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Subject: Renegade Beta textures/models/shit  
Posted by [EatMyCar](#) on Wed, 24 May 2006 21:20:49 GMT  
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Probably been asked before, but has anybody made any beta Ren textures/model replacements?  
Like the old GDI Minigunner, the old Sniper, ect, and released them? Dont point me to Kearns'  
pack of models, I dont want those.

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [JeepRubi](#) on Wed, 24 May 2006 22:37:54 GMT  
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Could some one point me to the pack of models so I could make some replacements?

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [Mad Ivan](#) on Wed, 24 May 2006 23:18:03 GMT  
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<http://www.cnc-source.com/files/pafiledb.php?action=file&id=518>  
<http://www.cnc-source.com/files/pafiledb.php?action=file&id=515>

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [EatMyCar](#) on Thu, 25 May 2006 01:21:17 GMT  
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If you could get any of those models to work, preferably the Light tank and the Humvee, and  
release them without glitches, I will love you forever. Maybe for things like the flame tank, you  
could map the ingame one with these textures. BTW, check out the 'Commando Beta Files'  
SeaMan released...The beta Harvesters are in there.

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [Spice](#) on Thu, 25 May 2006 05:01:33 GMT  
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A setup the light tank awhile back.

<http://www.renegadeforums.com/index.php?t=msg&th=18531&mp;prevloaded=1&rid=1729&start=0>

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Subject: Re: Renegade Beta textures/models/shit

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Posted by [Viking](#) on Thu, 25 May 2006 05:42:15 GMT

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I remember this picture whth the cool havoc model it it shootin a light tank with a machine gun.

Anyone got that machine gun model it was cool lookin!

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Subject: Re: Renegade Beta textures/models/shit

Posted by [EatMyCar](#) on Thu, 25 May 2006 10:38:44 GMT

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Any chance we can get the .w3d and textures for this for public release? Just plug it in the renegade/data directory and purge the game of ugly red light tanks.

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Subject: Re: Renegade Beta textures/models/shit

Posted by [JeepRubi](#) on Thu, 25 May 2006 12:39:39 GMT

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I remember there being another pack that had some other models in it. Anyone know were it is?

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Subject: Re: Renegade Beta textures/models/shit

Posted by [Viking](#) on Thu, 25 May 2006 18:36:20 GMT

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I still want that cool machine gun model...

If somone has sole survivor I think I saw it in that mod?

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Subject: Re: Renegade Beta textures/models/shit

Posted by [EatMyCar](#) on Thu, 25 May 2006 19:02:56 GMT

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Jeep Rubi wrote on Thu, 25 May 2006 08:39 I remember there being another pack that had some other models in it. Anyone know were it is?

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=551>

This it, mon? The only beta vehicle I know of in there is the Harvesters. But the M-16 would be handy.

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Subject: Re: Renegade Beta textures/models/shit

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Posted by [JeepRubi](#) on Thu, 25 May 2006 19:45:34 GMT

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Yea, thanks.

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Subject: Re: Renegade Beta textures/models/shit

Posted by [Viking](#) on Thu, 25 May 2006 19:45:56 GMT

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I got the m16 to work.

I got a cool fireing sound to want it?

I almost got the handgun to work but it dosent reload rite. The whole gun is tossed unsted of just the clip lol

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Subject: Re: Renegade Beta textures/models/shit

Posted by [Viking](#) on Thu, 25 May 2006 19:47:47 GMT

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I got the medium tank to work fine!

I know lets get somone to make a level using all those cool models!!

(sorry i thought i hit the edit button but missed) lol

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Subject: Re: Renegade Beta textures/models/shit

Posted by [pirkel123](#) on Thu, 25 May 2006 19:51:29 GMT

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You realize... you could still do that?

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Subject: Re: Renegade Beta textures/models/shit

Posted by [Viking](#) on Thu, 25 May 2006 19:57:53 GMT

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Do what?

Make a level? I cant I dont know how to bone the harvester and stuff.

And I am a lazy bastard. And every time I try to make a level some important file always ends up

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currrupt and I would have to start all over again.

An nobody would play a mao by me.

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [EatMyCar](#) on Thu, 25 May 2006 20:01:01 GMT  
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Forget a level, post the stuff that works as replacements to the models in Ren already. Thats what this thread was made for anyway. Im going to rar up all the beta weapon/firing noises later and post them for ya'll to use ingame.

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [Viking](#) on Thu, 25 May 2006 20:03:35 GMT  
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Ok I just gotta find the m16. h/o

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [EatMyCar](#) on Thu, 25 May 2006 20:17:00 GMT  
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Cool, man. Pics of the Medium Tank, btw?

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [Viking](#) on Thu, 25 May 2006 20:29:11 GMT  
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If somone has 3DS and can texture I have this awesome APC that needs it! It came with some unused ren files I downloaded.

Humvee.

Tank.  
W3D View stopper workin so sorry...

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [EatMyCar](#) on Thu, 25 May 2006 20:35:07 GMT  
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That Dumvee needs to be fixed for ren, badly. the ingame humvee sucks.

useless fact..The InGen humvee in TLW:Jurassic Park, was a dumvee

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [EatMyCar](#) on Thu, 25 May 2006 21:11:44 GMT  
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Beta sound pack... Later im going to replace, or work on, replacing the Nod eva with the GDI one, so its more TDishy.

#### File Attachments

1) [Renegade Beta SFX.rar](#), downloaded 163 times

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [JeepRubi](#) on Thu, 25 May 2006 23:23:24 GMT  
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I just finished boneing the Dumvee, im going to make a full conv mod with all the cool models and stuff.

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [EatMyCar](#) on Thu, 25 May 2006 23:56:02 GMT  
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Nice. Can you PM me the model? And will this mod be playable in all standard ren servers?

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [OWA](#) on Thu, 01 Jun 2006 16:09:18 GMT  
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You could remake ren to how it was supposed to be CnC RealRenegade lol It would be good though.

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Subject: Re: Renegade Beta textures/models/shit  
Posted by [Alexraptor](#) on Sat, 03 Jun 2006 00:55:12 GMT

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that would be real cool, the true C&C FPS experience

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