
Subject: Renedeer - The endeering deer mod for C&C Renegade! (Version 1.0.0.1)
Posted by [Jerad2142](#) on Tue, 27 Feb 2024 01:54:35 GMT

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

Happy birthday Renegade! I hope you have a very endeering birthday!

This mod makes Renegade a more endeering adventure, enjoy the single player campaign with its new deer enhanced cinematics (okay they're totally cursed).

Install Instructions:

*Place always4.dat in your Renegade/Data folder.

Uninstall Instructions:

*Delete always4.dat

Note: This requires Tiberian Technologies 4.8+
<https://www.tiberiantechnologies.org/Downloads>

Known Issues

*You won't be able to join any servers that aren't using this mod, and will have to remove always4.dat before you can (This is due to the desync it would cause to have people show up as deer for one player and humans for the rest, heads sticking through walls and all the crazy shit).

*Saved games made under this mod can't be opened by stock renegade, this is due to the new melee attack amongst other things.

*Level 2 has prisoners at the start you need to rescue, for some reason they wander off, the objective can be created if you kill their guards and then shoot the darker furred one once with a pistol (they need to take damage, if they're hurt to the min you won't be able to complete that objective).

*A crash can happen at the level 2 comm center, Unstoppable has made a fix but I'm not sure if the hot fix will release in time, (this affects stock ren as well) I recommend ion cannoning the comm center to avoid the crash.

*Mendoza boss can't hit anything with his melee attacks

Edit: Updated to version 1.0.0.1, fixed Mutant Petrova having unbound objects floating around her (was hard to see in the dark room).

File Attachments

1) [Always4.zip](#), downloaded 567 times

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!
Posted by [Goztow](#) on Tue, 27 Feb 2024 06:46:37 GMT

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

Oh deer!

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!
Posted by [Jerad2142](#) on Tue, 27 Feb 2024 06:47:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Mon, 26 February 2024 23:46Oh deer!

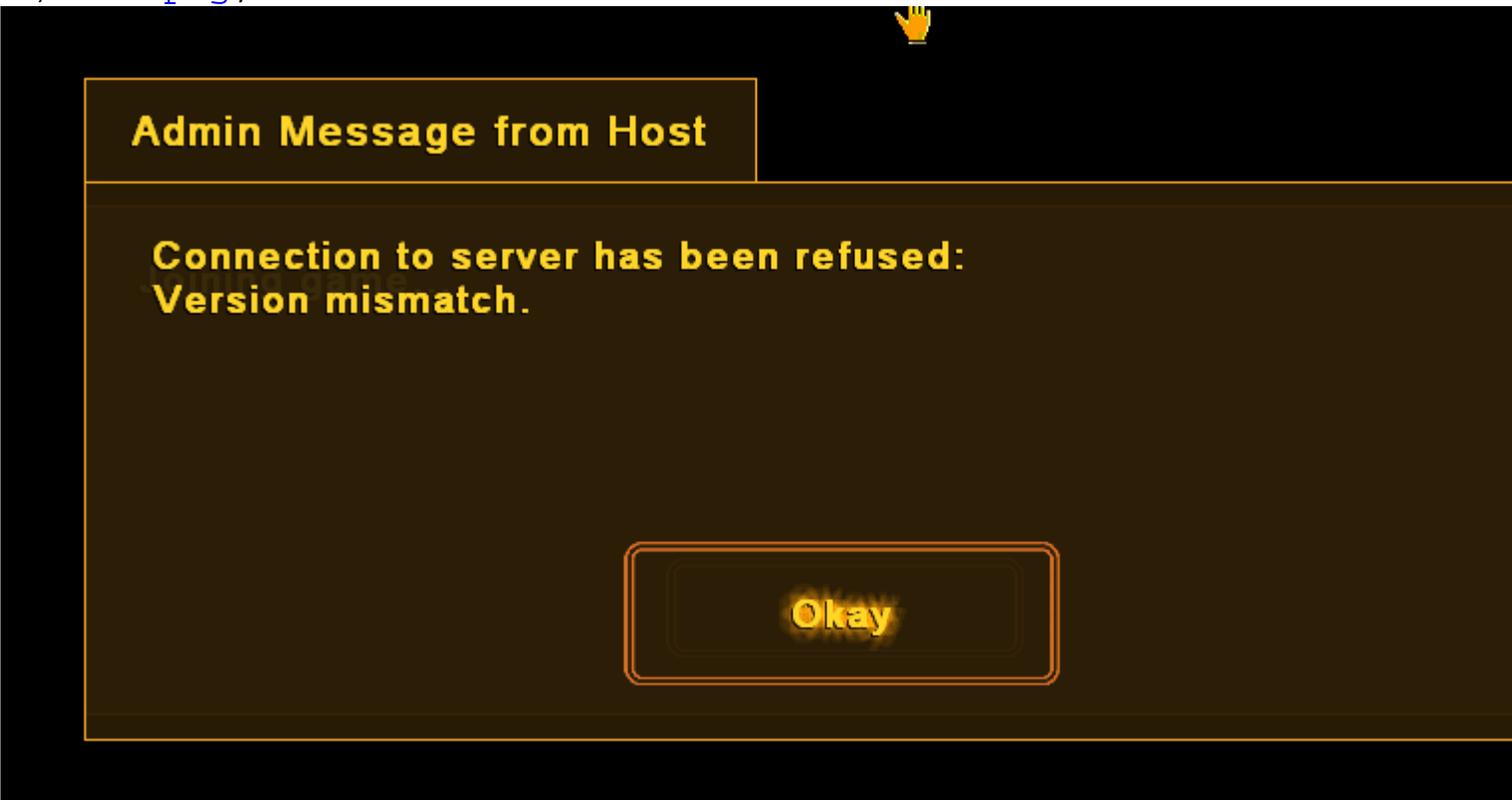
Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!
Posted by [ExEric3](#) on Tue, 27 Feb 2024 19:06:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well with placed file in data dir people cant join.

