
Subject: Pre-Release shit topic
Posted by [Canadacdn](#) on Mon, 02 Apr 2007 22:46:56 GMT
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Seeing as lots of you guys have become obsessed with getting and restoring pre-release files, I am starting the new unofficial "Post any Renegade pre-release shit you have and would like to share in here" topic. So, let the sharing begin!

Subject: Re: Pre-Release shit topic
Posted by [Viking](#) on Tue, 03 Apr 2007 01:00:27 GMT
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Like you said, nobody in the renegade community shares. They say they have something than keep it for themselves so we can all admire them.

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Tue, 03 Apr 2007 03:59:34 GMT
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well please share
and Canadacdn didn't you say you had half a gig of beta stuff

Subject: Re: Pre-Release shit topic
Posted by [Canadacdn](#) on Tue, 03 Apr 2007 04:17:58 GMT
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I'll post it soon, as soon as I find everything.

Subject: Re: Pre-Release shit topic
Posted by [Viking](#) on Tue, 03 Apr 2007 05:09:08 GMT
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If someone has that original rifle, the one that has like a m203 attachment on it, I will do anything for it!

NO I WILL NOT HAVE MANSECKS FOR IT!

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Tue, 03 Apr 2007 05:13:47 GMT
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thanks Canadacd
much appreciated

Subject: Re: Pre-Release shit topic
Posted by [Viking](#) on Tue, 03 Apr 2007 05:15:26 GMT
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The one havoc is holding in this pic! I like that gun!

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Tue, 03 Apr 2007 05:16:56 GMT
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yeah that rifle is sweet
and i love the look of those Nod soldiers, i seen other pics of them looking like that and they looks awesome

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 03 Apr 2007 09:21:14 GMT
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Nod Guy wrote on Tue, 03 April 2007 00:16yeah that rifle is sweet
and i love the look of those Nod soldiers, i seen other pics of them looking like that and they looks awesome
i post all my beta things here for my mates who helping me get nice skins/stuff but my damned ren got 7.70 gig (rofl) need time to find some... ss is prove..
last time i clear my ren 100 years ago...
and you need pre gmax hand windows? (moded by me,post ss later...)

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Tue, 03 Apr 2007 09:27:22 GMT
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KaMiKaZe Hack
Super Hack
???
got any ss of your beta stuff
that would be cool

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 03 Apr 2007 09:29:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nod Guy wrote on Tue, 03 April 2007 04:27KaMiKaZe Hack
Super Hack
???
got any ss of your beta stuff
that would be cool
you first who got PownEd by this mate i show folders for fun... its empty...
mauyha

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Tue, 03 Apr 2007 09:44:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

This mod has some beta/e3 stuff in it.
<http://www.renz0r.com/Nitro/Renz0rmod.zip>
i'll ask the creator of the mod if he can send me some models so i can post them here.

File Attachments

1) [buggy.jpg](#), downloaded 974 times



2) [Flamer.JPG](#), downloaded 979 times



3) [Ltank.JPG](#), downloaded 951 times



4) [Recon.JPG](#), downloaded 918 times



Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 03 Apr 2007 09:49:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zeth wrote on Tue, 03 April 2007 04:44 This mod has some beta/e3 stuff in it.
<http://www.renz0r.com/Nitro/Renz0rmod.zip>
i'll ask the creator of the mod if he can send me some models so i can post them here.
yes this mod kick ass,would be cool convert few tanks like mammy or recon into current ren....

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Tue, 03 Apr 2007 10:05:37 GMT

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damn i like those models a lot
me want

Subject: Re: Pre-Release shit topic
Posted by [nopol10](#) on Tue, 03 Apr 2007 10:30:47 GMT
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The laser rifle is too cool!

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 03 Apr 2007 10:39:33 GMT
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ok here ss you wanted... (i trying restore beta ss...lol like tiberian sun...)
and dont jelos C+C 3 textures
rew window is e3...

if Slave give his tib crystals them its 100% better sure
here my old topic in one of leetles ren servers NoN00bs (site/server died already...)------>>link
<http://non00bs-forums.ren-archive.com/index.php?showtopic=7354>
<http://non00bs-forums.ren-archive.com/index.php?showtopic=7354>

Subject: Re: Pre-Release shit topic
Posted by [Slave](#) on Tue, 03 Apr 2007 11:33:18 GMT
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chill up, next weekend ill take some time sorting out stuff i got. including the gravgun i promised earlier.

like i told Scrin in PM, most of it is part of an unfinished mod, and i don't really feel like ripping it apart before i even got it finished and polished up.

the files below were added to my screenshot via leveledit. As far as i know there's no way to use them clientsided. At least not with rengaurd starting to cry.

Something else, imo the title and tone of this topic sounds somewhat annoyed.
Pre release shit, topic
Pre release, shit topic
Doesn't mean the possible contents will be any less cool tho.

File Attachments

1) [pimpmymap.zip](#), downloaded 367 times

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Tue, 03 Apr 2007 11:51:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol slave pimpmymap
when i reinstall renegade i will use some of these mods/files and muck around with them

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 03 Apr 2007 11:59:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Tue, 03 April 2007 06:33chill up, next weekend ill take some time sorting out stuff i got. including the gravgun i promised earlier.

like i told Scrin in PM, most of it is part of an unfinished mod, and i don't really feel like ripping it apart before i even got it finished and polished up.

the files below were added to my screenshot via leveledit. As far as i know there's no way to use them clientsided. At least not with rengaurd starting to cry.

Something else, imo the title and tone of this topic sounds somewhat annoyed.

Pre release shit, topic

Pre release, shit topic

Doesn't mean the possible contents will be any less cool tho.

cool! ty but its not working if just put in data

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Tue, 03 Apr 2007 12:17:05 GMT
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Scrin what you mean?

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Tue, 03 Apr 2007 12:20:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

you have to put the objects on the map yourself. (with gmax/leveledit)

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 03 Apr 2007 15:14:38 GMT
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im not good in gmax

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Tue, 03 Apr 2007 15:38:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

i found this pack at cnc-source.com
it contains some unfinished vehicles, a bunker and a gun emplacement.
<http://www.rasengan.nl/videos/renasset.zip>
-
http://www.rasengan.nl/videos/E3_Nod_Light_Tank.rar
the Nod bradly tank, credit goes to ExDeath for fixing it

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 03 Apr 2007 17:15:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zeth wrote on Tue, 03 April 2007 10:38i found this pack at cnc-source.com
it contains some unfinished vehicles, a bunker and a gun emplacement.
<http://www.rasengan.nl/videos/renasset.zip>
-
http://www.rasengan.nl/videos/E3_Nod_Light_Tank.rar
the Nod bradly tank, credit goes to ExDeath for fixing it
one interesting thing... noone newer not show ss/models/textures of beta light tank (tank whare
cannon locates left...not in center...)

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Tue, 03 Apr 2007 17:27:42 GMT
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i had that light tank but i deleted most of my beta stuff.
i'll see if i can find it somewhere.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 03 Apr 2007 18:32:27 GMT
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Zeth wrote on Tue, 03 April 2007 12:27i had that light tank but i deleted most of my beta stuff.
i'll see if i can find it somewhere.
i cant get fucking gmax w3d importer to works...

Subject: Re: Pre-Release shit topic
Posted by [Jerad2142](#) on Tue, 03 Apr 2007 21:29:41 GMT
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Did you follow the directions exactly?

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Wed, 04 Apr 2007 06:59:38 GMT
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Jerad Gray wrote on Tue, 03 April 2007 16:29Did you follow the directions exactly?
yes but its gay anyway....

Subject: Re: Pre-Release shit topic
Posted by [Gen_Blacky](#) on Wed, 04 Apr 2007 19:55:27 GMT
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all those models arent his he just has rens beta models and some other ones.

Subject: Re: Pre-Release shit topic
Posted by [icedog90](#) on Wed, 04 Apr 2007 20:36:45 GMT
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Exdeath has the light tank...

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Wed, 04 Apr 2007 20:39:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

-

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Wed, 04 Apr 2007 21:38:50 GMT
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Hehe well about the nitromod I was creating.

Well I scoped up alot of the old renegade.

I Have

GDI
Harvy
Hummvee
Medium Tank
Mammytank (mayby multiple versions)
Orca

NOD
Harvy
Buggy (Also another version that shown on zeths preview)
Light (credits to exdeath for fixing it)
Flamer
Recon Bike

Weapons
Pistol
Laser Rifle
Laser Chaingun

Levels
The under skin which gives the beta rocky texture

Buildings
Helipad
adv comm
Temple of nod (known as shrine of nod)

And of course the rest of the buildings suplied in the buildings.zip

What I'm trying to do in my mod is simple. I just want a renegade that looks more like tiberian dawn with most of the westwood works.

