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Subject: Super Run Mod

Posted by [spreegem](#) on Thu, 29 Jul 2004 02:18:08 GMT

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Ok sw33t, here's what to do if you want to know so badly (I am in no way responsible for any cheats you make with this, I am doing this for modding purposes only . . . though I did make the super run mod, but that give major lagg, and won't work in RenGuard servers . . .) First get the Renegade tools, and install them, also get XCC Mixer so you can extract the objects.ddb file out of the pkg.

Now start the renegade editor and create a new mod package, name it whatever in the hell you want to name it. Now on the tool thign to the right, press Presets. Now go down to Global Settings, and press the +, now Purchase Settings and press the +. (Beacon price in team purchase settings instead of just Purcahse Settings near the top as well as the 4 free soldiers) These are both the GDI, Nod, Mutant, and secret purchase setings for characters and tanks, and stuff, you can edit their prices here, and will need to find out the character or vehicle preset used in multiplayer here so that you can modify it for online play. Click GDI, or Nod, for the character classes, vehciles, equipment, or whatever. Now press Mod down near the bottom, looks like a hammer. Now click Settings. You shoudl now see some stuff that looks like the below . . . I did Character Classes (GDI) Here is the first one.

Name

IDS\_Enc\_Char\_GDI\_MinigunnerOfficer\_Name

Texture

hud\_cnc\_GOffShot.tga

Object

CnC\_GDI\_MiniGunner\_1Off

You will need to find out the object of the character or vehicle you want to modify it, and remember it. Now go to Object and press the +, then Solder and press then + (Vehciles obviousley (SP?) under Vehicle instead of soldier), and then Soldier Presets and press then +, then find CnC\_GDI\_MiniGunner\_1Off under the Soldier Presets. It isn'te there is it? Closet thing is GDI\_Minigunner\_1Off, lets press the + and see what comes out below it shall we? Ohh look! I found CnC\_GDI\_Minigunner\_1Off!!!. . . Now press it and click Mod (Hammer) Now click physics model and mess around with all that, pretty slef explanatory from there on out . . . Now save the mod package and put it into your Renegade Data Directory, open XCC mixer, let it scan, find your .pkg, select it, find objects .ddb in there, right click > Extract, yes, start up renegade, your all set. . . Make sure you doo al this extracting and saving into the proper directories, objects, and your .pkg both need to be in your Renegade data directory.I will fix this up later, but this was hastily and poorly written, if you understand this, great Hope this helps you all, ecspecially sw33t, and hopefully he will no longer bother me. If anyone else needs help with this sort of a thing, I'll see what I can do, but I'm not into modding Renegade so I probably won't be of much help.

Umm . . . Crimson, could you please install the phpBB Spelling mod, I don't like having to keep reading through my posts find all the errors . . . It only takes 3 minutes for the coding, or less if your fast, and then about 5 - 10 minutes to upload the word list, this is all on my extremely slow

server though, so yours should go quicker . . .

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