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Subject: Rp2 Team is looking for new members:  
Posted by [Jerad2142](#) on Sat, 26 Mar 2011 03:57:11 GMT  
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As stated, Blazea and I have begun looking for new people to work on a new project we've begun working on; further details about project will be giving out upon acceptance but you can go ahead and assume it is going to be Rp2 related. We're after people who have skill in the following area(s):

- \*3D Modeler - Can make reasonably detailed buildings, trees, or other in RenX.
- \*Texturer – If you are able to make good textures, hop aboard!
- \*UNWrapper – If you have skill at Unwrapping there is a spot for you.
- \*Leveledit Peon - don't volunteer for this or else you'll get stuck with the task of placing and naming thousands of AI points when the time comes, or equally dry work.
- \*Standalone - Anyone that knows how to/would be willing to assist this new project in becoming a standalone game (not having to use the renegade engine at all) is welcome to help (I'm sure I could figure out how to do it but my plate is plenty full at the moment).
- \*Shaders - I've wanted to do some HUD modifications with shaders.dll for quite a while to display addition info (like scuba tank air ect) to the players, however I've been too busy to get it done.
- \*Other - Never know, maybe you have some skill that you can convince me would be useful enough to deal with another person besides blazea lol.

Being a member of Rp2 team has many benefits like.... Ummmm.... You get to be part of one of the few mods that actually releases on occasion, and you get to partake in the alpha tests... Oh! And you will get your name somewhere in the game!

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I put a fair amount of time into making Rp2 ready to become a standalone project today (pictures of progress below). Now all we need to do is figure out who to ask in EA to be allowed to make it a total conversion release (and some touchups/fine tuning for the ui and so forth, but I've got some people that'll work on it so it'll all be good).

Pictures of RP2's current standalone progress

Icons:

Configure Tool:

Main Menu:

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [nikki6ixx](#) on Sat, 26 Mar 2011 04:25:05 GMT  
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Jerad Gray wrote on Fri, 25 March 2011 20:57 You get to be part of one of the few mods that actually releases on occasion

Ouch.

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [HaTe](#) on Sat, 26 Mar 2011 18:58:51 GMT  
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If you ever need a tester who's not afraid to give it you straight, I'll be glad help. Other than that, I'm of no use whatsoever though.

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Jerad2142](#) on Sun, 27 Mar 2011 00:11:24 GMT  
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HaTe wrote on Sat, 26 March 2011 12:58If you ever need a tester who's not afraid to give it you straight, I'll be glad help. Other than that, I'm of no use whatsoever though.  
We always need more testers, just not a lot to test right now, but I'll keep you in mind when the time comes

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Generalcamo](#) on Sun, 27 Mar 2011 04:08:39 GMT  
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Heh heh, I have skills in 3ds max/ren x and Level Edit (NOT as a peon though). I don't want to have to test, as I have enough of the on my shoulders, but I will make maps.

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [jonwil](#) on Sun, 27 Mar 2011 07:50:06 GMT  
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Jerad Gray wrote on Sat, 26 March 2011 11:57You get to be part of one of the few mods that actually releases on occasion  
The only reason APB and Reborn havent made releases is that Scripts 4.0 is not ready for public beta testing yet.

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [kamuixmod](#) on Sun, 27 Mar 2011 12:26:44 GMT  
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i could help in LE if you want

ps: Do you still have the Metroid map from canadacn ( forgot the name but its similar to this). He

posted it on rnegadeforums but the download link is not available anymore

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Gen\\_Blacky](#) on Sun, 27 Mar 2011 15:37:54 GMT  
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jonwil wrote on Sun, 27 March 2011 00:50Jerad Gray wrote on Sat, 26 March 2011 11:57You get to be part of one of the few mods that actually releases on occasion  
The only reason APB and Reborn havent made releases is that Scripts 4.0 is not ready for public beta testing yet.

Get to work .

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Hypnos](#) on Sun, 27 Mar 2011 17:13:51 GMT  
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HaTe wrote on Sat, 26 March 2011 18:58If you ever need a tester who's not afraid to give it you straight, I'll be glad help. Other than that, I'm of no use whatsoever though.

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Jerad2142](#) on Sun, 27 Mar 2011 18:55:32 GMT  
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jonwil wrote on Sun, 27 March 2011 01:50Jerad Gray wrote on Sat, 26 March 2011 11:57You get to be part of one of the few mods that actually releases on occasion  
The only reason APB and Reborn havent made releases is that Scripts 4.0 is not ready for public beta testing yet.

Oh of course, it's not their fault for relying on an unreleased project to operate, its 4.0's fault for attempting to improve Renegade on their own time, I should have guessed (Wasn't really referring to APB in my original post either as they have made a reasonable number of releases).

kamuixmod wrote on Sun, 27 March 2011 06:26i could help in LE if you want

ps: Do you still have the Metroid map from canadacn ( forgot the name but its similar to this). He posted it on rnegadeforums but the download link is not available anymore

We'll see when it gets to that point, right now the "project" is still in the RenX stages, so the LE part is a long ways off.

And yes I have it, but Canadacdn might want to make a couple more changes before I re-upload it.

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Jerad2142](#) on Sun, 27 Mar 2011 22:31:40 GMT  
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Added too more positions that I forgot to mention:  
\*Total Conversion  
\*Shaders

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Oblivion165](#) on Wed, 30 Mar 2011 08:08:15 GMT  
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Total conversions are not hard at all. I even posted a ready to go "shell" on renhelp that included everything you needed to make one.

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Jerad2142](#) on Wed, 30 Mar 2011 18:26:20 GMT  
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Oblivion165 wrote on Wed, 30 March 2011 02:08Total conversions are not hard at all. I even posted a ready to go "shell" on renhelp that included everything you needed to make one. Don't you have to get permission from EA games first?

And the old renhelp (good one) or the new renhelp?

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [danpaul88](#) on Wed, 30 Mar 2011 20:07:55 GMT  
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Jerad Gray wrote on Wed, 30 March 2011 19:26  
Don't you have to get permission from EA games first?

Good luck with that, the guy at EA who used to handle that is no longer with them, not sure you are going to find anyone else who is even remotely interested in helping you get permission from the relevant people.

To be honest, I doubt they are going to be seriously bothered about people using the W3D engine for mods, its not as if they are ever going to use it themselves again and your not going to be making any money from your project (I assume, since if you did they would probably crash down on you like a ton of bricks once they found out).

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Oblivion165](#) on Wed, 30 Mar 2011 22:05:47 GMT  
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Jerad Gray wrote on Wed, 30 March 2011 14:26Oblivion165 wrote on Wed, 30 March 2011 02:08Total conversions are not hard at all. I even posted a ready to go "shell" on renhelp that included everything you needed to make one.  
Don't you have to get permission from EA games first?

And the old renhelp (good one) or the new renhelp?

No I didn't get it approved by anyone and haven't heard a single complaint since it was added around 2004-2005(?)

My renhelp is still around, just doesn't have a real URL anymore:  
<http://www.pokemonca.net/rh>

EDIT: Looks like the file is gone but my 'always list' is still there.

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Subject: Re: Rp2 Team is looking for new members:  
Posted by [Jerad2142](#) on Thu, 31 Mar 2011 22:25:13 GMT  
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I meant to say "standalone" instead of Total Conversion, also thanks for the link Oblivion.

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