
Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sat, 31 May 2003 21:08:30 GMT

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Hello,

A few friends and I are starting a Renegade mod called Modern Warfare. (may change name). It is based on the Iraq\US war that just took place.

We will have two sides, Iraq and USA. (replacing Nod and GDI) We have already started and are making good progress. We plan to make a full mod with: vehicles, weapons, characters, maps and buildings. Hey, we might even do a SP mission campaign.

I know alot of you will say "this mod will never get finished" but we are giving it a try. We will do our best and with school coming to an end, time will be plentiful. Please don't flame our mod, but constructive criticism is welcome.

We need your help! We re looking for the following:

Boner (someone who can do vehicles, weapons and\or characters)

Skinner

Scripters

People who can:

Make buildings

Make Characters

Make Weapons

We also welcome any previously completed maps, models etc.

We already have the following people helping us in the mod:

-Maytridy: Modeler, Mapper, Buildings, Webdesigning, Weapons, Mod leader.

-Skier222: Modeler, Vehicles.

-BladeWarrior: Skinner.

-Mike9292: Vehicles.

-Spreegem: Modeler, Vehicles, Buildings, Weapons.

-Titanx77:Mapper

-Ohmybad:Webdesigning.

-Slayer:Part-Time skinning.

-OrcaPilot26:Contributor.

-Aprime1: Webdesigner, Promoter.

Our website will be up soon! If you wish to help, you can post here or:

E-mail: Maytridy@rochester.rr.com

MSN: Maytridy

AIM: MaytridyDrums99

Thank you for your time and you will see updates soon!

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [spreegem](#) on Sat, 31 May 2003 22:55:38 GMT
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I can model for you in my spare time. Do you want me to use Gmax, Renx, or 3DS Max?? I can also do the following if you want.

Make buildings
Make Weapons
Make vehicles

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [Skier222](#) on Sat, 31 May 2003 23:46:52 GMT
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cool. good that u can help, we need it.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [spreegem](#) on Sat, 31 May 2003 23:56:58 GMT
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NP After this week I won't have any school stuff to do, but i'm grounded from com till summer starts (just two more weeks)

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [maytridy](#) on Sat, 31 May 2003 23:57:48 GMT
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Quote:I can model for you in my spare time. Do you want me to use Gmax, Renx, or 3DS Max?? I can also do the following if you want.

Make buildings
Make Weapons
Make vehicles

I prefer 3Ds max. Gimme an e-mail and we'll talk. Thanks.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [spreegem](#) on Sun, 01 Jun 2003 00:10:39 GMT
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Ok then I will model in 3DS Max I have 5 so is that ok??

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [Skier222](#) on Sun, 01 Jun 2003 00:11:45 GMT
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thats good, i got 5.1 and may is getting it this monday night

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [spreegem](#) on Sun, 01 Jun 2003 00:11:55 GMT
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Ohh ya I can't skin, I haven't learned yet, does anyone here know how, cuz I don't know how.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [Skier222](#) on Sun, 01 Jun 2003 00:14:32 GMT
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Quote:We already have the following people helping us in the mod:

- Maytridy: Modeler, Mapper, Weapons, Mod leader.
- Skier222: Modeler, Vehicles.
- BladeWarrior: Skinner.

bladez hopefully is donin the skinning

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [spreegem](#) on Sun, 01 Jun 2003 00:15:28 GMT
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I hope so cuz i can't What do u want me to model for you first??

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [Skier222](#) on Sun, 01 Jun 2003 00:20:31 GMT
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maybe u can start on making a tank or some other vehicle (present-day vehicle). I right now am workin on a T-90S.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [Aircraftkiller](#) on Sun, 01 Jun 2003 00:20:57 GMT
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I'm going to mark this along with the 196 other "New modifications" that never get finished, and

never even make it to a public beta...

