
Subject: Boat mods?

Posted by [TheGunrun](#) on Thu, 11 Sep 2003 22:33:17 GMT

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Is there any plans for a mod to use navel ships, boats, and stuff like that going into production?

Subject: Boat mods?

Posted by [Dante](#) on Thu, 11 Sep 2003 22:38:18 GMT

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yes

Subject: Boat mods?

Posted by [Imdgr8one](#) on Thu, 11 Sep 2003 22:55:09 GMT

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It's been done...Namehunter...somehow made many many things. He really had a lot on line...until he decided to drop everything and completely quit everything involving a computer.

Subject: Boat mods?

Posted by [Dante](#) on Sat, 13 Sep 2003 09:34:12 GMT

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ermm...

ever hear of [REHT]Spirit ?

thats NameHunter, he has been working on Reborn

Subject: Boat mods?

Posted by [General Havoc](#) on Sat, 13 Sep 2003 09:36:57 GMT

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Lol I didn't know he was NameHunter, I thought he was someone who knew him. The fact that I remember him posting "NameHunter did" in a post somewhere made me assume he was someone else.

Subject: Re: Boat mods?

Posted by [brent3000](#) on Sat, 13 Sep 2003 11:17:13 GMT

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TheGunruns there any plans for a mod to use navel ships, boats, and stuff like that going into production?

here is one but the ships are hard to ues

http://dynamic4.gamespy.com/~ammo/ren/files/download.php?file=SAG_Beta1.7.zip&type=4

Subject: Boat mods?

Posted by [OrcaPilot26](#) on Sat, 13 Sep 2003 15:13:51 GMT

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I made a naval yard, a sub, and a map, but they were just for testing purposes and I probably won't release the map. I did release the sub model though:

<http://renegade.the-pitts.net/index.php?act=ST&f=16&t=5005&s=7863fbbaec28e4ecef6e2396cc0d278e>

Subject: Boat mods?

Posted by [\[REHT\]Spirit](#) on Sat, 13 Sep 2003 15:58:21 GMT

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Danteermm...

ever hear of [REHT]Spirit ?

thats NameHunter, he has been working on Reborn

uh.....

You only think I'm NH.....

For boats (if any are interasted): Not really hard. They're essintally just a vehicle.

To keep them from getting on land, and from tanks to get into the water, make a barrier around the land of your map blocking just vehicles (just check "Vehicle" collision, also chec "Hide" so it's invisible). Then, for your water, do the same (but don't hide it). Then place some boats untop of the water, and you have it!

Subject: Boat mods?

Posted by [Imdgr8one](#) on Sat, 13 Sep 2003 18:32:44 GMT

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NH you little bastard I still have the old beta .pkg
