

---

Subject: Renegade Demo MOD

Posted by [The Elite Officer](#) on Tue, 25 Sep 2007 12:36:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi I am modifying C&C\_Under.mix map for the renegade demo, and I was wondering if I put the modified map on the server with everything that the server needs to run it, will the clients (players) need it as well to play on it? I am adding drivable harvester scripts and stuff, new weapon spawners and some other small stuff.

---

---

Subject: Re: Renegade Demo MOD

Posted by [IronWarrior](#) on Tue, 25 Sep 2007 14:57:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The Elite Officer wrote on Tue, 25 September 2007 07:36Hi I am modifying C&C\_Under.mix map for the renegade demo, and I was wondering if I put the modified map on the server with everything that the server needs to run it, will the clients (players) need it as well to play on it? I am adding drivable harvester scripts and stuff, new weapon spawners and some other small stuff.

No, aslong it's server sided.

---

---

Subject: Re: Renegade Demo MOD

Posted by [The Elite Officer](#) on Tue, 25 Sep 2007 15:40:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sorry but I am a nOOB when it comes to servers What do you mean by that, what is server side, how do I get it to be server side, and how to I make it work for the demo?

---

---

Subject: Re: Renegade Demo MOD

Posted by [AoBfrost](#) on Tue, 25 Sep 2007 16:06:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It wont work for the demo, if you want it to work on a server, then you need to edit the 1.037 c&c\_under.mix, they may have a map of the same name, but there may be some slight differences from the demo version and the official version, and yes if you make harvies drivable, it will work serverside meaning other people without the map will be able to do it AS LONG AS THEIR ON YOUR SERVER. Make sure you dont use the main harvy drivable or else that screws up everyone's money, just add a new icon on the purchase terminal and make it a arty or something whatever icon you want, just make sure it's a nod artillery with the model of the nod harvester and skin of the harvester, and remove the weapon, you dont want a harvy to be able to attack....do the same for GDI except use the GDI harvy skin.

---

---

Subject: Re: Renegade Demo MOD

Posted by [The Elite Officer](#) on Tue, 25 Sep 2007 16:53:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AoBfrost wrote on Tue, 25 September 2007 12:06 It wont work for the demo, if you want it to work on a server, then you need to edit the 1.037 c&c\_under.mix, they may have a map of the same name, but there may be some slight differences from the demo version and the official version, and yes if you make harvies drivable, it will work serverside meaning other people without the map will be able to do it AS LONG AS THEIR ON YOUR SERVER. Make sure you dont use the main harvy drivable or else that screws up everyone's money, just add a new icon on the purchase terminal and make it a arty or something whatever icon you want, just make sure it's a nod artillery with the model of the nod harvester and skin of the harvester, and remove the weapon, you dont want a harvy to be able to attack....do the same for GDI except use the GDI harvy skin.

So I am gonna edit the C&C Under map from the DEMO and put it on the server and it will work is that what your telling me. OR am I wrong. Could I just creat a new vech use the harvester PCT and there you go a harvester or I could use the totorial from renhelp.net and just make one spawn from air. (kinda like the purshable harvy from C&C\_MutationRedux.mix) So somebody tell me how I should go about doing this, and I don't understand you about screwing up the money?

---

---

Subject: Re: Renegade Demo MOD

Posted by [AoBfrost](#) on Tue, 25 Sep 2007 16:55:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You cant use the demo cnc under, it may be a different version than what others are using, your using the demo's, their using the original released version, they are different, just use the map from the game you installed.

If you make the main harvy drivable, then your screwed on money, nubs will drive and rush with it and all the tiberium it collected will be wasted and no one will ever get money dumped at the ref, thats why you need to make a new PT icon in level edit, set the vehicle to the arty, set the model and texture to the harvy and remove the gun, thats it.

---

---

Subject: Re: Renegade Demo MOD

Posted by [The Elite Officer](#) on Tue, 25 Sep 2007 17:04:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AoBfrost wrote on Tue, 25 September 2007 12:55 You cant use the demo cnc under, it may be a different version than what others are using, your using the demo's, their using the original released version, they are different, just use the map from the game you installed.

If you make the main harvy drivable, then your screwed on money, nubs will drive and rush with it and all the tiberium it collected will be wasted and no one will ever get money dumped at the ref, thats why you need to make a new PT icon in level edit, set the vehicle to the arty, set the model and texture to the harvy and remove the gun, thats it. \

---

Okay I understand what you are saying I am gonna make the new PCT in Renegade. But I still don't undersatnd about the map. I said I was gonna use the map from the demo, not the one from the fv. So that would mean that the maps are the same right?

---

---

Subject: Re: Renegade Demo MOD  
Posted by [Zion](#) on Tue, 25 Sep 2007 18:23:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The mesh from the demo version of C&C\_Under.mix IS NOT the same as the mesh from the 1.037 version of C&C\_Under.mix and therefor IS NOT serversided. Players will have to download the new old map in order to play it on your server.

THIS is what WE'RE trying TO SAY to YOU. (lol @ random caps.... please )

---

---

Subject: Re: Renegade Demo MOD  
Posted by [The Elite Officer](#) on Tue, 25 Sep 2007 18:41:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wait a miniuete here, AobFrost said earlier that I could make it server side, but I should not work on the harvy just add purshables ones. I am so confused!

---

Well let me tell you what I am trying to do:

I am trying to make a harvy that the players can drive and gather tiberium and add some weapon spawners, that's it. What should I do?

