
Subject: Renegade Returns mod
Posted by [Spyder](#) on Mon, 16 Apr 2007 16:24:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

We already spoke about this in the Renegade Pre-Release Shit topic, but I just want to make sure. We want to make a mod containing most of the beta files from renegade. But then we need a plan first. The first idea I heard was to make a simple pkg file with some maps and the models in it. My idea was to make it a bit like RenAlert, Reborn etc. If you have any new ideas feel free to tell them here. All other people, please post all beta files you have!

I already sent Aircraftkiller an e-mail to ask him for the beta files. I hope he gives them to me or that he will support us.

Subject: Re: Renegade Returns mod
Posted by [BlueThen](#) on Mon, 16 Apr 2007 19:42:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Like a conversion?

Subject: Re: Renegade Returns mod
Posted by [rm5248](#) on Mon, 16 Apr 2007 20:19:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson has the beta... But she has stated several times that she's not going to release the files because of the EULA or something like that. Though she did say that most of the beta files are in the always.dat and always2.dat; I've never looked for them so I really can't say.

Subject: Re: Renegade Returns mod
Posted by [Viking](#) on Mon, 16 Apr 2007 20:20:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sounds like fun! Fix some bugs and stuff!

Subject: Re: Renegade Returns mod
Posted by [Scrin](#) on Mon, 16 Apr 2007 20:22:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

darksnipa wrote on Mon, 16 April 2007 11:24 We already spoke about this in the Renegade Pre-Release Shit topic, but I just want to make sure. We want to make a mod containing most of the beta files from renegade. But then we need a plan first. The first idea I heard was to make a simple pkg file with some maps and the models in it. My idea was to make it a bit like RenAlert, Reborn etc. If you have any new ideas feel free to tell them here. All other people, please post all

beta files you have!

I already sent Aircraftkiller an e-mail to ask him for the beta files. I hope he gives them to me or that he will support us.
ask teslzap too...

Subject: Re: Renegade Returns mod
Posted by [Viking](#) on Mon, 16 Apr 2007 20:26:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got a awesome idea! We all put in \$100.00 and take donations. Than we buy WW back from EA and we can have everything MUAHAHAHHAHAHAHAHAHA!!!

Than we give jonwil the source code and he can make parachutes and stuff!

Subject: Re: Renegade Returns mod
Posted by [Slave](#) on Mon, 16 Apr 2007 20:29:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah... someone please open up leveledit and make a money spawner

mmm topic polution

Subject: Re: Renegade Returns mod
Posted by [Canadacdn](#) on Mon, 16 Apr 2007 20:45:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was planning to make a mod like this, but I'm too busy with Roleplay 2 at the moment.

Subject: Re: Renegade Returns mod
Posted by [Spyder](#) on Mon, 16 Apr 2007 20:50:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Glad you like the idea, but uuhm viking... I think buying WW back will take lot's more than only money.

Subject: Re: Renegade Returns mod
Posted by [Slave](#) on Mon, 16 Apr 2007 20:53:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Like what? Hawaiian slave girls?

Ahum, the idea is one big joke, lets tay on track.

Will one person be doing it, or is it somehow possible to combine efforts? If so, I might help out with some random stuff.

Subject: Re: Renegade Returns mod
Posted by [Spyder](#) on Mon, 16 Apr 2007 21:06:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

look I found more pics of old stuff:
CLICK HERE NOW!

W00t and even more! It was right under our noses! On the Westwood Website!
Beta Video 1
Beta Video 2

Subject: Re: Renegade Returns mod
Posted by [Slave](#) on Mon, 16 Apr 2007 21:23:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

In video 1, what would have happened if the reinforced door he dived into happened to be locked?

Subject: Re: Renegade Returns mod
Posted by [Viking](#) on Tue, 17 Apr 2007 00:25:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

SMACK!!! nod soldiers run up and kill him.

Subject: Re: Renegade Returns mod
Posted by [Jerad2142](#) on Tue, 17 Apr 2007 05:27:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Mon, 16 April 2007 15:23
In video 1, what would have happened if the reinforced door he dived into happened to be locked?
He would have jammed his leg, and then hopped around cursing under his breath.

Subject: Re: Renegade Returns mod
Posted by [Spyder](#) on Tue, 17 Apr 2007 06:26:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

How about:

Let's make an animation where Logan actually dives against a locked door.

Subject: Re: Renegade Returns mod
Posted by [Jonty](#) on Tue, 17 Apr 2007 06:26:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is it just me or do those videos look even cheesier than CC1 ones?

Subject: Re: Renegade Returns mod
Posted by [Spyder](#) on Tue, 17 Apr 2007 06:28:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

It are E3 beta videos...

Subject: Re: Renegade Returns mod
Posted by [Scrin](#) on Wed, 18 Apr 2007 18:23:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmm maybe some1 of you guys can convert logan to deadeye or havoc first skin?
its would be great too.....
i mean 1 w3d file....

Subject: Re: Renegade Returns mod
Posted by [Spyder](#) on Wed, 18 Apr 2007 18:35:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think I can import logans model into max and export it with the bones named for havoc so it loads logan as havoc. It's a start.

Subject: Re: Renegade Returns mod
Posted by [Scrin](#) on Wed, 18 Apr 2007 21:50:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

darksnipa wrote on Wed, 18 April 2007 13:35 I think I can import logans model into max and export it with the bones named for havoc so it loads logan as havoc. It's a start.
Cool,do it pls..cos we all knows former commando is logan model... you post it here?

Subject: Re: Renegade Returns mod
Posted by [BlueThen](#) on Wed, 18 Apr 2007 22:24:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's all easy to do. Just replace all the models and sounds, then you're done.

Subject: Re: Renegade Returns mod
Posted by [Spyder](#) on Thu, 19 Apr 2007 05:44:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

I tried to do it, but max keeps renaming all textures it requires to: 01-havoc.tga I can only use one texture...

Subject: Re: Renegade Returns mod
Posted by [Scrin](#) on Thu, 19 Apr 2007 07:41:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

darksnipa wrote on Thu, 19 April 2007 00:44I tried to do it, but max keeps renaming all textures it requires to: 01-havoc.tga I can only use one texture... here skin if you mean it..._<

File Attachments

1) [logan.zip](#), downloaded 137 times

Subject: Re: Renegade Returns mod
Posted by [BlueThen](#) on Thu, 19 Apr 2007 19:37:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

If someone gives out all the beta textures and sounds, then someone else can open LE and replace everything. I can do it, but it sounds time consuming and a tad useless. ./

Subject: Re: Renegade Returns mod
Posted by [Scrin](#) on Thu, 19 Apr 2007 19:46:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

bluethen wrote on Thu, 19 April 2007 14:37If someone gives out all the beta textures and sounds, then someone else can open LE and replace everything. I can do it, but it sounds time consuming and a tad useless. ./
need convert logan first!

Subject: Re: Renegade Returns mod
Posted by [Scrin](#) on Fri, 20 Apr 2007 11:51:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

here logan in one file...

File Attachments

1) [Logan full.rar](#), downloaded 78 times