If you look at cnc-source.com you will find alot of the old beta but that site has downtimes.

I also have a controlable AGT only it has a few flaws like i need to rebone that thing ^^ So it is not on the levels yet and you cant see stanks and stuff and youi have only the rocket.

There is alot more in those zips like the orca lifter for example. Just hop to www.renz0r.com and look around for nitro threads you will see alot of the orig cnc.

Subject: Re: Pre-Release shit topic
Posted by [Crow3333](#) on Thu, 05 Apr 2007 07:26:31 GMT
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I've got this selfmade Nod Itank:

It is for an Tiberian Wars Mod. But since the modtools aren't released its useless for me. I have

other selfmade models too.
Maybe when you are interested I could share it.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Thu, 05 Apr 2007 07:29:53 GMT
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Crow3333 wrote on Thu, 05 April 2007 02:26 I've got this selfmade Nod Itank:

It is for an Tiberian Wars Mod. But since the modtools aren't released its useless for. I have other selfmade models too.
Maybe when you are interested I could share it.
oh lol nice

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Thu, 05 Apr 2007 10:44:39 GMT
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I'm interested

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Mon, 09 Apr 2007 12:35:39 GMT
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Posting the files i've uploaded so far

beta pistol
<http://rasengan.nl/videos/Betapistol.zip>

beta light tank
http://rasengan.nl/videos/E3_Nod_Light_Tank.rar

backpacks for the flamethrower and chem warrior
<http://rasengan.nl/videos/aggmod.zip>

a pack of models which includes the flame tank, harvester, light tank, nod bike and medium tank.
<http://rasengan.nl/videos/assets.zip>

this contains lots of .wav and .dds files that were cut from the retail version.
<http://rasengan.nl/videos/betacutfiles.zip>

silver laser gun skins
http://rasengan.nl/videos/e3_2001_lasr.zip

beta loadscreen
<http://rasengan.nl/videos/loadscreen1.rar>

the rocky texture for the Under map from the beta's
<http://rasengan.nl/videos/underbeta.zip>

another model pack similar to the other one, but this one includes the alpha conyard, orca, hummer and a gun emplacement
<http://rasengan.nl/videos/renasset.zip>

beta med, light tank (with the gun on the left side)and the mammoth
http://rasengan.nl/videos/Unused_WWTank_Models_By_AxelSnog.rar

beta soldier texture
http://rasengan.nl/videos/c_nod_mg.zip

Subject: Re: Pre-Release shit topic
Posted by [OWA](#) on Mon, 09 Apr 2007 15:10:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crow3333 wrote on Thu, 05 April 2007 08:26I've got this selfmade Nod Itank:
<http://www.thiele-dennis.de/other/nltnk.jpg>

It is for an Tiberian Wars Mod. But since the modtools aren't released its useless for me. I have other selfmade models too.

Maybe when you are interested I could share it.

You modelled, unwrapped and textured that yourself? Have you ever considered working for Renegade mods such as A Path Beyond or Apocalypse Rising?

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Mon, 09 Apr 2007 20:25:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zeth wrote on Mon, 09 April 2007 07:35Posting the files i've uploaded so far

beta pistol
<http://rasengan.nl/videos/Betapistol.zip>

beta light tank
http://rasengan.nl/videos/E3_Nod_Light_Tank.rar

backpacks for the flamethrower and chem warrior
<http://rasengan.nl/videos/aggmod.zip>

a pack of models which includes the flame tank, harvester, light tank, nod bike and medium tank.
<http://rasengan.nl/videos/assets.zip>

this contains lots of .wav and .dds files that were cut from the retail version.
<http://rasengan.nl/videos/betacutfiles.zip>

silver laser gun skins
http://rasengan.nl/videos/e3_2001_lasr.zip

beta loadscreen
<http://rasengan.nl/videos/loadscreen1.rar>

the rocky texture for the Under map from the beta's
<http://rasengan.nl/videos/underbeta.zip>

another model pack similar to the other one, but this one includes the alpha conyard, orca, hummer and a gun emplacement
<http://rasengan.nl/videos/renasset.zip>

beta med, light tank (with the gun on the left side)and the mammoth
http://rasengan.nl/videos/Unused_WWTank_Models_By_AxelSnog.rar

beta soldier texture
http://rasengan.nl/videos/c_nod_mg.zip

its nice! some of tem i see first time

Subject: Re: Pre-Release shit topic
Posted by [Slave](#) on Mon, 09 Apr 2007 21:52:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

i beg you, stop quoting everything you see...

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Tue, 10 Apr 2007 17:14:51 GMT
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i would really like to see this Hand of Nod made available to the public.

i know Aircraftkiller has it somewhere because he used it for his Mars map

<http://img162.imageshack.us/img162/369/handofnodap2.jpg>

Subject: Re: Pre-Release shit topic
Posted by [OWA](#) on Tue, 10 Apr 2007 17:49:14 GMT
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I think he released it at <http://planetcnc.com>

It may have been <http://cncden.com> as well.

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Tue, 10 Apr 2007 18:50:27 GMT
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found it, you rock One winged angel!

http://rasengan.nl/videos/e3_hand.zip

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 10 Apr 2007 21:23:28 GMT
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Zeth wrote on Tue, 10 April 2007 13:50found it, you rock One winged angel!

http://rasengan.nl/videos/e3_hand.zip
its not for serversides....

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Tue, 10 Apr 2007 21:39:03 GMT
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Scrin wrote on Tue, 10 April 2007 16:23Zeth wrote on Tue, 10 April 2007 13:50found it, you rock One winged angel!

http://rasengan.nl/videos/e3_hand.zip
its not for serversides....

so?

Subject: Re: Pre-Release shit topic
Posted by [Nod Guy](#) on Wed, 11 Apr 2007 00:51:40 GMT
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ahh i loved the mars map

Subject: Re: Pre-Release shit topic
Posted by [OWA](#) on Wed, 11 Apr 2007 14:16:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zeth wrote on Tue, 10 April 2007 19:50 found it, you rock One winged angel!

http://rasengan.nl/videos/e3_hand.zip

No Problem

Subject: Re: Pre-Release shit topic
Posted by [Carrierll](#) on Wed, 11 Apr 2007 15:19:27 GMT
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I've a good idea, why doesn't someone make a .pkg of all these files and then we could try to get a server to run it, so we can play ren with the beta assets

(.pkg would help to ensure only people who knew what they were doing would be able to join)

Subject: Re: Pre-Release shit topic
Posted by [Spyder](#) on Sun, 15 Apr 2007 12:25:52 GMT
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I read on planetcnc today that someone made a model of the old beta mammoth tank with some small changes. It looks very cool:

Subject: Re: Pre-Release shit topic
Posted by [Zion](#) on Sun, 15 Apr 2007 13:39:54 GMT
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Soviet Deso made that and it's really great. It was broadcast in AR's latest blog.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Sun, 15 Apr 2007 18:19:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Merovingian wrote on Sun, 15 April 2007 08:39 Soviet Deso made that and it's really great. It was broadcast in AR's latest blog.
hmmmm..

Subject: Re: Pre-Release shit topic
Posted by [JeepRubi](#) on Sun, 15 Apr 2007 22:48:25 GMT
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Im trying to get a hold of soviet because I plan on making a low poly cage and then using that model for normal maps. Its for Renegade2007 if you didn't get that.

Subject: Re: Pre-Release shit topic
Posted by [Slave](#) on Sun, 15 Apr 2007 23:09:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

subtle

Subject: Re: Pre-Release shit topic
Posted by [Spyder](#) on Mon, 16 Apr 2007 14:49:29 GMT
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I am currently working on a website for C&C Renegade stuff. If someone could give me all the links to the beta stuff, I can download it, upload it to my own PAFfileDB folder and make it public.

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Mon, 16 Apr 2007 17:31:10 GMT
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darksnipa wrote on Mon, 16 April 2007 09:49I am currently working on a website for C&C Renegade stuff. If someone could give me all the links to the beta stuff, I can download it, upload it to my own PAFfileDB folder and make it public.

<http://rasengan.nl/videos/>

hier

Subject: Re: Pre-Release shit topic
Posted by [Spyder](#) on Mon, 16 Apr 2007 18:47:28 GMT
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That version of level edit, is that the newest?

