IWarriors wrote on Tue, 16 January 2007 11:18Jerad Gray wrote on Tue, 16 January 2007 11:04Tanner all you need to do is make a .pkg in level editor, for the soldier you would have to modify the preset "CnC_GDI_minigunner_0" (I think thats what it is, if its not I will change it when I get home if I'm wrong, oh you will also have to modify the nod version to).
Are you referring to changing the mammoth tanks 3D model? If so you have to make the new model in RenX (unless you already have the model) save it as .w3d format into the mod folder.
And you change the mammoths model under its physics tab.
You will not need SSAOW.
A mod package can hold as many maps as you want, named whatever you want (but to use it you will need Renegade's patch, and no its nothing new its just the one that allows you to fly vehicles). Everyone that wants to play the mod would need to have the package on their computer. If you do not want to have everyone upload the package, you will need to no how to program scripts. But if it has any changes to the level, new sound effects, new models, it well have to be uploaded anyway.

He shouldnt go down the mod path.. that requires people to download shit.
He should stick server side and everything he has asked he can do,

Agreed, it gives the person a lot more options when you are just beginning, plus, it will allow him to mod the maps.

IWarriors wrote on Tue, 16 January 2007 11:18
 expect for the mammy model.

I think I missed something, please explain.