Subject: cnc_c130drop
Posted by Anonymous on Sat, 21 Dec 2002 05:50:00 GMT
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I know, but theirs nothing for GDI in this, so I won't use it. Unless this mod can be implemented on both sides making it far and balenced, its just a cheap cheat.The ppl who created that mod had this in their readme of V2---thanx to ModMania, kingwolfspecial thanx to Ferrari099\% of the work was done by these modders i simply had the idea to put their mods into one,Ferrari0 did the drop for both sides, Modmania made the god mode possible, and kingwolf helped testing!I compiled their great work managed the team and made this readme so i did 1\% of the work!**********;to use this mod simply unzip it into your renegade/data/... so it will look like this renegade/data/zoutsidermodsthis mod only works on the city.mix and hourglass.mix mapsthis mod allows you to have all weapons & power ups for both sides, the gdi will get the orca & the gdi chinook and the nod will get the recon, apache, & the nod chinook!and gdi's aircraft, weapons, & power ups will actually be delivered to the gdi's base!!all extras will be delivered when ever nod buys a vehicle of any kind including the harvester!there ya go now you're set play the game and have funany problems? contactzoutsider = outsider_xxx@hotmail.comModmania = go2_da_xtrm@hotmail.comkingwolf = kingwolfx@msn.comFerrari0 = kevin_m_mize@yahoo.com---And had this added on to get GDI the same thing to make it far and balenced; ********** GDI Side C130 Path-1 Create_Object, 8, "X3_a10_strk1", 0, 0, 0, 0-1 Play_Animation, 8, "X3_a10_strk1.X3_a10_strk1", 1-600 Destroy_Object, 8-1 Create_Object, 9, "v_nod_cplane"-1 Attach_To_Bone, 9, 8, "BN_a-10_000"-600 Destroy_Object, 9; ********** Hum-vee to Transport-130 Create_Real_Object, 14, "cnc_gdi_humm-vee", 9, "Cargo"-325 Create_Real_Object, 15, "cnc_gdi_transport", 14-325 Attach_Script, 15, "M02_PLAYER_VEHICLE"-325 Destroy_Object, 14; ********** Mammoth to Orca-136 Create_Real_Object, 27, "cnc_gdi_mammoth_tank", 9, "Cargo"-500 Create_Real_Object, 26, "cnc_gdi_orca", 27-500 Attach_Script, 26, "M02_PLAYER_VEHICLE"-500 Destroy_Object, 27; ********** Power ups-125 Create_Real_Object, 6, "POW_Medal_Health", 9, "Cargo"-125 Create_Real_Object, 6, "POW_Medal_Health", 9,

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"POW_VoltAutoRifle_Player", 9, "Cargo"-120 Create_Real_Object, 10,
"POW_VoltAutoRifle_Player", 9, "Cargo"Personaly I advise against its use, all those weapons start to create a lot of FPS lag because it starts putting a hole lot of ploys and textures into the map. You can host it with out any one else having this mod and still have lots of ppl join, but the lag created by all the addtional polys and textures makes gameplay suck. I never host a game with it.But your just cheap using the nod only version.