on Mon, 14 Sep 2009 13:39:14 GMT  
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I do like that idea very much, pawkyfox.

Crysis's website is well-organized and I like its format, but I would like a more organized section on this forum, because as Chew stated, this IS the official Renegade Forums.

As for organizing it, I wouldn't mind giving a hand going through all the old skins and placing them in their correct categories. If help is needed, of course.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Di3HardNL](#) on Mon, 14 Sep 2009 16:10:05 GMT  
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It would be very good to have everything sorted in subforums indeed. But I think it can get pretty chaotic because if you are looking for new topics it will be alot of clicky work

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [ChewML](#) on Mon, 14 Sep 2009 16:24:03 GMT  
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Di3HardNL wrote on Mon, 14 September 2009 11:10It would be very good to have everything sorted in subforums indeed. But I think it can get pretty chaotic because if you are looking for new topics it will be alot of clicky work

When you go to game-maps.net they have the skins archive (what we need to have here), then they have the submission forum (what we already have here).

We have a good way to release skins/mods here, we just need to get an organized archive system.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Gen\\_Blacky](#) on Mon, 14 Sep 2009 17:58:16 GMT  
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I think game-maps does a bad job organizing there files. Its hard to find stuff you want a lot of the stuff is in the wrong categories.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Dreganius](#) on Mon, 14 Sep 2009 18:12:40 GMT  
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I also find that IronWarrior doesn't update the files there anymore.

Hasn't done so for a while.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [ChewML](#) on Mon, 14 Sep 2009 19:09:37 GMT  
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Gen\_Blacky wrote on Mon, 14 September 2009 12:58I think game-maps does a bad job organizing there files. Its hard to find stuff you want a lot of the stuff is in the wrong categories.

I just like how if you wanted an orca skin you can go, skins-GDI-vehicles instead of digging through threads like here... there are so many orca skins out there you could make it go skins-GDI-vehicles-orcas. Also I like the display they use there with the thumbnail SS and the info next to it.

As for there stuff being in the wrong I haven't noticed, but I wouldn't be suprised either.

No, they haven't updated the files since early march I think.

Think how much has been released since then? Only to be burried in a list of threads. And some threads may hold a few different versions of skins maybe a different color or something, but people will never know unless they spend hours going through every single post.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Dreganius](#) on Mon, 14 Sep 2009 19:33:15 GMT  
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That's why I keep backups of all my skins

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [ChewML](#) on Mon, 14 Sep 2009 20:15:08 GMT  
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Dreganius wrote on Mon, 14 September 2009 20:33That's why I keep backups of all my skins

I used to untill I ended up deleting my whole personal archive after some shit tried to infect my desktop... but anyways, how can someone else enjoy your work if only you have the whole collection.

I want a site that collects EVERY skin that can be found.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [LeeumDee](#) on Mon, 14 Sep 2009 21:11:27 GMT

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Adding sub-forums would suck major balls.

Lots and lots of clicking to find new threads = fail. Plus connection drops from the server loads of times meaning refreshes are needed quite often, meaning it would be very annoying.

A similar set up to game-maps.net would be a good idea however.

As in, you post in the mod-release forum as normal. And someone manually adds your download to a "Download Section" - A nicely organized, well laid out section.

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**Subject: Re: Calling all avid skimmers/modders.**

Posted by [ChewML](#) on Mon, 14 Sep 2009 22:05:54 GMT

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LeeumDee wrote on Mon, 14 September 2009 16:11A similar set up to game-maps.net would be a good idea however.

As in, you post in the mod-release forum as normal. And someone manually adds your download to a "Download Section" - A nicely organized, well laid out section.

Couldn't explain it any better.

Now we just need 2 questions answered.

1. Can this be done with this site?
  2. If it can be done, will the admins go for it?
- 

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**Subject: Re: Calling all avid skimmers/modders.**

Posted by [IronWarrior](#) on Tue, 15 Sep 2009 08:27:22 GMT

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I know something like this would happen one day, but I really couldn't do much to help.

There are now 1000 of skins in this new forum and at the rate you guys make new skins and files, I couldn't keep up, even before this forum was made, I had a backlog of skins to add, still have about 50 or 100 or so.

Now, I could add all the files as you guys upload them, as zips or whatever and just add them, but the quality would be real bad and I don't want that.

When I add new skins to the site, I make fresh clear screenshots that show the skin off without any HUDs or some other thing that corrupts the image than I make two files of the image, a .zip and a .exe as well as adding the forum topic to allow discussions.