Subject: Re: Pre-Release shit topic

Posted by [jonwil](#) on Mon, 16 Apr 2007 23:12:45 GMT

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Yes, that is the last fix version I released.

Subject: Re: Pre-Release shit topic

Posted by [Stefan](#) on Tue, 17 Apr 2007 16:26:40 GMT

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Found a pretty rare picture.

i sooo wish they had left in the nod soldier skin, it looks awesome

Subject: Re: Pre-Release shit topic

Posted by [Scrin](#) on Tue, 17 Apr 2007 18:10:26 GMT

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Zeth wrote on Tue, 17 April 2007 11:26 Found a pretty rare picture.

i sooo wish they had left in the nod soldier skin, it looks awesome

i got all this comics pics...

Subject: Re: Pre-Release shit topic

Posted by [Gohan](#) on Wed, 18 Apr 2007 20:40:37 GMT

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Isn't there a map on Renegade with that building that is getting ioned?

Subject: Re: Pre-Release shit topic

Posted by [Canadacdn](#) on Wed, 18 Apr 2007 20:53:12 GMT

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You mean the Shrine of Nod? I think so.

Subject: Re: Pre-Release shit topic

Posted by [Spyder](#) on Thu, 19 Apr 2007 05:46:43 GMT

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Yes and no, The Shrine Of Nod does exist in single player mode, it's in map M10 and M11, but I don't think it's getting ioned. Either if we can get the model out of the single player version and make a similar thing for gdi, it might be a cool multiplayer add-on.

Subject: Re: Pre-Release shit topic

Posted by [jonwil](#) on Thu, 19 Apr 2007 06:21:46 GMT

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There are gmax files for the shrine in the buildings.zip file on the Westwood FTP site.

Subject: Re: Pre-Release shit topic

Posted by [icedog90](#) on Thu, 19 Apr 2007 06:28:46 GMT

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You mean the Temple of Nod?

Subject: Re: Pre-Release shit topic

Posted by [OWA](#) on Thu, 19 Apr 2007 08:49:30 GMT

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icedog90 wrote on Thu, 19 April 2007 07:28 You mean the Temple of Nod?
No, the Shrine of Nod. It is like a mini temple.

Subject: Re: Pre-Release shit topic

Posted by [Stefan](#) on Thu, 19 Apr 2007 12:51:48 GMT

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Can somebody help with the flametrower skin? it doesn't seem to work ingame

<http://img147.imageshack.us/my.php?image=blackflamerjw0.jpg>

File Attachments

1) [c_flametroop2.dds](#), downloaded 189 times

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Fri, 27 Apr 2007 12:43:38 GMT
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You have to redo the uv mapping.

Have fun it is mind breaking work

Subject: Re: Pre-Release shit topic
Posted by [Jerad2142](#) on Fri, 27 Apr 2007 17:02:52 GMT
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One Winged Angel wrote on Thu, 19 April 2007 02:49icedog90 wrote on Thu, 19 April 2007 07:28You mean the Temple of Nod?
No, the Shrine of Nod. It is like a mini temple.
The single player one is the temple of Nod.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Thu, 18 Oct 2007 11:32:22 GMT
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can i up this?...-->

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Thu, 27 Dec 2007 12:30:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Thu, 18 October 2007 06:32can i up this?...-->
yes you can

Subject: Re: Pre-Release shit topic
Posted by [Ethenal](#) on Thu, 27 Dec 2007 19:38:29 GMT
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Quoting yourself Scrin?

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Thu, 27 Dec 2007 20:08:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Thu, 27 December 2007 20:38Quoting yourself Scrin?

you dont want beta stuff? so its "Bring Up My Post"

Subject: Re: Pre-Release shit topic
Posted by [BlueThen](#) on Thu, 27 Dec 2007 20:20:55 GMT
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I want completed stuff, not beta stuff.

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Thu, 27 Dec 2007 20:44:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Eccccchooooooooooooooooooooooooooooo~.....

Subject: Re: Pre-Release shit topic
Posted by [cnc95fan](#) on Thu, 27 Dec 2007 23:33:03 GMT
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Tsh, I'll put a downloads area for all this stuff on my site for future reference, so if you want anything there, let me know.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Thu, 27 Dec 2007 23:44:56 GMT
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BlueThen wrote on Thu, 27 December 2007 14:20I want completed stuff, not beta stuff. lol, check first page... this topic about ren2001 E3 models!

Subject: Re: Pre-Release shit topic
Posted by [Di3HardNL](#) on Fri, 28 Dec 2007 22:15:28 GMT
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i want to download some of your beta stuff Stefan, but site doesnt work for me

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Sat, 29 Dec 2007 21:10:41 GMT
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My site got taken down by some evil bunnys

Subject: Re: Pre-Release shit topic
Posted by [rhuarc](#) on Sat, 23 Feb 2008 19:11:53 GMT
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i know this is pretty old but is there any way those files could be put back up somewhere? i really want like the flame tank..

Subject: Re: Pre-Release shit topic
Posted by [IronWarrior](#) on Sat, 23 Feb 2008 19:53:10 GMT
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If someone can provide me with all the downloads that Stefan had, then I can host them on Game-Maps.NET

Stefan, why did you get taken down?

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Sat, 23 Feb 2008 20:05:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/aggmod.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/betacutfiles.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/commandold.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/ren2_modelpack.rar
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Renegade_Beta_Vehicles.rar
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/renasset.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/SBHs_Lazer_rifle.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/underbeta.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/assets.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/betamodelvehicles.rar
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/oldhud.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Beta_Pistol_Texture.zip
http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/B_GDIAirstrip.zip
http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/G_Refinery01.zip
http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDI_Beta_Console.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/NOD_PT_original.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDI_PP.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/pimpmymap.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/e3_hand.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDIGuardTower.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Betapistol.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/E3_Nod_Light_Tank.rar
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Bradly_LightTank_Clientside.zip

Adding a bunch of videos of the beta:

www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegade_ects_004.mov
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegade_ects_003.mov
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegade_ects_002.mov
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegade_ects_001.mov
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegades.wmv
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegade2.mov
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/ccrenegade.mov
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/021900.asf
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegade2.mpg
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegade.wmv
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/renegade_ex.mpg
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/Renegade.mpg
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Video/RENTOURSTOP-HIGH.WMV

i accidently deleted the files, bleh. i recovered most of them... some are still missing tho.

@iron: the admin decided to take the site down.

Subject: Re: Pre-Release shit topic
Posted by [IronWarrior](#) on Sat, 23 Feb 2008 20:52:24 GMT
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Ah crap.

Awesome, new links, downloaded all files.

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Sat, 23 Feb 2008 21:03:45 GMT
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I tried to put all my screenshots of beta stuff in one thread

but im limited to 10 in one post so I have posted them over at renz0r here a link to them ->

<http://www.renz0r-gaming.com/forum/showthread.php?p=20305#post20305>

It will take a will to load up but it is worth it.

You all should be able to see them.

I will fix some stuff put them in zips and mayby upload them.

Enjoy the screenies!

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Sat, 23 Feb 2008 21:16:22 GMT
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Just found the original PT for Nod, it looks pretty sexy

http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/NOD_PT_original.zip

(psssst, you need to register to view that topic reaver)

File Attachments

1) [9bn8F.tmp.jpg](#), downloaded 774 times



Perspective



Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Sat, 23 Feb 2008 23:21:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

holly shit!

Subject: Re: Pre-Release shit topic
Posted by [rhuarc](#) on Sun, 24 Feb 2008 01:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh wow, thanks lol

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Sun, 24 Feb 2008 11:03:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stefan wrote on Sat, 23 February 2008 15:16

(psssst, you need to register to view that topic reaver)

Ah damn then I will just limit myself to 10 screenshots.

Here goes!

The GDI beta ref!

Inside it

Inside it again!

GDI airstrip

ADV pp + silo + ref

Cargo truck

To the left the nod beta harv (to the right sole survivor harv)

GDI Beta humvee

Orca lifter + Beta Orca with landing gear.

The GDI Beta elevators.

