Subject: Monkey Mod
Posted by Xylaquin on Sun, 12 Dec 2004 22:40:08 GMT
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I had an amusing idea whilst lying in my bed last night. It was what if there was a Total Conversion mod, or even just a skin mod; and this mod replaced the infantry with Monkey infantry. And the tanks could have their monkey equilivents, aswell as buildings. Instead of Tiberiam, it would be Bananas, or Banana Bog etc.

How could i make this possible, i wouldn't even mind if it was just a skin mod.

Subject: Monkey Mod
Posted by Pendullum on Sun, 12 Dec 2004 23:03:24 GMT
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ROFLMAO!

Subject: Monkey Mod
Posted by flyingfox on Mon, 13 Dec 2004 02:31:34 GMT
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lol :whatthat:

what would the vehicles be replaced with, an axis of treecutters?

Subject: Monkey Mod
Posted by glyde51 on Mon, 13 Dec 2004 02:48:05 GMT
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naw, just the infantry could be done, but that would be a lot of work...

Gunner can be a ape, he's big enough

Subject: Monkey Mod
Posted by Keira on Mon, 13 Dec 2004 07:07:27 GMT
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PendullumROFLMAO!

Subject: Monkey Mod

Posted by Hydra on Mon, 13 Dec 2004 07:49:18 GMT
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Erm, what would be the "monkey equivalent" of a medium tank? :eh:

Subject: Monkey Mod
Posted by flyingfox on Mon, 13 Dec 2004 08:14:46 GMT
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well I don't know about the medium tank but the heavy's already been made

Subject: Monkey Mod
Posted by Xylaquin on Mon, 13 Dec 2004 08:14:50 GMT
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Tanks could have different names/skins, maybe the medium tank could be a

Monkey
Enlisted
Destruction/Defence

Vehicle

The Harvestor could gather the Banana Bog to the Refinery, and keep it's name since it harvets the same.

Subject: Monkey Mod
Posted by Hydra on Mon, 13 Dec 2004 08:36:46 GMT
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So, the medium tank is another monkey, and you enter it, how, by jumping up its ass?   :shocked:
:eh:

Subject: Monkey Mod
Posted by WNxCABAL on Mon, 13 Dec 2004 09:38:30 GMT
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hydra1945So, the medium tank is another monkey, and you enter it, how, by jumping up its ass?
:shocked: :eh:

Subject: Monkey Mod
Posted by Naamloos on Mon, 13 Dec 2004 14:17:45 GMT
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So THAT's what "ass monkey's" do... Didn't know that...

Subject: Monkey Mod
Posted by Xylaquin on Mon, 13 Dec 2004 17:57:23 GMT
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GDI will be called APA Amazonian Primate Army
Nod will be called A.P.E, being the enemy of the APA

GDI to APA Vehicle Conversions:

Hum-vee: a wooden/bamboo hum-vee
APC: Advanced Primate Carrier
MRL:MML, mobile Melon launcher
Med: Med, Monkey Efficiant Destruction vehicle
Mammy: Literally a Mammoth, it has
a box on it's back where the monkeys ride. This is just an idea.
Orca: Orangutang Riot Control Aircraft or something else.

Nod to A.P.E Vehicle Conversions:

Buggy: A wooden buggy.
APC: Advanced Primate Carrier
Artillery: Mobile Coconut Launcher
Flamer: I'm not sure about this one, as if this vehicle were made from wood then uit would set
itself alight! So i thought of converting it to a Banana Bog tank, instead of flames, out comes
Banana bog!
Light Tank: Standard Bamboo-made Monkey tank.
Stank: Leopard/Chameleon Tank
Apache: APAC, Advanced Primate Attack Copter

GDI to APA Building Conversions:

AGT: Advanced Gorilla Tower, gorillas with rocket(coconut) launchers and machine guns fire at
enemys from the top of the tower. The gorillas are forced to do this, because the gorillas really
want to sleep! They are forced by their footbelt, attached to their foot. The footbelt zaps them if
they try and go to sleep, however if the Power Plant is destroyed, there will be no electricity to zap
the lazy gorillas, so they'll happily let you go by! The same thing happens if you destroy the AGT

itself, since this will break the footbelts.

Barracks: Treehouse
WF: MVF, Monkey Vehicle Facility
PP: Same.
Refinery: Banana Processing Center (BPC)

Nod to A.P.E Building conversions:

Obelisk: A large Tomato-juice gun is placed at the top of the Obelisk
Turrets: Coconut Launchers
Hand: Treehouse
Strip: PAB, Primate Airport Bay
PP: Same.
Refinery: Banana Processing Center (BPC)

Micellaneous Conversions:

Harvestor: Banana Harvestor
Tiberium: Banana Bog, now a swampy yellow colour, the shards of Tiberium are now bananas.
Ion Cannon: Fruit Burst Bomb, a large ray or a swarm of fruit can come down on the target.
Nuclear Strike: Advanced Banana Bomb, instead of a nuclear bomb, a large banana is dropped on target!

