Subject: Looking for fast walking Logan character mod...
Posted by Starbuzzz on Sat, 02 Aug 2008 04:13:04 GMT
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Hi,

I noticed in some servers they have the Logan character you can buy and he walks SUPER FAST. He also has a Ramjet.

Is there a mod...like a mod package I can download for him so I can use in single player LAN maps?

Thanks for your help!

-pawky

Subject: Re: Looking for fast walking Logan character mod...
Posted by Veyrdite on Sat, 02 Aug 2008 04:23:16 GMT
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pawkyfox wrote on Sat, 02 August 2008 14:13Hi,

I noticed in some servers they have the Logan character you can buy and he walks SUPER FAST. He also has a Ramjet.

Is there a mod...like a mod package I can download for him so I can use in single player LAN maps?

Thanks for your help!

-pawky
Just fire up LE, edit the pre-sets and then copy the objects.ddb file to your data directory.
You can't play online with it though, for good reason.

Subject: Re: Looking for fast walking Logan character mod...
Posted by Starbuzzz on Sat, 02 Aug 2008 04:25:56 GMT
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But I suck with those programs! And LE keeps crashing on me...is there a way I can just get it from someone who has the objects.ddb...because I have much trouble understanding these things.

but thanks for the suggestion though...!

Subject: Re: Looking for fast walking Logan character mod...
Posted by Veyrdite on Sat, 02 Aug 2008 04:57:38 GMT
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Remember
1)This is a cheat - do not use it online
2)If you know a way to bypass the anti-objects.ddb WOL protection, do not post it here
3)I am not responsible for the use of this file
4)The file may be removed at the discretion of the Renegade Forums administrators, moderators,
on request or by me.
5)Most servers have extras disabled and this cheat is extremely obvious.

The file is a self-extractor. Logan is listed under the GDI infantry extras PT option.

*FILE REMOVED*Do not PM me or ask me for the file.

Subject: Re: Looking for fast walking Logan character mod...
Posted by Starbuzzz on Sat, 02 Aug 2008 05:11:40 GMT
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That's awesome! OK, see, I want to have this fast logan to use with my bot maps...that's why.

I know nothing of cheates. See, I just went to Atomix server and they have this fast Logan
character. HOWEVER, you can use that char only if you kill a GDI char AND if the GDI char drops
a red bandana. Once you take it, you get to be the uber fast Logan!

But that is rare it happens...so that;'s why I wanted to have this fast Logan to play with bot maps.

I will remove the files from my data folder whne I go online though!

Thanks a million, Dthdealer! Let me go extract this and see this Logan...

brb!

regards

-pawky

EDIT:
THANKS A MILLION, Dthdealer!!!!!!! This is soooooooo cool! lol...wow this guy can travel across
the map in like 5 seconds lol!!!!!! Thanks a lot...I greatly apprecite your quick help from the bottom
of my heart. I just came form running around in Complex map! Awesome beyond words!!!!!!

I will have soooo much fun with bot maps now! But yes, as you said, I will remove the objects file
from my data when i decide to go online

The best of the best regards!

-pawky

Subject: Re: Looking for fast walking Logan character mod...
Posted by Veyrdite on Sat, 02 Aug 2008 05:36:08 GMT
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Wow thanks.

Subject: Re: Looking for fast walking Logan character mod...
Posted by Starbuzzz on Sat, 02 Aug 2008 06:01:27 GMT
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Now when I play normally, the infantry seems to walk so slow! hahah...it's an optical illusion that is being created in my mind after me running around with Logan hahahaha....lololol...

Subject: Re: Looking for fast walking Logan character mod...
Posted by Veyrdite on Sat, 02 Aug 2008 06:58:12 GMT
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pawkyfox wrote on Sat, 02 August 2008 16:01

Now when I play normally, the infantry seems to walk so slow! hahah...it's an optical illusion that is being created in my mind after me running around with Logan hahahaha....lololol...
After using the Cheater ninja character in RP2 I get bored walking around in others.

Subject: Re: Looking for fast walking Logan character mod...
Posted by Goztow on Sat, 02 Aug 2008 08:06:19 GMT
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It was a bit of a tough decision on this one... I now removed the file as Pawky got it anyway and I don't want to risk it to fall into the hand of cheaters, even though it's very obvious.

