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Subject: C&C Ren sandbox?

Posted by [Xylaquin](#) on Thu, 20 Apr 2006 19:05:08 GMT

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With Core Patch 2, you can taunt by pressing Num Keys. I assume BHS made these taunts, which might mean they must have coded the model to move?

I'm asking how would I do this, and would it be possible to make a sort of "Garry's Mod" for Renegade.

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Subject: Re: C&C Ren sandbox?

Posted by [Lijitsu](#) on Thu, 20 Apr 2006 19:12:04 GMT

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Xylaquin wrote on Thu, 20 April 2006 15:05: With Core Patch 2, you can taunt by pressing Num Keys.

...God damnit, now I've got to go play Renegade. Thanks alot, I was actually doing something.

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Subject: Re: C&C Ren sandbox?

Posted by [AmunRa](#) on Thu, 20 Apr 2006 20:34:59 GMT

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ssaow

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Subject: Re: C&C Ren sandbox?

Posted by [havoc9826](#) on Thu, 20 Apr 2006 21:09:05 GMT

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The taunts were made by vloktboky, who is a former member of Black-Cell and the original creator of SSAOW and its parent, Dragonade. He probably pulled some w3d animations out of always.dat, and the ones he took only work on male characters (that should answer many people's questions regarding alternate PIC Sydneys, Hotwires, and Sakuras).

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Subject: Re: C&C Ren sandbox?

Posted by [Cat998](#) on Thu, 20 Apr 2006 21:55:57 GMT

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I thought Westwood made the moves.

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Subject: Re: C&C Ren sandbox?

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Posted by [reborn](#) on Thu, 20 Apr 2006 22:37:18 GMT

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Cat998 wrote on Thu, 20 April 2006 17:55: I thought Westwood made the moves.

havoc9826 wrote on Thu, 20 April 2006 17:09: He probably pulled some w3d animations out of always.dat

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Subject: Re: C&C Ren sandbox?

Posted by [YSLMuffins](#) on Fri, 21 Apr 2006 00:08:41 GMT

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I have tried this but not had it work. You have to press the numeric pad keys?

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Subject: Re: C&C Ren sandbox?

Posted by [havoc9826](#) on Fri, 21 Apr 2006 00:36:06 GMT

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By default, yes. If you wish to change it from NumPad1 thru NumPad9, open the file CP2 created called C:\Westwood\Renegade\keycfg.exe, and change it up.

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Subject: Re: C&C Ren sandbox?

Posted by [PlastoJoe](#) on Fri, 21 Apr 2006 02:14:47 GMT

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Will these work in Multiplayer Practice or 1 person Multiplayer LAN if we want to test them without going into an actual server?

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Subject: Re: C&C Ren sandbox?

Posted by [Titan1x77](#) on Fri, 21 Apr 2006 02:41:30 GMT

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ysl and spyguy, I think the server has to be running SSAOW

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Subject: Re: C&C Ren sandbox?

Posted by [Xylaquin](#) on Fri, 21 Apr 2006 07:02:01 GMT

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So if i fiddle around with the SSAOW then ran a server from it, it could be possible?

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Subject: Re: C&C Ren sandbox?

Posted by [icedog90](#) on Sat, 22 Apr 2006 22:13:23 GMT

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I still wish there was some good Renegade mod for Half-Life 2 in production right now. There were two... one I haven't heard from for centuries, and the other moved to Far Cry.

If there was one then a sandbox for it would be no problem.

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