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Subject: [Query] Renegade Battlefront  
Posted by [Altzan](#) on Wed, 19 Nov 2008 02:01:50 GMT  
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"In the game, both factions have a set amount of reinforcements (extra units or respawns), and the team to use all of them first, loses. A faction can also win by possessing all of the command posts. After all command posts are captured the player must wait 20 seconds until victory, sometimes there is a lone enemy unit that will seize a command post and the timer will reset."  
(wikipedia)

How difficult would it be to make a map or gamemode similar to Battlefront or Battlefield in Ren? I imagine it must be very hard.

I suppose you could make zones that activate and deactivate spawners of certain teams, but I wouldn't know how to delay that or make a visual indicator showing who currently "owns" the post...

Thoughts?

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Genesis2001](#) on Wed, 19 Nov 2008 04:16:13 GMT  
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A semi-dead mod known as "Renegade 1942" has, iirc, a script for this. All I'll say about it is that it's a CP (Control-Point) controller.

Other developments regarding Ren1942 are TBD atm and I can't mention any as they're dealing with internal affairs. :\

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Oblivion165](#) on Wed, 19 Nov 2008 05:13:02 GMT  
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I had this idea awhile back:

Ripped out those characters and theirs guns from battlefront. Gameplay worked pretty decently.

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Lone0001](#) on Wed, 19 Nov 2008 06:17:35 GMT  
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I bet Lucas Arts wouldn't like anyone doing this though

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Di3HardNL](#) on Wed, 19 Nov 2008 08:45:32 GMT  
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Oblivion165 wrote on Tue, 18 November 2008 23:13I had this idea awhile back:

Ripped out those characters and theirs guns from battlefront. Gameplay worked pretty decently.

yeah thanks for those only thing what was left to do was getting the polys attached to the right bones! i enjoy those characters

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Altzan](#) on Wed, 19 Nov 2008 13:24:24 GMT  
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Lone0001 wrote on Wed, 19 November 2008 00:17I bet Lucas Arts wouldn't like anyone doing this though

Yeah, if the SW characters were used. It would be cool though to make a "Battlefront" type gamemode with the regular ingame soldiers, though. Rather than also replacing characters with ones from other games.

Still, those characters were a nice idea

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Genesis2001](#) on Wed, 19 Nov 2008 17:02:51 GMT  
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Altzan wrote on Wed, 19 November 2008 06:24Lone0001 wrote on Wed, 19 November 2008 00:17I bet Lucas Arts wouldn't like anyone doing this though

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Still, those characters were a nice idea

I agree with Lone...LucasArts doesn't like their material leaving their work. SWM would've gotten in trouble if we had continued work. -\_-

But, I would like to see Ren1942 finished to have a Battlefield-type gameplay in on Renegade, sorta.

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Subject: Re: [Query] Renegade Battlefront  
Posted by [mr£\\$Ä-z](#) on Wed, 19 Nov 2008 21:03:07 GMT  
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Zack wrote on Wed, 19 November 2008 11:02Altzan wrote on Wed, 19 November 2008 06:24Lone0001 wrote on Wed, 19 November 2008 00:17I bet Lucas Arts wouldn't like anyone doing this though

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But, I would like to see Ren1942 finished to have a Battlefield-type gameplay in on Renegade, sorta.

Yeah me 2

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Oblivion165](#) on Sat, 29 Nov 2008 01:21:07 GMT  
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Yup that's why I asked HTMLGod if I could use his star wars models and I think he approved, this was probably 3 years ago so I would check with him again to make sure.

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Subject: Re: [Query] Renegade Battlefront  
Posted by [cnc95fan](#) on Sat, 29 Nov 2008 09:31:05 GMT  
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That is odd, in SWM we wern't allowed to make the mod regardless of who owned the models..

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Subject: Re: [Query] Renegade Battlefront  
Posted by [mr£\\$Ä-z](#) on Sat, 29 Nov 2008 12:36:16 GMT  
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How about returning Renegade1942? pretty much the same just with a other age of war

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Gwynzer](#) on Sat, 29 Nov 2008 13:25:59 GMT  
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cnc95fan wrote on Sat, 29 November 2008 09:31 That is odd, in SWM we wern't allowed to make the mod regardless of who owned the models..

LucasArts don't always have a problem with people making SW based mods for other games, as long as they follow certain rules. I think some of their rules are that they are not allowed to use any "Hero" characters (Ie, those featured in the films). SWM had hero units such as Han Solo in it didn't it? That was why it was probably halted.

Other SW mods such as BF2142's First Strike Mod don't have the "Hero" units, and LA, I believe, has actually praised the developers. At least, gave them permission to continue anyway.

I wouldn't mind seeing the idea of a Renegade-Control-Point-Based map. It would encourage me to start playing again.

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Altzan](#) on Sat, 29 Nov 2008 17:14:33 GMT  
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Star Wars Models would be nice, but my original intention with this topic was the game-mode, not replacements for chracters, weapons, or any of that. I meant playing a Battlefield-type gamemode with the regular GDI and NOD soldiers.

That doesn't make it any easier to create I'm sure.

Just wanted to point that out.

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Genesis2001](#) on Sat, 29 Nov 2008 18:20:22 GMT  
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Gwynzer wrote on Sat, 29 November 2008 06:25 cnc95fan wrote on Sat, 29 November 2008

09:31That is odd, in SWM we weren't allowed to make the mod regardless of who owned the models..

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LucasArts never saw any of the work we did nor did they know we had hero units. They flat out said no.

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Subject: Re: [Query] Renegade Battlefront  
Posted by [mr£\\$Ä-z](#) on Sun, 30 Nov 2008 01:33:07 GMT  
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so use own models or age then...

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Subject: Re: [Query] Renegade Battlefront  
Posted by [Genesis2001](#) on Mon, 01 Dec 2008 15:45:29 GMT  
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Zack wrote on Sat, 29 November 2008 11:20LucasArts never saw any of the work we did nor did they know we had hero units. They flat out said no.