

---

Subject: WOULD LOVE TO SEE THIS

Posted by [-DT-MDK@SIE@](#) on Thu, 03 Jan 2008 02:27:20 GMT

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

---

not sure if its possible but would love to see a {nod v nod} game ?

I know i must be dreaming lol but wouldnt it be fun

whot would you love to see in a game

<http://renegade.77forum.com/index.htm>

<http://renegade.77forum.com/index.htm>

please try my new forum or join the team all are welcome no matter what rank skill level your at

#### File Attachments

1) [bsada.jpg](#), downloaded 481 times



---

Subject: Re: WOULD LOVE TO SEE THIS

Posted by [Viking](#) on Thu, 03 Jan 2008 04:11:08 GMT

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

---

It is possible, but the both can't be red. Would require tons of re skinning.

---

---

Subject: Re: WOULD LOVE TO SEE THIS

Posted by [BlueThen](#) on Thu, 03 Jan 2008 04:22:37 GMT

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

---

You can change all the people and vechs on gdi to nod people and vechs. Don't know about the buildings though, you'd probably have to recreate each maps and change gdi's buildings to nod.

---

---

Subject: Re: WOULD LOVE TO SEE THIS

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 03 Jan 2008 04:55:34 GMT

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

---

The idea's been in the air for a long time, and I'm surprised it's never been done before.

---

Subject: Re: WOULD LOVE TO SEE THIS  
Posted by [sadukar09](#) on Thu, 03 Jan 2008 12:56:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Kane disallow infighting within the brotherhood, we must conserve our forces for those infidels, the GDI.

---

---

Subject: Re: WOULD LOVE TO SEE THIS  
Posted by [-DT-MDK@SIE@](#) on Thu, 03 Jan 2008 14:21:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

come on then someone do a {nod v nod } chances are it would become the best and most used server . imagine a field full of sbh lol

---

---

Subject: Re: WOULD LOVE TO SEE THIS  
Posted by [AoBfrost](#) on Thu, 03 Jan 2008 14:42:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The map would require all the nod buildings , vehicles, and characters to be skinned another color, that would add more to the map download size.

---

---

Subject: Re: WOULD LOVE TO SEE THIS  
Posted by [Blazer](#) on Thu, 03 Jan 2008 17:02:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sadukar09 wrote on Thu, 03 January 2008 05:56Kane disallow infighting within the brotherhood, we must conserve our forces for those infidels, the GDI.

Tell that to Killian

---

---

Subject: Re: WOULD LOVE TO SEE THIS  
Posted by [bisen11](#) on Thu, 03 Jan 2008 21:35:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AoBfrost wrote on Thu, 03 January 2008 09:42The map would require all the nod buildings , vehicles, and characters to be skinned another color, that would add more to the map download size.

Nah, just change the pct settings so you buy nod and gdi stuff. The only problem I can see is you would spawn as a gdi soldier at the beggining. As for the buildings you would just have to take take them in Renx and rename the meshes just like when someone adds to Obelisks to a map.

Then in Level edit you'd have to edit the building controller a bit. Also you may have to make a cnc\_c130drop2 or something for their airstrip to follow then tell the building controller to use that.

---