Prove me wrong if you can.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [spreegem](#) on Sun, 01 Jun 2003 00:21:29 GMT

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I might also be able to have my bro design/make site if you want. I could also see if one of my friends to help, if you want to contact him his e-mail is drocnum@yahoo.com

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [spreegem](#) on Sun, 01 Jun 2003 00:57:37 GMT

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Do you have any pics of what you want me to model, or the names so I can get pics??

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 01 Jun 2003 01:03:57 GMT

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Quote:I'm going to mark this along with the 196 other "New modifications" that never get finished, and never even make it to a public beta...

Prove me wrong if you can.

We'll try.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 01 Jun 2003 01:26:07 GMT

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Spreegm, check ur e-mail. We'll talk more about what you should do next there.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [spreegem](#) on Sun, 01 Jun 2003 01:37:55 GMT

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I didn't get an e-mail??

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 01 Jun 2003 02:52:18 GMT

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Quote:I didn't get an e-mail??

I sent you a reply to the e-mail that you sent me. Is your name Simon Denney?

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [mike9292](#) on Sun, 01 Jun 2003 02:53:36 GMT

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i can model some tanks

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 01 Jun 2003 02:57:44 GMT

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Quote:i can model some tanks

Please contact me by one of the stated methods above.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 01 Jun 2003 03:05:23 GMT

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Mike9292 has joined our mod. Welcome! He will be doing vehicles. We still need your help! Any others out there?

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [spreegem](#) on Sun, 01 Jun 2003 03:17:14 GMT

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What e-mail address i sent you?? and my email is in my sig but just in case that one doesn't work try this one david.bedford@snet.net my email is also my name.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 01 Jun 2003 03:18:57 GMT

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Ohh.....I guess the e-mail i recieved wasn't from you.

hehe

I'll send ya an e-mail.

If you can, could you please get on AIM?

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [spreegem](#) on Sun, 01 Jun 2003 03:34:41 GMT
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Ya I will tomorro I will DL and instal now but after that i have to go to sleep.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [spreegem](#) on Sun, 01 Jun 2003 03:39:05 GMT
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what is ur aim??

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [spreegem](#) on Sun, 01 Jun 2003 04:11:23 GMT
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I have ur aim, but still haven't recieved an email from u maybe something wrong with it?? I will be on aim all day

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [blaxsaw](#) on Sun, 01 Jun 2003 11:46:22 GMT
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my email address is simondenney@hotmail.com. I guess you though my email was coming from Spreegem. I sent you an email about some availible models.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [maytridy](#) on Sun, 01 Jun 2003 12:58:32 GMT
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I have recieved. Thanks for the help. I will talk with you further on e-mail.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 01 Jun 2003 13:08:32 GMT

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Modern Warfare still needs your help!! We are looking for:

Boner (someone who can do vehicles, weapons and/or characters)

Skinner

Mappers

Commando Editors

Scripters

Web Designer

-People who can:

Make buildings

Make Characters

Make Weapons

Make vehicles

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 01 Jun 2003 14:03:17 GMT

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We have another new member: Spreegem.

He will be: Modeling, doing vehicles, buildings and weapons.

Welcome!

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [spreegem](#) on Sun, 01 Jun 2003 14:06:55 GMT

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TY

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [Skier222](#) on Sun, 01 Jun 2003 14:13:00 GMT

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blaxsaw i got ur email with the exporter, but how do i open the .MD3 file in 3ds?

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [Titan1x77](#) on Tue, 03 Jun 2003 01:19:14 GMT

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I'm willing to help out anyway i can.

Count me in for atleast 1 desert map.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Tue, 03 Jun 2003 01:22:29 GMT

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Yes, we have talked.

Sounds great.

I'll add you to our memberlist.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Tue, 03 Jun 2003 01:24:11 GMT

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We welcome our newest member: Titanx77!

He will be mapping for us. Welcome!

Remember, Modern Warfare still needs your help!!!