I have tried to recruit staff, but no one has stepped up to help or that I have found acceptable to be staff for the Renegade section.

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Currently am the only person who works on the Renegade section, while the others maintain their own pet sections.

The reason I haven't had much time to work on the site is that am currently am a student once again, studying Business Studies as well as my GF.

I haven't forgot the site or anything and as you guys have seen, Game-Maps.NET has a brand new look and Shaked who made the new design has made us a new update to fix some bugs.

I try to sort the skins in the correct categories and if anyone spots a file in the wrong place, then tell me, but I think currently most of the files are in the right places, skins wise.

Chew, you share the same idea that am striving for, a site that holds every Renegade skin there is and last year, I was working hard towards that, I visited every site that I know and downloaded every skin from them, I managed to upload a lot to Game-Maps.NET but I still had about 200 or so, than this forum exploded with all the new skins, this was around the time, College happend.

Now currently Game-Maps.NET holds a lot of files and I want more to be added.

I can't promise you guys that I will add new files fast, but I can promise that Game-Maps.NET will forever untill the ends of the Internet, that the site will always remain online and there and even if no one plays Renegade anymore, I will finish that site with every file that I can get my hands on.

If you guys are worried about backups, I can offer a safe place for that.

I played with the idea of offering FTP space on the server for selected modders/skinners who could I could give space too on Game-Maps.NET where you can save your skins too.

I can still give you guys that, if your a skinner/modder, than PM and I can setup space for you, but this only be for Renegade files, this will allow you to have a place to save your skins and share the link with people, it's a cheesy way but safe.

But what I really want is staff who have the same high standards as me.

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Subject: Re: Calling all avid skinners/modders.  
Posted by [Goztow](#) on Tue, 15 Sep 2009 10:36:42 GMT  
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IW, you'll never get back up to speed if u don't get 3-4 people to help you out...

Another alternative within the forums, is to simply make a sticky in the mod release forums where links to the skins are posted in different subcategories. This would require a huge human input because of how bad authors usually describe what they release in the topic title.

I possibly create a website linked to the forums where users could indicate the correct category for

mod release links and where you could search in categories. A sort of community based categorizing. I'd need (temporary) access to the Renegade forum's FTP and phpmyadmin to do this, though, and I doubt Crimson would be eager to give me those .

Also note that we ask everyone to attach their skin to the forum posts so they can't get lost.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [IronWarrior](#) on Tue, 15 Sep 2009 11:43:34 GMT  
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Would be nice to recruit some people, but who to trust and who has the time to do it, if anyone wants to try helping, send me a PM, but be warned, it's a lot of work.

Personally, I don't see anything wrong with these forums for now, sure, I guess you have to scroll through 20 pages, but atleast the skins are all here.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Goztow](#) on Wed, 16 Sep 2009 08:24:31 GMT  
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I started coding the solution I posted about before. Seems easier than I thought it might have been anyway. I'll try to integrate a page to rencomm. Expect something in the coming days / weeks .

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Goztow](#) on Sun, 20 Sep 2009 08:59:34 GMT  
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First version released on Renegadecommunity.com

<http://www.renegadecommunity.com/modr.php>

It requires you to login with your forum name and password (don't worry: this is only used to check you are a valid forum member).

Once you're logged in, you can apply filters to the different releases and you can add / remove releases from the different categories. I have done this for a couple of releases already, but it obviously needs some community input .

I'm open for all suggestions to improve this tool.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Altzan](#) on Sun, 20 Sep 2009 17:02:16 GMT  
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Oh, this is awesome, nice

EDIT: Oh crap, just realized I was editing the entries on accident, fixed...  
Clicking on tags next to results will edit the categories for that listing, for those who are new to this...  
OK, I get this now, I'll look around and help tag some.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Goztow](#) on Sun, 20 Sep 2009 21:16:10 GMT  
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For faster tagging, ctrl-click the tags, so they open in a new tab, hence you don't need to wait for them to load before clicking a new tag . There's a lot of data for now, but it can be done quickly if we all help out a bit .

Added a "weapon" category.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Altzan](#) on Sun, 20 Sep 2009 21:29:59 GMT  
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Goztow wrote on Sun, 20 September 2009 16:16Added a "weapon" category.

