Subject: Nod renegade
Posted by techno on Sun, 03 Jun 2007 13:40:53 GMT
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Hi!I'am new and i was wondering if anyone could help me in some modding stuff...I would like to mod renegade so much that you can play as Nod rather then GDI...Thanks!
P.S. Please forgive me if i spell something wrong....Bye!
TECHNO

Subject: Re: Nod renegade
Posted by jamiejrg on Sun, 03 Jun 2007 13:53:50 GMT
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You mean in single player? Because if you want to play as nod all the time you just need to log onto XWIS.

Jamie

Subject: Re: Nod renegade
Posted by techno on Sun, 03 Jun 2007 14:00:39 GMT
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Hi!I/am talking in singleplayer....What do you mean??I'm asking cause i just started modding....Please keep me noted...thanks...
Bye!
TECHNO

Subject: Re: Nod renegade
Posted by JeepRubi on Sun, 03 Jun 2007 14:58:09 GMT
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XWIS is online. He is saying if you want to play as nod, you can just log onto the online server and join a game.

Subject: Re: Nod renegade
Posted by jamiejrg on Sun, 03 Jun 2007 15:25:49 GMT
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I can tell this is going to be another member with a giant vocabulary and amazing grammatical skill.

On topic, tell us exactly what you are trying to do, as best you can. Right now, we are not sure

what you are talking about.

Jamie

Subject: Re: Nod renegade
Posted by EA-DamageEverything on Sun, 03 Jun 2007 15:28:27 GMT
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Playing as a NOD Terrorist in SP needs a complete AI Code for Havoc (you must define where he should walk, talk and act). Good Luck with this, maybe EA is willing to hire you if you can finish such a mission ^^

It should be a bit easier to transform Havoc into a Sakura who fights against Havoc. You have to change the skins and the behavior scripts I think.

Whats interesting too, is turning Havoc into Logan who was originally inteded to be the Hero of Renegade.

Subject: Re: Nod renegade
Posted by BlueThen on Sun, 03 Jun 2007 15:30:43 GMT
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You can easily just change havoc's team to nod. But you'd still have to kill other nod.

Subject: Re: Nod renegade
Posted by jamiejrg on Sun, 03 Jun 2007 15:40:31 GMT
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You could changes the models...

Switch the nod soldiers for the GDI

Switch Havoc to Sak

Etc.

Subject: Re: Nod renegade
Posted by BlueThen on Sun, 03 Jun 2007 15:46:17 GMT
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To completely make your own sp, idk how, but I'm guessing you'd have to remake and overright the sp maps.

Subject: Re: Nod renegade
Posted by c0vert7 on Sun, 03 Jun 2007 20:51:19 GMT
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Why not just switch the names of the teams

Subject: Re: Nod renegade
Posted by jamiejrg on Mon, 04 Jun 2007 02:46:24 GMT
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lol it's funny you say that. My buddy just spent a monthe trying to figure that out. That is until i told him how.

Jamie

Subject: Re: Nod renegade
Posted by techno on Mon, 04 Jun 2007 12:56:47 GMT
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hi!well my project for those who ask me to tell more about my project...It is for singleplayer, turning the player to fight with Nod instead of GDI...,if posssible..turning the player(Havoc)into maybeMendoza or a officer...or we could just change the color of GDI's Shotgun Trooper into red colour(NOD)and please give me more ideas..One last request,Where can I find modding tools?Thank you
TECHNO
P.S. Please write if you would like to help and i may not reply your posts so fast...(classified reason)Cheers!

Subject: Re: Nod renegade
Posted by Sn1per74* on Mon, 04 Jun 2007 13:27:47 GMT
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ftp://ftp.westwood.com/pub/renegade/tools/RenegadeToolsInstaller2.exe
Good luck buddy!

Subject: Re: Nod renegade
Posted by techno on Mon, 04 Jun 2007 14:12:46 GMT
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HI!Thanks for the info!Oh yeah!I almost forgot!Thank You for your support!Bye!
Techno

Subject: Re: Nod renegade
Posted by Goztow on Mon, 04 Jun 2007 14:43:30 GMT
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Why don't you just give Havoc a Nod sakura skin and give the Nod characters GDI skins . Or same but with models, as suggested before.

Subject: Re: Nod renegade
Posted by Recon on Mon, 04 Jun 2007 15:16:42 GMT
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sorry im saying this but i recommend you to play missionDM
on our server renz0r.com missionDM

u cannot play as nod against gdi, and its a waste of time to change ALL the models...

however wiht your experience i wouldnt try it at all

Subject: Re: Nod renegade
Posted by techno on Tue, 05 Jun 2007 12:38:51 GMT
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hi!Well I see that some have writen that my project is actually hard..well I have to agree,but i would not give up so easily...
I hope by the end of 2009 to finish the project otherwise give up...and can someone tell me where to find modding tools and how to start my project(websites,etc)thank you...Bye!
TECHNO

Subject: Re: Nod renegade
Posted by Sn1per74* on Tue, 05 Jun 2007 13:47:14 GMT
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Sn1per74(2) wrote on Mon, 04 June 2007
08:27ftp://ftp.westwood.com/pub/renegade/tools/RenegadeToolsInstaller2.exe
Good luck buddy!
I gave you the modding tools. This is all you should need.

Subject: Re: Nod renegade
Posted by Cpo64 on Fri, 08 Jun 2007 08:53:15 GMT
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Its to bad the AI can see stealthed units... otherwise some SP mods could have been a lot of fun.

Subject: Re: Nod renegade
Posted by Jerad2142 on Mon, 11 Jun 2007 05:35:56 GMT
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Cpo64 wrote on Fri, 08 June 2007 02:53Its to bad the AI can see stealthed units... otherwise some SP mods could have been a lot of fun.
Hehe, wait for Renhalo, you will find it quite interesting.