
Subject: C&C Renegade: Sole Survivor's latest features
Posted by [SomeRhino](#) on Tue, 20 Apr 2004 04:07:30 GMT
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Sole Survivor is on its fourth and final beta stage, and I would like to announce some of the newest features for the project.

The mod now runs from its own exe, much like the expansion format of "Ren Alert," except that it reads assets both from Renegade and its own resources, reducing the download size significantly.

Thanks to JonWil's latest scripts, characters will now be visible in certain vehicles.

Also thanks to JonWil's scripts, Domination and Capture Dr. Mobius (where you must escort Mobius to your chopper a number of times to win) have been added to the list of multiplayer game modes.

Additionally, the first ever new Single Player mission for the Renegade engine will be in Sole Survivor. This brings the total number of game modes to 8:

MP:

- Sole Survivor
- Capture the Flag
- Silos
- Convoy
- Domination
- Capture Dr. Mobius

SP:

- Mission

Co-Op:

- Arena

All of these features can be modified using the GameSet console, which will be included with the mod.

Combine all this with 14 multiplayer maps, 11 characters, 17+ vehicles and many more features and you've got yourself a vague picture of the C&C Renegade: Sole Survivor modification.

Keep your eyes peeled for a final preview video within the next few weeks, followed shortly thereafter by public release 1.00.

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [Crimson](#) on Tue, 20 Apr 2004 04:25:16 GMT

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Wow

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [Spice](#) on Tue, 20 Apr 2004 06:03:19 GMT

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Who did that First person hand model. That is excellent. I didnt know it was coming along this good. Excellent job to you and your team. Just wondering how many different weapon models you have and how many are gonna be implemented into the first release.

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [NHJ BV](#) on Tue, 20 Apr 2004 08:38:52 GMT

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Nice

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [flyingfox](#) on Tue, 20 Apr 2004 09:13:52 GMT

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Will you be able to kill characters in the vehicles, much like Halo, Unreal Tournament etc?

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [rm5248](#) on Tue, 20 Apr 2004 09:28:28 GMT

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I don't think that the Renegade engine supports that.....

Subject: C&C Renegade: Sole Survivor's latest features
Posted by [Deactivated](#) on Tue, 20 Apr 2004 12:13:47 GMT
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rm5248I don't think that the Renegade engine supports that.....

It did.

By the way, the buggy is looking better now, though it be better to avoid making things look like grey plastic even though it's metal.

Subject: C&C Renegade: Sole Survivor's latest features
Posted by [Creed3020](#) on Tue, 20 Apr 2004 14:08:43 GMT
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This mod looks very promising and the extra MP game modes have my immediate attention.

Subject: C&C Renegade: Sole Survivor's latest features
Posted by [Xtrm2Matt](#) on Tue, 20 Apr 2004 15:35:45 GMT
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Looks nice

Subject: C&C Renegade: Sole Survivor's latest features
Posted by [kawolsky](#) on Tue, 20 Apr 2004 17:53:15 GMT
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this mod is gonna r0xx0r j00 b0xx0rz!

Subject: C&C Renegade: Sole Survivor's latest features
Posted by [{DG}Stryder](#) on Tue, 20 Apr 2004 20:59:08 GMT
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Holy..... Nice stuff, Rhino

Subject: C&C Renegade: Sole Survivor's latest features
Posted by [Imdgr8one](#) on Tue, 20 Apr 2004 21:03:40 GMT
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SO I take it my inbox just got a bit heavier

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [Hydra](#) on Tue, 20 Apr 2004 21:22:02 GMT

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Will Sole Survivor interfere with any other mods we might have for Renegade, like RenAlert, or will we be able to have both at the same time?

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [SomeRhino](#) on Tue, 20 Apr 2004 22:48:37 GMT

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Sole Survivor works around all the existing Renegade files, nothing is overwritten. It shouldn't interfere with any other files. I'm hoping that the RenGuard managers will respond to the email I sent them on the day that RG was released about bypassing the files, and once they do that, it will have no conflicts. So yes, it should be 100% compatible.

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [Renx](#) on Tue, 20 Apr 2004 22:49:43 GMT

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Me and a couple others were filming the intro with Bigwig, all went well, even got a couple cool things to happen with the crates while he was supposedly filming....

Then when we got back to IRC, it turns out something was wrong with his recording stuff

Guess we'll have to try it again, there was some cool stuff in it though :/

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [jd422032101](#) on Wed, 21 Apr 2004 00:29:55 GMT

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cool... nice work..... SR

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [Dishman](#) on Wed, 21 Apr 2004 01:35:29 GMT

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VERY impressed!

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [Blazer](#) on Wed, 21 Apr 2004 01:37:41 GMT

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SomeRhino I'm hoping that the RenGuard managers will respond to the email I sent them on the day that RG was released about bypassing the files, and once they do that, it will have no conflicts. So yes, it should be 100% compatible.

I'm not sure if that mail was received, but we can definitely add your files to the allowed list.

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [SomeRhino](#) on Wed, 21 Apr 2004 02:32:39 GMT

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Would you be able to have RG bypass a checksum on the files altogether? Mainly because we are constantly updating several of the files, so they would fail the RG test as soon as they were changed. Where do you want me to send the details?

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [\[A-I\]NastyDead](#) on Wed, 21 Apr 2004 02:38:13 GMT

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the first person arm and M16 blow Ren Alerts out of the water. No offense Ak. Dont add any Infantry only in open area maps like RA's Isles map, and it will be the best mod.

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [xptek_disabled](#) on Wed, 21 Apr 2004 02:42:14 GMT

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Wow, great job. I'll probably host a dedicated server for this when it comes out.

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [Renx](#) on Wed, 21 Apr 2004 02:53:53 GMT

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Rhino did you get it so that's only the arm for the commando? Or does all the infantry have the same arm?

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [SomeRhino](#) on Wed, 21 Apr 2004 02:57:37 GMT

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Heh, actually that arm is Havoc's in Renegade's SP missions... Glad you all like it though. Each character has their own unique arms.

Subject: C&C Renegade: Sole Survivor's latest features

Posted by [Spice](#) on Wed, 21 Apr 2004 03:21:47 GMT

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Oh well thats good each will have there own unique arm. I dont rember havoc having that arm in sp But i dont really play in first person view. I cant wait to see the maps you made them right?