All the weapons I tagged "other" need fixin' now =S

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [R315r4z0r](#) on Mon, 21 Sep 2009 00:32:34 GMT  
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I think the best way to go about organizing stuff is to make it so that no one can reply to threads in the mod release forum.

WIPs of content should be posted in the mod forum where people can freely comment on stuff and help towards a final release. After that final release, a mirror should be put into the mod release section for archive.

Only admin/mods and specific people should have the ability to post threads in the mod release forum. So any release that the modder makes would have to be approved by the staff and the staff would put it in the release section.

The subforums could definitely help lessen the clutter and make it easier to find things without having to shuffle through different types of work.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Goztow](#) on Mon, 21 Sep 2009 09:23:57 GMT  
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The current way of working is fine, IMO, and this new tool on rencom will help everyone to find what they're looking for.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Altzan](#) on Mon, 21 Sep 2009 13:28:15 GMT  
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I like being able to comment. People can post their completed works and get opinions.

If that's taken away, people will post the skin somewhere else on the forum so they can still get opinions.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [R315r4z0r](#) on Mon, 21 Sep 2009 17:07:15 GMT  
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Altzan wrote on Mon, 21 September 2009 09:28 I like being able to comment. People can post their completed works and get opinions.

If that's taken away, people will post the skin somewhere else on the forum so they can still get opinions.

But that's the point of the Mod forum. The Mod Release forum should just be for already completed works that people have already seen and commented on in the Mod forum.

If you make a skin you want to share, you should put it in the mod forum. There people would comment on it and possibly help to make it better. If it is decided to be completed, it should be submitted to staff who would then put it in the mod release forum.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Altzan](#) on Mon, 21 Sep 2009 17:16:08 GMT  
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R315r4z0r wrote on Mon, 21 September 2009 18:07 Altzan wrote on Mon, 21 September 2009 09:28 I like being able to comment. People can post their completed works and get opinions.

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If you make a skin you want to share, you should put it in the mod forum. There people would comment on it and possibly help to make it better. If it is decided to be completed, it should be submitted to staff who would then put it in the mod release forum.

While I agree, that's a lot of unnecessary clutter. Having two topics for nearly every skin is just a lot of unneeded topics.

Most skins posted don't get edited anyway unless there's a major error. And if they do get fixed it's usually "re-released".

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Subject: Re: Calling all avid skimmers/modders.

Posted by [R315r4z0r](#) on Mon, 21 Sep 2009 17:18:22 GMT

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The thing I've noticed though, is that the way the mod release forum works, isn't it the same as the mod forum? Or is the mod forum just for like FAQs on modding in general?

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Subject: Re: Calling all avid skimmers/modders.

Posted by [Altzan](#) on Mon, 21 Sep 2009 20:48:39 GMT

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R315r4z0r wrote on Mon, 21 September 2009 12:18The thing I've noticed though, is that the way the mod release forum works, isn't it the same as the mod forum? Or is the mod forum just for like FAQs on modding in general?

Mod forum is a general all-purpose subsection devoted to modding Renegade in any way. Generally, anything posted there is a question or call for opinion.

Mod Release is just a place where finished modifications can be shared with the general public.

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Subject: Re: Calling all avid skimmers/modders.

Posted by [Goztow](#) on Mon, 21 Sep 2009 20:53:27 GMT

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---

Altzan wrote on Sun, 20 September 2009 23:29Goztow wrote on Sun, 20 September 2009 16:16Added a "weapon" category.

All the weapons I tagged "other" need fixin' now =S  
Filter on other, then it should be rapid to do.

You can also add a thread to multiple categories. Handy for the skinpacks, for example .

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Altzan](#) on Mon, 21 Sep 2009 21:16:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Goztow wrote on Mon, 21 September 2009 15:53Altzan wrote on Sun, 20 September 2009 23:29Goztow wrote on Sun, 20 September 2009 16:16Added a "weapon" category.

All the weapons I tagged "other" need fixin' now =S  
Filter on other, then it should be rapid to do.

You can also add a thread to multiple categories. Handy for the skinpacks, for example .

Don't worry, I already fixed them and contributed a little today.

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Goztow](#) on Wed, 23 Sep 2009 07:30:33 GMT  
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Over half of them are categorized now. Keep going .

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Subject: Re: Calling all avid skimmers/modders.  
Posted by [Goztow](#) on Sun, 27 Sep 2009 20:29:56 GMT  
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Double post, sorry .

I finished the last ones now, though I'd like someone to check if I didn't forget to categorize a couple.

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