
Subject: Mod Chat This Weekend!!

Posted by [Rich\[HN\]](#) on Thu, 29 May 2003 09:37:31 GMT

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At <http://www.theoriginalmrbob.com/~rich/> where hosting a mod chat with Laeubi about his 2 mods for renegade.

The 2 mods are:

1. Red Alert 1 Mod
2. Battle of Dune Mod

Your'll be able to send questions into a auto bot then the bot will give the questions out to Laeubi.

The Info is:

Irc Server: n00bstories.radiantx.net or CnCHq.radiantx.ne

Channel: #heavenetwork

Day: Saturday 31st May 2003

Time: 10pm GMT +0

Hope you see you there!!

Subject: Mod Chat This Weekend!!

Posted by [Tesla7zap](#) on Thu, 29 May 2003 09:44:50 GMT

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Hmm, I was a beta tester for Renegade: Battle for Dune. And what of I have heard, that mod is blown off.

Subject: Mod Chat This Weekend!!

Posted by [Rich\[HN\]](#) on Thu, 29 May 2003 10:01:24 GMT

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No.. 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 myself 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>

Subject: Mod Chat This Weekend!!
Posted by [laeubi](#) on Thu, 29 May 2003 10:05:50 GMT
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You find some Infos too at: <http://www.rbfd.tk>

Subject: Mod Chat This Weekend!!
Posted by [Aircraftkiller](#) on Thu, 29 May 2003 10:52:27 GMT
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Both modifications blow... I won't be attending any chat concerning them. Make quality work or just give up.

Subject: Mod Chat This Weekend!!
Posted by [Ferahago](#) on Thu, 29 May 2003 11:14:51 GMT
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That wasnt nice

Subject: Mod Chat This Weekend!!
Posted by [laeubi](#) on Thu, 29 May 2003 11:43:13 GMT
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FerahagoThat wasnt nice
It is ACK what are you expecting :rolleyes:

Subject: Mod Chat This Weekend!!
Posted by [Halo38](#) on Thu, 29 May 2003 12:22:47 GMT
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AircraftkillerI won't be attending any chat concerning them.

Should be a nice chat environment for you then Laeubi.

Subject: Mod Chat This Weekend!!
Posted by [Aircraftkiller](#) on Thu, 29 May 2003 13:24:58 GMT
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FerhagoThat wasnt nice

You're quite the master of what's obvious...

Subject: Mod Chat This Weekend!!
Posted by [Cpo64](#) on Thu, 29 May 2003 17:23:39 GMT
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LOL

Subject: Mod Chat This Weekend!!
Posted by [Aircraftkiller](#) on Sun, 01 Jun 2003 00:22:38 GMT
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Back up, I say!

Subject: Mod Chat This Weekend!!
Posted by [DaveGMM](#) on Sun, 01 Jun 2003 07:35:09 GMT
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It was a pathetic excuse for a Mod chat, really.

At at some points, Rich Demanded that Laeubi answer questions....