Subject: Re: Looking for fast walking Logan character mod...
Posted by LR01 on Sat, 02 Aug 2008 08:29:35 GMT
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huh? what char you are and speed, that is server sided not?
changing it with objects, doesn't that only make your char move fast and then go back to his normal location every time you walk?

Subject: Re: Looking for fast walking Logan character mod...
Posted by Goztow on Sat, 02 Aug 2008 08:36:09 GMT
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Well, i don't know really, the person who made it clearly stated it's a cheat, so i take his word on that .

Subject: Re: Looking for fast walking Logan character mod...
Posted by Veyrdite on Sat, 02 Aug 2008 09:03:33 GMT
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Goztow wrote on Sat, 02 August 2008 18:36Well, i don't know really, the person who made it clearly stated it's a cheat, so i take his word on that .
LR01 could be right, I haven't tested it online.

Subject: Re: Looking for fast walking Logan character mod...
Posted by Goztow on Sat, 02 Aug 2008 10:47:28 GMT
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If he's right, then you can obviously add it again to your post.

Subject: Re: Looking for fast walking Logan character mod...
Posted by Starbuzzz on Sat, 02 Aug 2008 19:07:37 GMT
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Ah man it's feel SO WEIRD and SLOW with other charcter safter waking aorund with Logan.

I took Logan out and when I play Ren, it seems slow lol...but I am sure this illusion will go away as I play more. But I don';t like this optical illusion feeling...I think Logan-running is like a nice drug that should be taken only when absolutely in need.

Subject: Re: Looking for fast walking Logan character mod...
Posted by DL60 on Sat, 02 Aug 2008 21:08:52 GMT
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Every mapper can produce thousands of objects.ddb's with modifications you never thought of.

You can find objects in every .pkg file.

So it doesn't matter if you delete these files from posts or not. These objects.ddb files are everywhere. Modified objects.ddb itself aren't a cheat but they can become one when you use them online to your advantage.

Btw long time ago I also made a fun-objects.ddb with a "real" sniperrilfe. You can see the sniperbullets but they don't hit the target instantly. You have to calculate the bullet-fly-time and the gravity. That's real sniping and a lot of fun. It is much harder to hit the target.

I wish I could play online with that. Would be much more fun to sit in a dark corner and try to make the perfect "hit".

Subject: Re: Looking for fast walking Logan character mod...
Posted by Caveman on Sat, 02 Aug 2008 22:59:31 GMT
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On the topic of cheating, the speed is server side and therefore when you run you will get teleported back where you were. A 'speed hack' was released years ago but it failed and noone mentioned it after that.

Subject: Re: Looking for fast walking Logan character mod...
Posted by Veyrdite on Sun, 03 Aug 2008 00:43:44 GMT
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The speed-hack may not work but Logan has a ramjet, so it still is a cheat. I'm not going to re-upload it.

Objects.ddb files are fun to make, especially when you can pwn bots in single-player with a flying turret vehicle that goes through walls and has a rapid-fire obby gun.
It's even more fun to make a wallhack and try to kill the bots shooting through walls at you. Especially seeing as the weapons are not centred in your view and so the shots are triangulated to whatever you are facing.

If reading that makes you think I use hacks, then test me - I run Resurrection.

Subject: Re: Looking for fast walking Logan character mod...
Posted by LR01 on Sun, 03 Aug 2008 06:42:30 GMT
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Dthdealer wrote on Sun, 03 August 2008 02:43The speed-hack may not work but Logan has a ramjet, so it still is a cheat. I'm not going to re-upload it.

Objects.ddb files are fun to make, especially when you can pwn bots in single-player with a flying

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turret vehicle that goes through walls and has a rapid-fire obby gun.
It's even more fun to make a wallhack and try to kill the bots shooting through walls at you.
Especially seeing as the weapons are not centred in your view and so the shots are triangulated to whatever you are facing.

If reading that makes you think I use hacks, then test me - I run Resurrection.

uhm, what char you are is serversided and what weapons you have also, even if you have a weapon the server thinks you don't, you still see it but when you select it, you imminently switch back to your previous weapon

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Subject: Re: Looking for fast walking Logan character mod...
Posted by Veyrdite on Sun, 03 Aug 2008 07:43:10 GMT
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LR01 wrote on Sun, 03 August 2008 16:42uhm, what char you are is serversided and what weapons you have also, even if you have a weapon the server thinks you don't, you still see it but when you select it, you imminently switch back to your previous weapon
Thanks for pointing that out, but I know an objects.ddb method that'll probably bypass that anyway.