I have way more screenies and stuff. Ill see what I can get fixed etc

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Sun, 24 Feb 2008 13:25:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

love ref... by the way, that AircraftKiller's TD harvester is nice... but there no download link for model

Subject: Re: Pre-Release shit topic
Posted by [rhuarc](#) on Sun, 24 Feb 2008 18:27:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Sun, 24 February 2008 07:25love ref... by the way, that AircraftKiller's TD harvester is nice... but there no download link for model

there is in the "assets" download...
http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/assets.zip
v_harvL1.w3d
sidemapharv.tga
tireharv.tga
topmapharv.tga
wheelharv.tga

but i want that adv pp

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Sun, 24 Feb 2008 18:37:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

rhuarc wrote on Sun, 24 February 2008 12:27Scrin wrote on Sun, 24 February 2008 07:25love
ref... by the way, that AircraftKiller's TD harvester is nice... but there no download link for model

there is in the "assets" download...
http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/assets.zip
v_harvL1.w3d
sidemapharv.tga
tireharv.tga
topmapharv.tga
wheelharv.tga

but i want that adv pp
yes, my misstake.
btw, i got some highter pic of that pp ok?...

Subject: Re: Pre-Release shit topic
Posted by [Di3HardNL](#) on Sun, 24 Feb 2008 19:21:09 GMT
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damn, thanks for those links stefan, all cool stuff

Subject: Re: Pre-Release shit topic
Posted by [Jerad2142](#) on Mon, 25 Feb 2008 15:23:18 GMT
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That power plant pawns our current one.

Subject: Re: Pre-Release shit topic
Posted by [Di3HardNL](#) on Mon, 25 Feb 2008 16:45:51 GMT
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I guess that pp would be to big for multiplayer games, so they deleted 1 power facility tower

Subject: Re: Pre-Release shit topic

Posted by [Scrin](#) on Mon, 25 Feb 2008 18:48:55 GMT

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Di3HardNL wrote on Mon, 25 February 2008 10:45l guess that pp would be to big for multiplayer games, so they deleted 1 power facility tower that huge advanced pp got triple core facilityes underground, im afraid i havent that w3d pic of it anymore

Subject: Re: Pre-Release shit topic

Posted by [Stefan](#) on Mon, 25 Feb 2008 23:54:33 GMT

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Reaver sent me some files for ya'll to enjoy

http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDIGuardTower.zip

http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Betapistol.zip

http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/E3_Nod_Light_Tank.rar

http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Bradly_LightTank_Clientside.zip

Subject: Re: Pre-Release shit topic

Posted by [IronWarrior](#) on Tue, 26 Feb 2008 05:59:18 GMT

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Awesome.

Got lots of work to do, to put all this on Game-Maps.NET

Subject: Re: Pre-Release shit topic

Posted by [Reaver11](#) on Tue, 26 Feb 2008 10:11:03 GMT

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Ill dig up some more stuff

Subject: Re: Pre-Release shit topic

Posted by [IAmFenix](#) on Tue, 26 Feb 2008 17:01:37 GMT

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Are these ready to just export to your config or does renaming have to take place.
(AND BTW that cargo truck is used in a cinematic!)

Subject: Re: Pre-Release shit topic
Posted by [The Elite Officer](#) on Tue, 26 Feb 2008 17:12:57 GMT
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Were can I get these:

GDI airstrip
Advanced PP
and the REF?

Subject: Re: Pre-Release shit topic
Posted by [The Executor](#) on Tue, 26 Feb 2008 17:16:54 GMT
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Yes where can we get these?

Subject: Re: Pre-Release shit topic
Posted by [IronWarrior](#) on Tue, 26 Feb 2008 17:42:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Elite Officer wrote on Tue, 26 February 2008 11:12Were can I get these:

GDI airstrip
Advanced PP
and the REF?

Links above.

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Tue, 26 Feb 2008 17:50:46 GMT
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I wont release my version of the REF and adv pp yet (btw this adv pp is my own build, westwood didnt release any version of an adv pp)
(as far as I know)

The Ref well that will take a while before I plan on releasing it ->

Currently there is a broken interior callbox which calls the wrong elevator. The real elevator is missing. There are no doors.

A lot of missing textures (im nearly done with those).

I have posted some questions about it on pertoglyph forums (former westwood). I will see what will role out of it.

I can assure you there is a lot of beta stuff to work on and I'm currently looking for peeps who can help me.

Here some more progress on another building the gdi conyard + pp

I will convert a adv pp for gdi out of this single player gdi pp (this pp is damn broken)

Before I release any Building I will try to fix them as best as I can.

Subject: Re: Pre-Release shit topic
Posted by [renalpha](#) on Tue, 26 Feb 2008 17:56:26 GMT
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that adv pp looks hot

Subject: Re: Pre-Release shit topic
Posted by [Jerad2142](#) on Tue, 26 Feb 2008 18:08:10 GMT
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IronWarrior wrote on Tue, 26 February 2008 10:42The Elite Officer wrote on Tue, 26 February 2008 11:12Were can I get these:

GDI airstrip
Advanced PP
and the REF?

Links above.
I don't think the advp was in any of them.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 26 Feb 2008 21:27:14 GMT
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Reaver11 wrote on Tue, 26 February 2008 11:50I wont release my version of the REF and adv pp yet (btw this adv pp is my own build, westwood didnt release any version of an adv pp) (as far as I know)

I will convert a adv pp for gdi out of this single player gdi pp (this pp is damn broken)

Before I release any Building I will try to fix them as best as I can.

just tell me if you need any help m8

Subject: Re: Pre-Release shit topic
Posted by [rhuarc](#) on Wed, 27 Feb 2008 02:22:51 GMT
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Jerad Gray wrote on Tue, 26 February 2008 12:08IronWarrior wrote on Tue, 26 February 2008 10:42The Elite Officer wrote on Tue, 26 February 2008 11:12Were can I get these:

GDI airstrip
Advanced PP
and the REF?

Links above.
I don't think the advp was in any of them.
yea just pictures of it

Subject: Re: Pre-Release shit topic
Posted by [The Executor](#) on Wed, 27 Feb 2008 16:48:40 GMT
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kk well thanks but can you add some more walkways on the PP and stuff like that? Didnt Scrin you said you use to have the .w3d?

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Wed, 27 Feb 2008 21:42:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

MSwindows wrote on Wed, 27 February 2008 10:48kk well thanks but can you add some more walkways on the PP and stuff like that? Didnt Scrin you said you use to have the .w3d?

Nope he said that he had a lineframe pic of it.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Wed, 27 Feb 2008 22:29:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Wed, 27 February 2008 15:42MSwindows wrote on Wed, 27 February 2008 10:48kk well thanks but can you add some more walkways on the PP and stuff like that? Didnt Scrin you said you use to have the .w3d?

Nope he said that he had a lineframe pic of it.

yes,that green map on ground

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Thu, 28 Feb 2008 17:26:49 GMT
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Here a nice conyard that needs a lot of love and fixing
Yep it is the NOD Beta conyard!

Subject: Re: Pre-Release shit topic
Posted by [Jerad2142](#) on Thu, 28 Feb 2008 19:01:29 GMT
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Pictures don't make mods happy:(

Subject: Re: Pre-Release shit topic
Posted by [The Executor](#) on Thu, 28 Feb 2008 20:00:59 GMT
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^^ lol do you have a download for that conyard? Because I could really fix it up and LOVE it.

Subject: Re: Pre-Release shit topic
Posted by [Slave](#) on Thu, 28 Feb 2008 20:17:17 GMT
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Al those models really aren't that amazing. They are just considered mythical, and I guess that's what makes them cool.

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Thu, 28 Feb 2008 23:16:16 GMT
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Slave wrote on Thu, 28 February 2008 14:17Al those models really aren't that amazing. They are just considered mythical, and I guess that's what makes them cool.

Just play the nitro any pay them a visit!

Subject: Re: Pre-Release shit topic
Posted by [IronWarrior](#) on Fri, 29 Feb 2008 03:31:01 GMT
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Reaver11 how did you come by so many beta models?

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Fri, 29 Feb 2008 06:12:47 GMT
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IronWarrior wrote on Thu, 28 February 2008 21:31Reaver11 how did you come by so many beta models?

Actually, i found most of it you can find the stuff all over the web, renalert forums, filefront, cnc fanwebsites etc.

reaver found out that the buildings.zip (on the WW ftp) contained some beta models which were never used, like the big airstrip and refinery

Subject: Re: Pre-Release shit topic
Posted by [IronWarrior](#) on Fri, 29 Feb 2008 09:19:01 GMT
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Awesome.

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Fri, 29 Feb 2008 10:12:19 GMT
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Stefan wrote on Fri, 29 February 2008 00:12IronWarrior wrote on Thu, 28 February 2008 21:31Reaver11 how did you come by so many beta models?