We need:

Boners (someone who can do vehicles, weapons and/or characters)

Skinner

Mappers

Commando Editors

Scripters

Web Designer

-People who can:

Make buildings

Make Characters

Make Weapons

Subject: web...

Posted by [ohmybad](#) on Tue, 03 Jun 2003 02:36:44 GMT

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I'll help ya get a web site up and running.

Email:supernailman@comcast.net

AIM:duper492

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [spreegem](#) on Tue, 03 Jun 2003 10:53:08 GMT

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Good

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Tue, 03 Jun 2003 13:50:25 GMT

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Quote:I'll help ya get a web site up and running.

Email:supernailman@comcast.net

AIM:duper492

Sweet, we really need your help. We just need you to design the website. Is that ok? Just make it on like Geocities or something, then when your done, we are going to submit it to Planet CNC. (We don't need a host, just a web designer to make the site, then I will take care of updates etc.)

I will talk to you over e-mail and AIM when I get home from school. Thanks.

-Maytridy

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [pulverizer](#) on Tue, 03 Jun 2003 13:54:06 GMT

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I can help with skinning, but I have my own mod (genegade: operation free fall) and I'm in the renegade battle for dune mod.but I can't give you my full support, But I can do some skins.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [ohmybad](#) on Tue, 03 Jun 2003 14:19:33 GMT

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My summer vacation just began so I can give you full support on the website.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Tue, 03 Jun 2003 18:48:14 GMT

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Sweet. I'll talk to you both online.

I really need a skinner, so this will help.

We also need help on webpages. Thanks for the help guys!

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Tue, 03 Jun 2003 20:14:17 GMT

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We welcome our two newest members! Ohmybad will be designing our website and Slayer is going to part-time skin.

Welcome!

Remember, Modern Warfare still needs your help!!!

We need:

Boners (someone who can do vehicles, weapons and\or characters)

Skinner

Mappers

Commando Editors

Scripters

-People who can:

Make buildings

Make Characters

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Sun, 08 Jun 2003 16:12:00 GMT

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OrcaPilot26 will now be contrubuting some of his models. Thanks alot!!

Remember, Modern Warfare still needs your help!!!

We need:

Boners (someone who can do vehicles, weapons and\or characters)

Skinner

Mappers

Commando Editors

Scripters

-People who can:

Make buildings
Make Characters

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [OrcaPilot26](#) on Sun, 08 Jun 2003 20:16:05 GMT
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I could be able to find the remaining assets from Existence and give them to this mod

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [maytridy](#) on Sun, 08 Jun 2003 22:18:58 GMT
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Thanks again man, we really appreciate the help.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [Madtone](#) on Mon, 09 Jun 2003 12:10:47 GMT
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OrcaPilot26I could be able to find the remaining assets from Existence and give them to this mod

Just wait a min.....

im not sure how many of my models are still in existence???

before you release them, please email me and tell me what you are releasing

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [maytridy](#) on Mon, 09 Jun 2003 13:38:27 GMT
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hehe..... :lookround: umm.....it's a little late for that. i'll talk to you over AIM, MSN or E-mail.

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)
Posted by [Madtone](#) on Mon, 09 Jun 2003 13:55:19 GMT
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im on MSN right now, only for about 10 mins, better hurry!

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Thu, 26 Jun 2003 18:09:50 GMT

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Arpime1 has joined the mod as a Webdesigner\Promoter! Welcome Arpime!

He has submitted a kickass layout. check it out!

<http://www.n00bstories.com/image.fetch.php?id=1205518397>

Website should be up soon!

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [spreegem](#) on Thu, 26 Jun 2003 18:22:40 GMT

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THAT IS THE BEST!!!

Subject: New Mod: Modern Warfare (UPDATED AGAIN!)

Posted by [maytridy](#) on Thu, 26 Jun 2003 18:23:21 GMT

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yeah, pretty sweet. the guys over at Arm-Ent are getting it coded and it should be done in 3-4 days.