---

---

Subject: Re: Renegade Demo MOD  
Posted by [Gen\\_Blacky](#) on Tue, 25 Sep 2007 23:43:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

tbh y demo, Demo's under.mix has all the games files in the map and not the always.dat so you can use .pkgs. Demo is diffrent from full.

So try useing a pkg first

---

---

Subject: Re: Renegade Demo MOD  
Posted by [Whitedragon](#) on Wed, 26 Sep 2007 01:18:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I assume he wants to edit the demo C&C\_Under.mix to use on a demo server, not a retail server. That should work fine.

---

---

Subject: Re: Renegade Demo MOD  
Posted by [HORQWER](#) on Wed, 26 Sep 2007 02:20:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

go buy renegade it is too cheap

---

---

Subject: Re: Renegade Demo MOD  
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 03:28:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I SAID IT 500 TIMES, USE THE FINAL RELEASE CNC\_UNDER.MIX, USING THE DEMO's WONT WORK, PEOPLE DONT HAVE THE MAP, THUS CANT JOIN.

Use the final release map from 1.037 of renegade so everyone will be able to play.

---

---

Subject: Re: Renegade Demo MOD  
Posted by [Tunaman](#) on Wed, 26 Sep 2007 05:51:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AoBfrost wrote on Tue, 25 September 2007 23:28 I SAID IT 500 TIMES, USE THE FINAL RELEASE CNC\_UNDER.MIX, USING THE DEMO's WONT WORK, PEOPLE DONT HAVE THE MAP, THUS CANT JOIN.

Use the final release map from 1.037 of renegade so everyone will be able to play.

You do not know what you're talking about.

He is going to modify the DEMO map for the DEMO game. Not the demo map for the FINAL game.

---

---

Subject: Re: Renegade Demo MOD  
Posted by [The Elite Officer](#) on Wed, 26 Sep 2007 12:35:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Tunaman wrote on Wed, 26 September 2007 01:51 AoBfrost wrote on Tue, 25 September 2007 23:28 I SAID IT 500 TIMES, USE THE FINAL RELEASE CNC\_UNDER.MIX, USING THE DEMO's WONT WORK, PEOPLE DONT HAVE THE MAP, THUS CANT JOIN.

Use the final release map from 1.037 of renegade so everyone will be able to play.

You do not know what you're talking about.

He is going to modify the DEMO map for the DEMO game. Not the demo map for the FINAL

---

game.

Yes thank you, I am trying to modify the demo map so people in the demo game and play on it. All I want is the drivable harvy, and more weapon spawners. Thats is! Anyway I already own Renegade, I just wanted to play around the demo and make the demo better for them. BTW blacky I liked you mauranana purchase terminal, good one! Anyway you play demo too.

---

Subject: Re: Renegade Demo MOD  
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 13:12:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Not many people use the demo anymore, if the main renegade players are all quitting and playing newer games, what makes you think they will use the demo?

---

Subject: Re: Renegade Demo MOD  
Posted by [The Elite Officer](#) on Wed, 26 Sep 2007 15:37:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

This is bs if you played demo right now you would see that at least like 175 players still play the demo. If you logged in to the server right now then you could see that there is always at least 50 players at a given time. So you are wrong about the people not playing it.

They have there own site and forums with clan stuff and everything! [www.renegadedemo.net](http://www.renegadedemo.net) I will post some pics of the war demo playing in a min.

### File Attachments

1) [dfsdfsfsf](#), downloaded 222 times

---

Subject: Re: Renegade Demo MOD  
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 15:56:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Whats dfsdfs it wont open, it's a html document, I know there are 50-100 people still playing, but the fact is, 100 vs 500 on at a given time.....,and most servers on the main renegade are always empty because of too many people making their own server.

Also you mentioned you have the original Renegade too, the full version, why not just use that then? The map and coding of the final version is more stable than a demo.

this reminds me back then when I used to play Medal of honor Spearhead, people thought I owned the full version but really my server ran from a demo dedicated server, because the full version could play demo and full servers, there was no difference in the FDS really...except one was for demo and on for was single player, a lot of servers werent shown on the list because of

the fact the demo couldnt join official FDS servers...but we had 2000+ playing the demo even after the game was out for like 3 years, now I go back to check and only 50 people play and 2 servers exist.

---

---

Subject: Re: Renegade Demo MOD  
Posted by [Gen\\_Blacky](#) on Wed, 26 Sep 2007 18:36:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AoBfrost wrote on Tue, 25 September 2007 22:28 I SAID IT 500 TIMES, USE THE FINAL RELEASE CNC\_UNDER.MIX, USING THE DEMO's WONT WORK, PEOPLE DONT HAVE THE MAP, THUS CANT JOIN.

Use the final release map from 1.037 of renegade so everyone will be able to play.

I doubt he using this for full version

---

---

Subject: Re: Renegade Demo MOD  
Posted by [AoBfrost](#) on Wed, 26 Sep 2007 19:23:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well the entire time he wasnt very clear of what he was going to do, all he kept saying was he was using Under from the Demo and said will it work if others play? Well this leads me to think by "others" he means the full game, not the demo, thats why I was confused.

---

---

Subject: Re: Renegade Demo MOD  
Posted by [The Elite Officer](#) on Thu, 27 Sep 2007 12:20:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Off topic to back on topic: You guys still haven't answer my question about how to make it work? Getting the harvester scripts and stuff, will it work for demo?

---