Character conversions will come soon!

Subject: Monkey Mod
Posted by Naamloos on Mon, 13 Dec 2004 18:25:34 GMT
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ROFL.

"I'll kill you with my banana gun!!1!1!!"

Subject: Monkey Mod
Posted by flyingfox on Mon, 13 Dec 2004 18:32:38 GMT
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Aww what about the heavy tank?

Subject: Monkey Mod
Posted by Hydra on Mon, 13 Dec 2004 18:33:19 GMT
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I would keep Renegade on my computer just to play this.

Subject: Monkey Mod
Posted by Deactivated on Mon, 13 Dec 2004 18:35:12 GMT
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http://www.renegadeforums.com/viewtopic.php?t=1134

....

Subject: Monkey Mod
Posted by rm5248 on Mon, 13 Dec 2004 20:13:13 GMT
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Lets make a 'Crazy Mod' for CS with both of these mods in them.

Subject: Monkey Mod
Posted by Deactivated on Mon, 13 Dec 2004 20:47:08 GMT
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Roof Gnomes versus Mad Monkeys

Subject: Monkey Mod
Posted by Oblivion165 on Mon, 13 Dec 2004 20:52:22 GMT
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i kinda like the idea of a "Planet of the Apes" mod, advanced monkeys versus "dumbed" humans.

If you read the book, the monkeys were more advanced than in the films. They had planes and everything. If that mod would come about it would be best done in the 1968 "Charlton Heston" sytle. NOT the new shitty planet of the apes style.

Subject: Monkey Mod
Posted by Creed3020 on Mon, 13 Dec 2004 21:00:31 GMT
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"MRL:MML, mobile Melon launcher"

Okay that owns...I would love to see that

Subject: Monkey Mod
Posted by Madtone on Mon, 13 Dec 2004 21:04:34 GMT
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Another roof knomes thread in the works...

Subject: Monkey Mod
Posted by Xylaquin on Mon, 13 Dec 2004 21:13:52 GMT
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No, i want to keep this on topic. And about the heavy tank, i want to keep it clean; but it was a funny idea!

Subject: Monkey Mod
Posted by Xylaquin on Tue, 14 Dec 2004 16:53:09 GMT
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Ok, i've looked at the infantry, and most of them will just be the same. Only the'll be monkeys in the clothes! However some characters will vary more:

Gunner: A Gorilla
Mobius: A white monkey
Hotwire: She'll just be an engineer monkey, but with teal & golden clothes. Male aswell.
SBH: Not in a specifically special outfit, but does turn invisible as normal.
Sakura: Female monkey sniper

Subject: Monkey Mod
Posted by flyingfox on Tue, 14 Dec 2004 19:08:19 GMT
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And havoc...tarzan?

Subject: Monkey Mod
Posted by cowmisfit on Tue, 14 Dec 2004 21:06:05 GMT
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what the hell??

Subject: Monkey Mod
Posted by Hydra on Tue, 14 Dec 2004 21:56:34 GMT

Don't ask.

Subject: Monkey Mod
Posted by xptek on Wed, 15 Dec 2004 01:11:49 GMT
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LEIK WETS BUMP IT 'TIL TEHY MAKE IT!

Subject: Monkey Mod
Posted by M1Garand8 on Wed, 15 Dec 2004 06:36:20 GMT
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Quote:Orangutang

It's spelt "Orang Utang" or "Orang Utan".

Anyway, funny idea.

Subject: Monkey Mod
Posted by Xylaquin on Thu, 16 Dec 2004 08:09:43 GMT
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Ok, i'm starting to make the new 'monkey' version of the radio commands. But already i'm not sure what kind of voice to put on. How can i make a Monkey voice that is clearly audible and yet not too silly?

I'm also looking for a list of file name (or files themselves) that are used to replace the sounds in Renegade. The Radio comand file names are all like "m00rado_dsgn..", and i know you can also edit other sounds (like the obelisk etc). So where can i find a list of the file names (or even files themselves to overwrite).

Subject: Monkey Mod
Posted by flyingfox on Thu, 16 Dec 2004 10:31:33 GMT
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http://thefud.brinkster.net/arnoldradio.rar radio commands, use those names. the other stuff is in always.dat, use the xcc mixer.

Subject: Monkey Mod
Posted by Xylaquin on Thu, 16 Dec 2004 18:53:32 GMT
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Yeah i'm using them. But when i downloaded all the Fanmaps (i think) i noticed it included alternative sounds for the Obelisk. So i was wondering where i coukld change more of the sounds.

Subject: Monkey Mod
Posted by Xylaquin on Sat, 18 Dec 2004 09:28:17 GMT
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Ok, i've got all things that i need to alter the sound, but i'm not sure how i should do the monkey voice. I can do a monkey screeching perfectly, but when i try and talk as a monkey it sounds too cartoony.