Quote:Refused connection from Migeru(x.x.x.x)(4.8)(8912): Version mismatch.
Refused connection from sameer6431(x.x.x.x)(4.8)(8912): Version mismatch.
Refused connection from ExEric3(x.x.x.x)(4.8)(8912): Version mismatch.

File Attachments

1) [001.png](#), downloaded 1394 times



2) [002.png](#), downloaded 1441 times

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!

Posted by [Jerad2142](#) on Wed, 28 Feb 2024 22:16:13 GMT

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

ExEric3 wrote on Tue, 27 February 2024 12:06Well with placed file in data dir people cant join.

Quote:Refused connection from Migeru(x.x.x.x)(4.8)(8912): Version mismatch.

Refused connection from sameer6431(x.x.x.x)(4.8)(8912): Version mismatch.

Refused connection from ExEric3(x.x.x.x)(4.8)(8912): Version mismatch.

Yeah this is due to the client being out of sync with the server, I added a note to the known issues that you'll have to remove always4.dat before you can join the server. In theory if a deer server is wanted all that will have to be done is run always4.dat through tfts and make a global package for the server and make it downloadable for the clients.

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!

Posted by [Unstoppable](#) on Thu, 29 Feb 2024 13:17:38 GMT

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

I may try do a Renedeer AOW server if you throw login credentials of a box at my face.

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!

Posted by [Gen_Blacky](#) on Fri, 01 Mar 2024 20:41:38 GMT

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

This is deer amazing. DeerVoc

File Attachments

1) [red deer sound 2.wav](#), downloaded 348 times

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!

Posted by [Jerad2142](#) on Sat, 02 Mar 2024 04:26:15 GMT

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

Unstoppable wrote on Thu, 29 February 2024 06:17I may try do a Renedeer AOW server if you throw login credentials of a box at my face.

I'm pretty sure the server I let you use is still on-line if you want to use that.

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!

Posted by [Unstoppable](#) on Sat, 02 Mar 2024 16:43:35 GMT

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

Server rdy whenever you port forward and throw a WOL nick at its face

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!

Posted by [Jerad2142](#) on Sat, 02 Mar 2024 20:03:41 GMT

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

Unstoppable wrote on Sat, 02 March 2024 09:43Server rdy whenever you port forward and throw a WOL nick at its face

You'll have to supply the WOL nick but the port is the same port that you used last I'm pretty sure.

Subject: Re: Renedeer - The endeering deer mod for C&C Renegade!

Posted by [Jerad2142](#) on Sat, 09 Mar 2024 00:56:29 GMT

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

Updated to version 1.0.0.1, fixed Mutant Petrova having unbound objects floating around her (was hard to see in the dark room).