Actually, i found most of it you can find the stuff all over the web, renalert forums, filefront, cnc fanwebsites etc.

reaver found out that the buildings.zip (on the WW ftp) contained some beta models which were never used, like the big airstrip and refinery

We are basically a team scouring of anything we can find

Would be amazing if some has demo alpha1

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Fri, 29 Feb 2008 11:35:57 GMT
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Reaver11 wrote on Fri, 29 February 2008 04:12Stefan wrote on Fri, 29 February 2008 00:12IronWarrior wrote on Thu, 28 February 2008 21:31Reaver11 how did you come by so many beta models?

Actually, i found most of it you can find the stuff all over the web, renalert forums, filefront, cnc fanwebsites etc.

reaver found out that the buildings.zip (on the WW ftp) contained some beta models which were never used, like the big airstrip and refinery

We are basically a team scouring of anything we can find

Would be amazing if some has demo alpha1
hmmm...

Subject: Re: Pre-Release shit topic
Posted by [The Executor](#) on Fri, 29 Feb 2008 13:37:38 GMT
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Shutup slave thoes models are cool not cool because they are mytholigical.

Subject: Re: Pre-Release shit topic
Posted by [Slave](#) on Fri, 29 Feb 2008 17:02:46 GMT
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I am terribly sorry. I hope you will forgive me for having an opinion.

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Fri, 29 Feb 2008 17:05:00 GMT
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Slave wrote on Fri, 29 February 2008 11:02I am terribly sorry. I hope you will forgive me for having an opinion.

Never! burn the witch!

well, i can agree about the models. they kinda suck.
but still they have that aura of awesome around them, i really like them.

Subject: Re: Pre-Release shit topic
Posted by [The Executor](#) on Fri, 29 Feb 2008 17:14:43 GMT
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^^ Well said, anyway slave there is so many people that think RxD is like a pirated version of Renegade. Ummmm darn off topic ftw.

Subject: Re: Pre-Release shit topic
Posted by [Slave](#) on Fri, 29 Feb 2008 17:40:27 GMT
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I pity you for being unable to realize that Stefan and I pretty much said the same thing about those beta assets with different words.

With that, you win a pink balloon.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Fri, 29 Feb 2008 17:55:49 GMT
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MSwindows wrote on Fri, 29 February 2008 12:14^^ Well said, anyway slave there is so many people that think RxD is like a pirated version of Renegade. Ummmm darn off topic ftw.
by the way, i love Slave's RxD Demo mod and his effects

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Fri, 29 Feb 2008 20:06:59 GMT
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Slave wrote on Fri, 29 February 2008 11:40I pity you for being unable to realize that Stefan and I pretty much said the same thing about those beta assets with different words.

With that, you win a pink balloon.

Yep Slave is right he only said that those models are so cool because they werent used and are strange for us

Which I think he has a good point.

Subject: Re: Pre-Release shit topic
Posted by [The Executor](#) on Fri, 29 Feb 2008 20:22:24 GMT
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I agree but I am also saying that I feel that that they are really cool not just because they were not used. Anyway I like RxD and all that stuff except slave stole the credit and work from Viper:RxD.

Subject: Re: Pre-Release shit topic
Posted by [ViPeaX](#) on Sat, 01 Mar 2008 12:35:50 GMT
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MSwindows wrote on Fri, 29 February 2008 14:22I agree but I am also saying that I feel that that they are really cool not just because they were not used. Anyway I like RxD and all that stuff except slave stole the credit and work from Viper:RxD.

Yes, poor me . Could someone please help me receiving the credit I deserve?

PS: Slave did all the modding, i'm just spending my time on in-game moderating.

Subject: Re: Pre-Release shit topic
Posted by [Slave](#) on Sun, 02 Mar 2008 11:12:20 GMT
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MSwindows wrote on Fri, 29 February 2008 14:22I agree but I am also saying that I feel that that they are really cool not just because they were not used. Anyway I like RxD and all that stuff except slave stole the credit and work from Viper:RxD.

You fail again. Please keep trying, moron.

Subject: Re: Pre-Release shit topic

Posted by [The Executor](#) on Mon, 03 Mar 2008 20:50:14 GMT

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STFU slave sorry viper I did not know I thought that is what you said, guess not. I fell so embaressed

[GLF]-winndersforall

File Attachments

1) [yorel.jpg](#), downloaded 1511 times



Subject: Re: Pre-Release shit topic

Posted by [Reaver11](#) on Mon, 03 Mar 2008 22:27:56 GMT

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MSwindows wrote on Mon, 03 March 2008 14:50STFU slave sorry viper I did not know I thought that is what you said, guess not. I fell so embaressed

-- Seri post something about the beta -->

Here is the beta 500 sniper remade by jamiejrg.
I hope he still has the gmax file i did love to make it better.

File Attachments

1) [beta_snipe.zip](#), downloaded 201 times

Subject: Re: Pre-Release shit topic

Posted by [IronWarrior](#) on Tue, 04 Mar 2008 04:08:29 GMT

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That's so gonna go on Game-Maps.NET tomorrow.

Subject: Re: Pre-Release shit topic
Posted by [Scrin](#) on Tue, 04 Mar 2008 07:33:55 GMT
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IronWarrior wrote on Tue, 04 March 2008 04:08That's so gonna go on Game-Maps.NET tomorrow.
lol, unbann me

Subject: Re: Pre-Release shit topic
Posted by [jnz](#) on Tue, 04 Mar 2008 07:35:33 GMT
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Scrin wrote on Tue, 04 March 2008 07:33IronWarrior wrote on Tue, 04 March 2008 04:08That's so gonna go on Game-Maps.NET tomorrow.
lol, unbann me

You're a cheater. no.

Subject: Re: Pre-Release shit topic
Posted by [Zuess](#) on Tue, 04 Mar 2008 17:59:01 GMT
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MSwindows wrote on Fri, 29 February 2008 15:22I agree but I am also saying that I feel that that they are really cool not just because they were not used. Anyway I like RxD and all that stuff except slave stole the credit and work from Viper:RxD.

I am confused, since when did Vipe become a modeler?

Thats about as stupid as saying I stole the credit from Slave, considering I don't know the difference between a polygon and a pixel.

Slave is the one that makes our maps go Ohhhh and Ahhhhh.

Vipe is the one that makes the servers and IRC stay up.

I complain.

ElloGuy codes in background taking no credit even tho he is the background of the development.

It seems someone has penis envy.

Subject: Re: Pre-Release shit topic

Posted by [Stefan](#) on Thu, 06 Mar 2008 04:51:39 GMT

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the science facility building on RiverraidTS was to be included in renegade, you could capture the building and then buy mutants from it. (hence the mutant PT in leveleditor)

could anyone extract it from the map pretty please?

<http://i27.tinypic.com/nle6j6.jpg>

<http://i29.tinypic.com/rkwrxv.jpg>

Subject: Re: Pre-Release shit topic

Posted by [Scrin](#) on Thu, 06 Mar 2008 07:42:31 GMT

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Stefan wrote on Wed, 05 March 2008 22:51the science facility building on RiverraidTS was to be included in renegade, you could capture the building and then buy mutants from it. (hence the mutant PT in leveleditor)

could anyone extract it from the map pretty please?

<http://i27.tinypic.com/nle6j6.jpg>

<http://i29.tinypic.com/rkwrxv.jpg>

here what i find... ok stef?

File Attachments

1) [fac 1.w3d](#), downloaded 233 times

2) [fac 2.w3d](#), downloaded 237 times

Subject: Re: Pre-Release shit topic

Posted by [renalpha](#) on Thu, 06 Mar 2008 08:42:08 GMT

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Reaver11 wrote on Mon, 03 March 2008 23:27MSwindows wrote on Mon, 03 March 2008 14:50STFU slave sorry viper I did not know I thought that is what you said, guess not. I fell so embaressed

-.- Seri post something about the beta ->

Here is the beta 500 sniper remade by jamiejrg.
I hope he still has the gmax file i did love to make it better.

that sniper is fugly

most of you just jack themselves to have this gay old version of renegade
pretty gay tbh

Subject: Re: Pre-Release shit topic
Posted by [OWA](#) on Thu, 06 Mar 2008 09:31:34 GMT
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There's a few cool things on planetcnc.com in relation to old Renegade assets.

