
Subject: Mod Chat This Weekend!!

Posted by [Rich\[HN\]](#) on Thu, 29 May 2003 10:04:16 GMT

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I did this a while back:

1. Taking Over: I've taken over this mod because I heard that the old leader of the mod Killakanz had left the mod and I said that I would take over the from Killakanz some of the old mappers, said ok for me to be the leader of the mod and they came back.
2. Thing about a Beta: I had to speak to the team, but my intention was, that we will do Public Betas instead of internals (like the other mod do)
3. Beta: There will be a beta to the public *community* that should be out in 2 months time. The beta should have 2/3 maps in it and Heaven Network will supply one of there FDS servers to the mod.
4. When I became leader: First I was not sure if it will be possible to finish, but after a short while I realized that there are some engaged members that like to restart working on it so I decided to finish the mod now.
5. Community: The Command and Conquer: Renegade community should be very happy that this mod is back on its feet and should be made by the community and owned by the community!
6. Mod Bugs: The mod when it comes out will have some bugs in it and if you contact my self or one of the mod team they'll inform me that there is a bug and we will sort it asap.
7. Help: We are looking for 2 skimmers and we are also looking for modelers that can make some weapons and remake the tanks that are in this mod, and a mapper so we can get more maps made soon. This mod should be out by the end of 2003.

You can join the chat by an java applet script I got..

<http://www.theoriginalmrbob.com/~rich/chat.php>
