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Subject: Recruitment

Posted by [Oblivion165](#) on Mon, 24 May 2004 05:13:28 GMT

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<http://www.dr-oblivion.com/RenRev.html>  
should exsplain the mod well enough.

i havent used flash since 5.0~ excuse the quality.

they just f\*ck up flash.

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Subject: Recruitment

Posted by [Aimbots](#) on Mon, 24 May 2004 16:45:51 GMT

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lol...

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Subject: Recruitment

Posted by [NeoX](#) on Mon, 24 May 2004 17:28:44 GMT

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Ill help!

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Subject: Recruitment

Posted by [Oblivion165](#) on Mon, 24 May 2004 20:44:38 GMT

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awsome, what messenger are you using? if you have one that is.

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Subject: Recruitment

Posted by [maytridy](#) on Mon, 24 May 2004 21:12:31 GMT

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Are they standing on snow?

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Subject: Recruitment

Posted by [Oblivion165](#) on Mon, 24 May 2004 21:18:38 GMT

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no no, i just made a heightfield just for this little movie thing, and it streched my sand out alot.

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for the mod there will be no height fields.

Did anyone wonder why the logo on these forums is a jpg but its named with a gif extension?

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Subject: Recruitment  
Posted by [NeoX](#) on Mon, 24 May 2004 21:29:46 GMT  
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I use MSN messenger neoxmatrix@hotmail.com

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Subject: Recruitment  
Posted by [Spice](#) on Mon, 24 May 2004 23:55:18 GMT  
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Umm For soem reason all i saw was 2 cowboys standing there and that was it.... with the music of course.

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Subject: Recruitment  
Posted by [Oblivion165](#) on Tue, 25 May 2004 00:47:39 GMT  
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thats all it was , i didnt have much to show so i just put together something that would show what the mod is about.

Oh new requirement for joining the mod.

- 1 you must actually HAVE renegade.
  - 2 you must actually HAVE the mod tools.
  - 3 You must actually be able to make something for the mod, not just get your name on it.
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