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Thu, 06 Mar 2008 11:21:45 GMT
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renalpha wrote on Thu, 06 March 2008 02:42Reaver11 wrote on Mon, 03 March 2008
23:27MSwindows wrote on Mon, 03 March 2008 14:50STFU slave sorry viper I did not know I
thought that is what you said, guess not. I fell so embaressed

-- Seri post something about the beta -->

Here is the beta 500 sniper remade by jamiejrg.
I hope he still has the gmax file i did love to make it better.

that sniper is fugly
most of you just jack themselves to have this gay old version of renegade
pretty gay tbh

Better than to steal and blackmail --

Subject: Re: Pre-Release shit topic
Posted by [renalpha](#) on Thu, 06 Mar 2008 11:28:52 GMT
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lol, if he paid i would give him the domain xD

Subject: Re: Pre-Release shit topic
Posted by [rrutk](#) on Wed, 26 Mar 2008 14:05:45 GMT
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In the Command-Mod-Filepackage unfortunately there are Original-WW-files and others mixed

I need to know, which of these models are Westwood-Stuff:

0.

As far as I know, the MCV's are not westwood?

1.

2.

3.

4.

5.

6.

7.

And, someone has the WW-Files of the Advanced-NOD-Powerplant?

8.

And the FIXED Beta-GDI-ComCenter?

Subject: Re: Pre-Release shit topic

Posted by [Reaver11](#) on Thu, 27 Mar 2008 09:47:29 GMT

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rrutk wrote on Wed, 26 March 2008 08:05In the Command-Mod-Filepackage unfortunately there are Original-WW-files and others mixed

Only the science facility is partly from westwood (aircraftkiller fixed it)

The rest is not made by westwood you just said it yourself -> In the Command-Mod-Filepackage, as beta files I would only trust things from the westwood website OR things you see on westwood screenshots of the beta.

So no, these files arent released by westwood, all I can tell you that they look representif a fine job

of the command team, I do wonder if someone stil has more files of that mod?

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Sat, 29 Mar 2008 13:14:35 GMT
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the video included in the Commando archive is actually the intro movie for the beta

Subject: Re: Pre-Release shit topic
Posted by [Di3HardNL](#) on Sat, 29 Mar 2008 14:22:40 GMT
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any chance you could upload the turret?

its nice!

Subject: Re: Pre-Release shit topic
Posted by [mr£ÄŞÄ-z](#) on Sat, 29 Mar 2008 15:53:32 GMT
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Get APB, steal it from there... its the same Turret

Subject: Re: Pre-Release shit topic
Posted by [rrutk](#) on Sun, 30 Mar 2008 13:23:36 GMT
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Di3HardNL wrote on Sat, 29 March 2008 08:22any chance you could upload the turret?

its nice!

it's in this package:
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/commandold.zip

I've deleted it from my HD.

Subject: Re: Pre-Release shit topic
Posted by [OWA](#) on Sun, 30 Mar 2008 17:52:43 GMT
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Madrockz wrote on Sat, 29 March 2008 15:53Get APB, steal it from there... its the same Turret Sure.... If you want to be hated on by the community as an asset stealer. Do you see TheBoom69 around here since he stole APB's grenade model? Didn't think so.

Subject: Re: Pre-Release shit topic
Posted by [Slash0x](#) on Sun, 30 Mar 2008 19:35:05 GMT
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I have no idea why people are still bitching about taking credit for shit. Just place credit where credit is due in the readme to the map file and problem solved.

Once you release something to the public, people are going to manipulate it, whether if it the point of the release or not.

It's apart of the interwebs, grow up and get over it... lol...

If I can upload a few files up onto a server, I'll be glad to share them. I'll do it once I have time to hunt them down. I know I re-boned the med tank and flame tank awhile back and released it, but the source for that died many years ago.

I'll see what I can do to help keep the community sharing (if it ever did, lol). ^^

Subject: Re: Pre-Release shit topic
Posted by [Canadacdn](#) on Sun, 30 Mar 2008 21:13:56 GMT
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News! I found the original Beta sniper scope. Sadly, I won't have access to photoshop to fix it until thursday.

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Sun, 30 Mar 2008 21:39:07 GMT
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Canadacdn wrote on Sun, 30 March 2008 15:13News! I found the original Beta sniper scope. Sadly, I won't have access to photoshop to fix it until thursday.

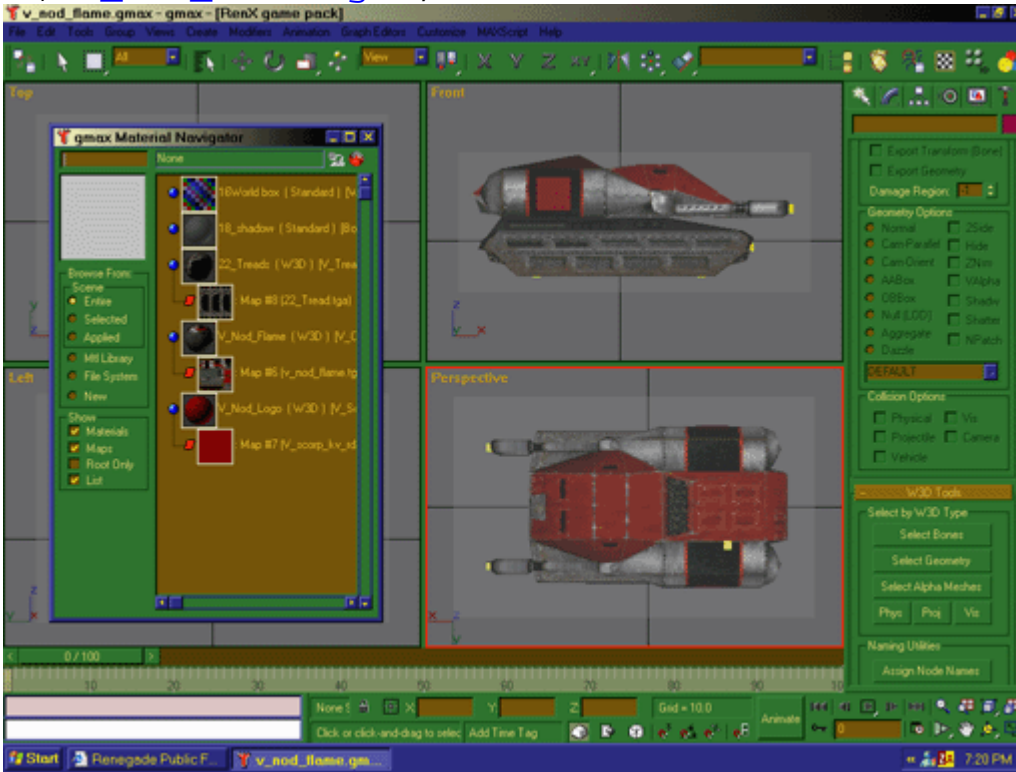
I thought it was pretty much unfixable o.O

Subject: Re: Pre-Release shit topic
Posted by [Slash0x](#) on Mon, 31 Mar 2008 01:14:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

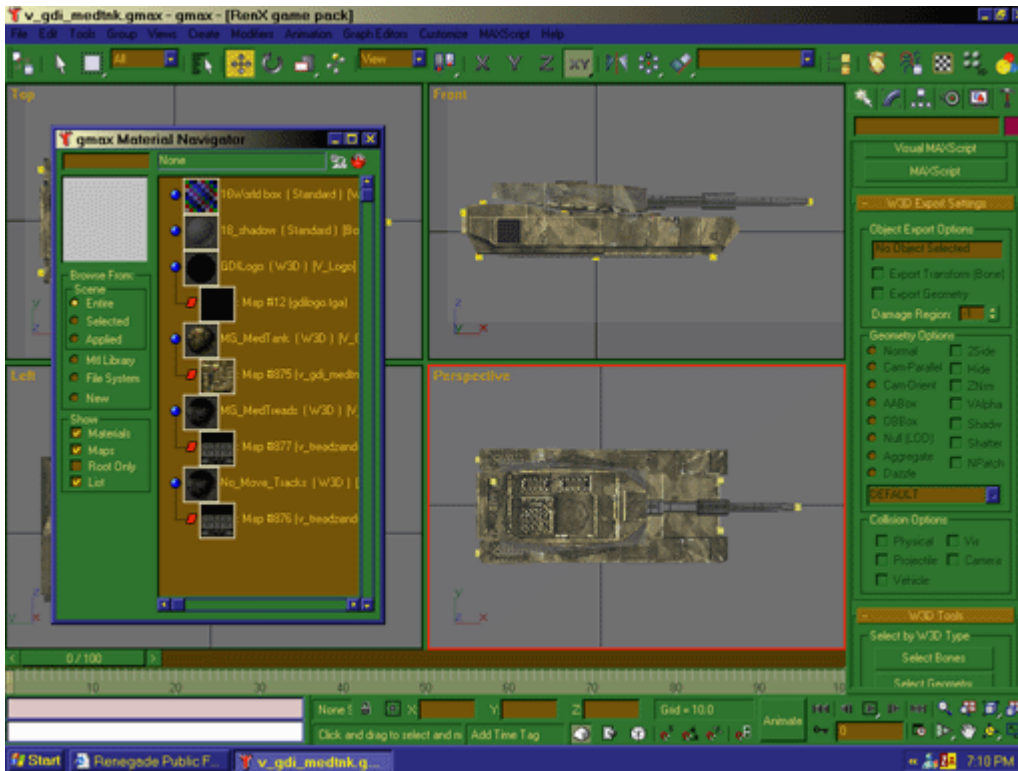
These are a few years old, but I hope it helps a little...

File Attachments

1) [v_nod_flame.gif](#), downloaded 1359 times



2) [v_gdi_medtnk.gif](#), downloaded 1376 times



- 3) [v_nod_flame.zip](#), downloaded 207 times
- 4) [v_gdi_medtnk.zip](#), downloaded 201 times

Subject: Re: Pre-Release shit topic
Posted by [Slash0x](#) on Mon, 31 Mar 2008 01:28:39 GMT
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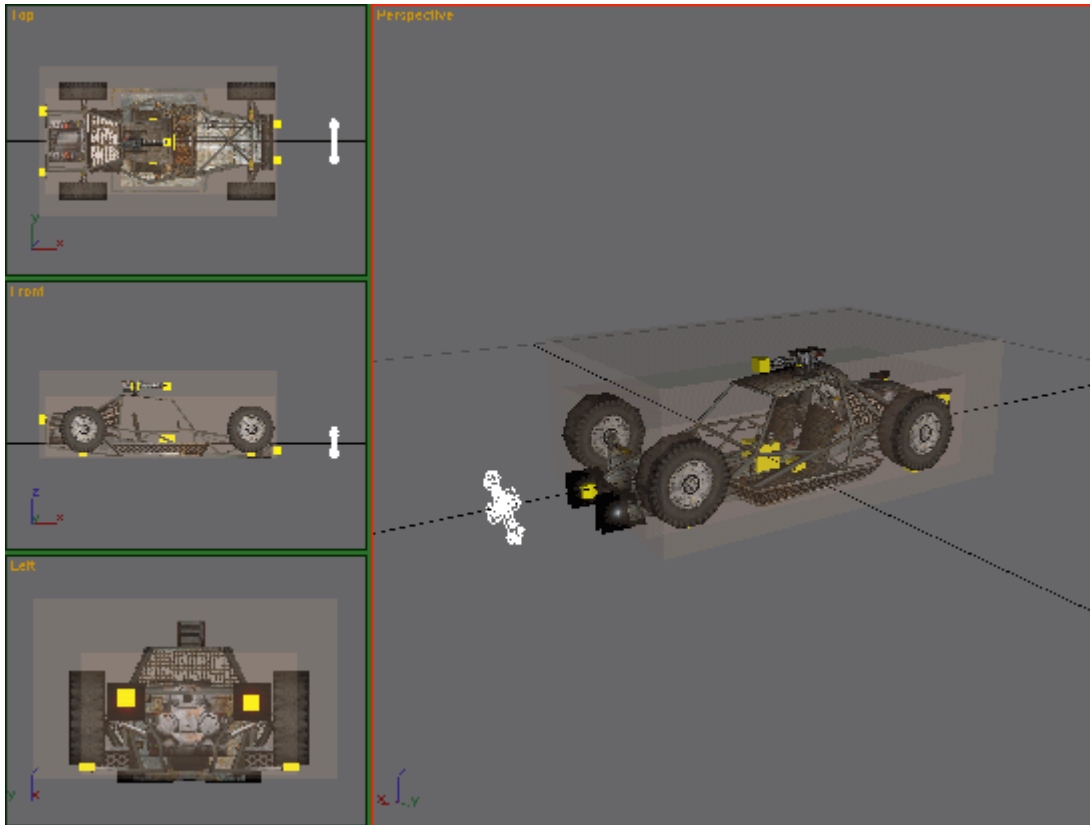
If I remember correctly, this was the e3 buggy model. I boned this one as well for a really old "Luukos" mod I did years ago. Anyways... I boxed it up nice and tight for all of you! <3

If I find more while searching through my shit, I'll package it up and post it. ^=^

IMPORTANT: I would also like to add that if you actually do plan on using these, convert the tgas to dds's for the mix file or pkg file. TGA ARE HUGE FILES... DDS ARE MUCH SMALLER. Saves loading and etc... etc... blah blah blah...

File Attachments

- 1) [v_buggyA.gif](#), downloaded 1367 times



2) [v_buggyA.zip](#), downloaded 213 times

Subject: Re: Pre-Release shit topic

Posted by [Canadacdn](#) on Mon, 31 Mar 2008 01:38:56 GMT

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Stefan wrote on Sun, 30 March 2008 15:39
Canadacdn wrote on Sun, 30 March 2008 15:13
News! I found the original Beta sniper scope. Sadly, I won't have access to photoshop to fix it until thursday.

I thought it was pretty much unfixable o.O

I meant an actual texture, not a screenshot of it.

Subject: Re: Pre-Release shit topic

Posted by [Slash0x](#) on Mon, 31 Mar 2008 02:27:33 GMT

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Something I made awhile back and probably will never use. Enjoy! ^^

File Attachments

1) [def_turret0x.jpg](#), downloaded 1552 times



2) [def_turret0x.zip](#), downloaded 196 times

Subject: Re: Pre-Release shit topic

Posted by [IronWarrior](#) on Mon, 31 Mar 2008 03:18:13 GMT

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Nice Slash0x, is the med and flamer and buggy, beta vehicles or just models you made?

I love the laser turret thing.

I get these on Game-Maps.NET soon.

Subject: Re: Pre-Release shit topic

Posted by [Slash0x](#) on Mon, 31 Mar 2008 04:19:46 GMT

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IronWarrior wrote on Sun, 30 March 2008 22:18Nice Slash0x, is the med and flamer and buggy, beta vehicles or just models you made?

I love the laser turret thing.

I get these on Game-Maps.NET soon.

The flamer and med aren't pre-release (but I thought they would be good to post anyways), but they are boned versions of the current models.

Saves time if you just wanted to add a new skin on them. For example, the reason why I did these in the first place was because I was going to make a map that had a vehicle maker that was captureable. So technically, GDI would be getting some Nod vehicles and Nod would be getting GDI vehicles. Change the GDI logo to Nod and make the vehicle black and bam... Nod Med tank... ^^

Edit: And thanks! Laser turret thing I made awhile ago... xD

Subject: Re: Pre-Release shit topic

Posted by [Di3HardNL](#) on Mon, 31 Mar 2008 14:19:42 GMT

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oh nice slashox, i can use the gmax scenes for simply adding some reflection on the tanks i love reflective stuff

Subject: Re: Pre-Release shit topic

Posted by [mr£ÄŞÄ-z](#) on Mon, 31 Mar 2008 14:27:45 GMT

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lol never heard of TheBoom69, lmao stealing was just an idea

what an retard, he's badder than BlueThen

Subject: Re: Pre-Release shit topic

Posted by [Stefan](#) on Mon, 31 Mar 2008 16:37:17 GMT

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Madrockz wrote on Mon, 31 March 2008 15:27lol never heard of TheBoom69, lmao stealing was just an idea

what an retard, he's badder than BlueThen

And you're obviously better than those 2

Subject: Re: Pre-Release shit topic
Posted by [rrutk](#) on Wed, 02 Apr 2008 18:58:33 GMT
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Concerning the filepackage ag_mod in this topic (the backpacks for flamethrower, chemwarrior, mendoza...) :

- flamethrower and chemwarrior are working, they have their backpack now in game
- but the mendoza-aggregate-files doesnt change anything???

Wrong files included for Mendoza?

www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/aggmod.zip

Subject: Re: Pre-Release shit topic
Posted by [rrutk](#) on Sat, 05 Apr 2008 20:58:40 GMT
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Scrin wrote on Tue, 03 April 2007 05:39ok here ss you wanted... (i trying restore beta ss...lol like tiberian sun...)
and dont jelos C+C 3 textures
rew window is e3...

if Slave give his tib crystals them its 100% better sure
here my old topic in one of leetles ren servers NoN00bs (site/server died already...)----->>link
<http://non00bs-forums.ren-archive.com/index.php?showtopic=7354>
<http://non00bs-forums.ren-archive.com/index.php?showtopic=7354>

how to set the tiberium damp you have posted in leveledit?

I wanna have the emitter placed as an object, called with a custom, but it seems not to work?

only usable as a tile?

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Wed, 09 Apr 2008 00:20:12 GMT
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<http://www.cnc-source.com/forums/index.php?autocom=gallery&req=sc&cat=29> 2

some scans of an old magazine release back in 1999 when renegade was just announced

Subject: Re: Pre-Release shit topic

Posted by [rrutk](#) on Wed, 30 Apr 2008 19:08:17 GMT

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1.

They planed to have an M16 rifle in renegade:

As you know, in the available part of the commando-mod-package are A LOT of original WW assets. there is also an M16 in.
so, may be, this M16 is westwood???

2.

Does someone has the Beta GDI APC? (it has wheels):

3.

Does someone have the beta chemsprayer?

File Attachments

1) [Concept_M16.jpg](#), downloaded 1413 times



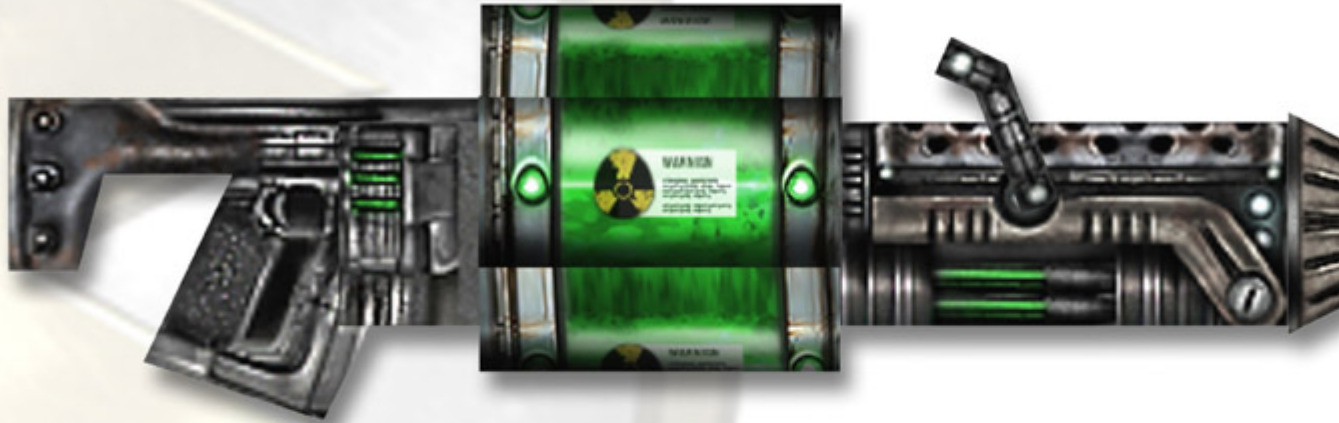
2) [Beta_M16.jpg](#), downloaded 1403 times



3) [Concept_GDI_APC.jpg](#), downloaded 1311 times



4) [Concept_ChemSprayer_W.jpg](#), downloaded 1342 times



COMMAND
AND CONQUER
RENEGADE

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Wed, 30 Apr 2008 19:12:46 GMT
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the M16 in the commando mod is not from westwood.

the apc is not around in ren land as far as i know. The weapon models are around but you will probably never get them.

Those were part of the Renegade beta PAID demo. Those people signed a license and are not allowed to give those away.

I loved to get my hands on the old sniper and old rocket launcher

Subject: Re: Pre-Release shit topic

Posted by [rrutk](#) on Wed, 30 Apr 2008 19:21:44 GMT

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Reaver11 wrote on Wed, 30 April 2008 14:12: the M16 in the commando mod is not from westwood.

sure? and the knife beta havoc (logan) wears on the concepts looks similar like in the commando mod package too!

so the only beta weapon we have is the pistol...

because the laser rifle and laser chaingun are skins made by commando too.

may be, i can ask e.g. Peter Larsen, if they could get the demo stuff free.

why they should not, its damn old.

File Attachments

1) [Concept_Havoc1.jpg](#), downloaded 1367 times



Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Wed, 30 Apr 2008 21:04:44 GMT
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It would sure be awesome and westwood did release those e3 laser_rifle skins.

let me look up the stuff for you.

Subject: Re: Pre-Release shit topic
Posted by [IronWarrior](#) on Wed, 30 Apr 2008 21:08:40 GMT
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I just cut in, I have linked up all the Beta files and a few models from this topic to Game-Maps.NET

Beta Models.

<http://www.game-maps.net/index.php?action=category&id=183>

Normal Models.

<http://www.game-maps.net/index.php?action=category&id=184>

As people fix the old models or find more, I get them up there.

Subject: Re: Pre-Release shit topic
Posted by [Jerad2142](#) on Wed, 30 Apr 2008 21:15:04 GMT
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Stefan wrote on Tue, 08 April 2008 18:20

<http://www.cnc-source.com/forums/index.php?autocom=gallery&req=sc&cat=29> 2

some scans of an old magazine release back in 1999 when renegade was just announced
OMFG!

EA did more then just put Renegade on Life Support, they shot it in the head and replaced it with this broken engine.

"Real Time Sunlight"

And to think, there cinematics originally were not anything special, they were just like the current cinematics.

Subject: Re: Pre-Release shit topic
Posted by [rrutk](#) on Wed, 30 Apr 2008 21:16:33 GMT
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I read here:

<http://browse.files.filefront.com/Command+and+Conquer+Renegade+Models+Weapons;/1592453;/browsefiles.html>

"E3 2001 Silver Laser
e3_2001_lasr.zip

Commando has changed the laser rifle and chaingun to look like they did in E3 2001 game show."

that the laser rifle/chaingun skins are made by commando.
but may be they are from WW, because such a lot of assets from the commando package are from WW.

but the beta laser looks like this:

File Attachments

1) [Concept_LaserRifle1.jpg](#), downloaded 1436 times



2) [Concept_LaserRifle2.jpg](#), downloaded 1271 times



Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Sun, 04 May 2008 19:19:50 GMT
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serverside beta vehicles no mods on the client needed.
found them in the always.dat, problem is, they aren't boned... so i had to re-export the normal tanks as the beta tank's w3d names and place it in the FDS data folder... only downside of doing that is that the vehicles lag over your screen now

<http://i29.tinypic.com/11blqfm.png>
<http://i28.tinypic.com/xgf7ec.png>

Subject: Re: Pre-Release shit topic
Posted by [rrutk](#) on Sun, 04 May 2008 19:30:46 GMT
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this med is not real beta, may be something between.

it has antennas, but no wheels (new suspension).

the nod light with the canaon on the side is known too.

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Sun, 04 May 2008 19:33:09 GMT
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if it can be found in the always.dat then it must be real i guess

Subject: Re: Pre-Release shit topic
Posted by [rrutk](#) on Sun, 04 May 2008 19:51:45 GMT
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sure it is real, if it is in. i said, its a level between beta and final.

look for more, hehe!

Subject: Re: Pre-Release shit topic
Posted by [Stefan](#) on Sun, 04 May 2008 20:04:02 GMT
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rrutk wrote on Sun, 04 May 2008 14:51sure it is real, if it is in. i said, its a level between beta and final.

look for more, hehe!

the one with the wheels was before the multiplayer beta, the alpha build. this is the one from the MP beta.

Subject: Re: Pre-Release shit topic
Posted by [rrutk](#) on Sun, 04 May 2008 20:24:05 GMT
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Stefan wrote on Sun, 04 May 2008 16:04rrutk wrote on Sun, 04 May 2008 14:51sure it is real, if it is in. i said, its a level between beta and final.

look for more, hehe!

the one with the wheels was before the multiplayer beta, the alpha build. this is the one from the MP beta.

ah, ok.

Subject: Re: Pre-Release shit topic
Posted by [Reaver11](#) on Tue, 06 May 2008 00:02:06 GMT
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Is there a way to disable the nuclear/ion strike beacons when you kill the shrine of nod/adv commcenter because except for that I got the things up and running. (Even the dish rotates)

Subject: Re: Pre-Release shit topic
Posted by [IronWarrior](#) on Tue, 06 May 2008 00:49:29 GMT
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You could use a script to disable the beacons after these buildings have been destroyed.

Subject: Re: Pre-Release shit topic
Posted by [Canadacdn](#) on Tue, 06 May 2008 00:56:27 GMT
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Reaver11 wrote on Mon, 05 May 2008 19:02: Is there a way to disable the nuclear/ion strike beacons when you kill the shrine of nod/adv commcenter because except for that I got the things up and running. (Even the dish rotates)

Looks good, but that map needs a lightsolve.
