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**Subject:** Looking for this Old Apache  
**Posted by** [rrutk](#) **on** Wed, 30 Apr 2008 01:52:12 GMT  
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I'm looking for this Old Apache, some guys here from the forum have it...:

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**Subject:** Re: Looking for this Old Apache  
**Posted by** [Stefan](#) **on** Wed, 30 Apr 2008 01:57:53 GMT  
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what's the difference between that one and the one in your mod? (aka, the one i posted here  
<http://www.renegadeforums.com/index.php?t=getfile&id=6475&rid=20925> )

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**Subject:** Re: Looking for this Old Apache  
**Posted by** [rrutk](#) **on** Wed, 30 Apr 2008 02:05:24 GMT  
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cool, thanks

the one in my mod actually is an older model then the actual apache, with transparent cabin.

this one here with the wheels seems to be mutch older.

there are still a lot of assets out, e.g.:

- the advanced PP - there must have existed a model, because of existing renders
- nod adv com center / radar dome
- all Ren2-Buildings

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**Subject:** Re: Looking for this Old Apache  
**Posted by** [Stefan](#) **on** Wed, 30 Apr 2008 02:26:27 GMT  
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there is ALOT of stuff was cut out

maps

game modes (capture the mobius, death match, CTF, and some mode where you could capture the science fac. to buy mutants)

character models (like the seth model that's still floating around)  
a ton of tank models  
lots of code (dynamic lightning for example, or the ticket system similar to the Battlefield one)  
some buildings (Nod shrine, comcentre, advanced powerplant, conyard)  
a huge amount of weapons  
the better looking HUD  
better looking explosions (most of them are still in Renegade)

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**Subject: Re: Looking for this Old Apache**  
Posted by [rrutk](#) on Wed, 30 Apr 2008 02:32:02 GMT  
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Stefan wrote on Tue, 29 April 2008 21:26there is ALOT of stuff was cut out

maps  
game modes (capture the mobius, death match, CTF, and some mode where you could capture the science fac. to buy mutants)

So it should be possible to have an alternate purchase terminal screen only for the mutants!

and to have 3 teams playing.

this purchase settings for the mutant PT's are in level edit, but i dont know, how to activate it???

any ideas?

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**Subject: Re: Looking for this Old Apache**  
Posted by [Gen\\_Blacky](#) on Wed, 30 Apr 2008 02:39:16 GMT  
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reaver has advance pp

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**Subject: Re: Looking for this Old Apache**  
Posted by [\\_SSnipe\\_](#) on Wed, 30 Apr 2008 02:42:23 GMT  
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Gen\_Blacky wrote on Tue, 29 April 2008 19:39reaver has advance pp

we want

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**Subject: Re: Looking for this Old Apache**  
Posted by [Stefan](#) on Wed, 30 Apr 2008 02:45:11 GMT  
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gdi (team 1) can acces it, but the mutant side ( team -1 ) can't :/  
it's probably hardcoded into renegade's engine... you could try to redo the mutant PT or  
something... another idea is to make an invisible block with the same size as the PT and give it  
the JFW\_Character\_buy\_poke script

@blacky, that's the one reaver made... not the original one. it looks pretty cool tho

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**Subject: Re: Looking for this Old Apache**  
Posted by [Canadacdn](#) on Wed, 30 Apr 2008 03:14:30 GMT  
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Gen\_Blacky wrote on Tue, 29 April 2008 21:39reaver has advance pp

Wasn't that a model he made based on Westwood's screenshots?

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**Subject: Re: Looking for this Old Apache**  
Posted by [Gen\\_Blacky](#) on Wed, 30 Apr 2008 07:42:59 GMT  
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Canadacdn wrote on Tue, 29 April 2008 23:14Gen\_Blacky wrote on Tue, 29 April 2008  
21:39reaver has advance pp

Wasn't that a model he made based on Westwood's screenshots?

i don't think so because it looked different

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**Subject: Re: Looking for this Old Apache**  
Posted by [Reaver11](#) on Wed, 30 Apr 2008 11:43:22 GMT

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Nope it is not based on the westwood pp I more based it on the tiberium dawn ->

I also have a multiplayer variant this one is based on the singleplayer (the screenie from blacky is the single player pp)

Only i dont have the map working yet as one person lan it works great even on lan with more peeps (the mod is an pkg)

When i host it on the server it will kick the players but the map remains loaded.

Anyways back to the adv pp

The old adv pp was skipped due to technical reasons as modders will know ren visibility is nothing compared to quake/unreal

I will release the multiplayer adv pp's as soon as they are working.

The big singleplayer gdi pp will have to wait it is kinda broken

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**Subject: Re: Looking for this Old Apache**

Posted by [Jerad2142](#) on Wed, 30 Apr 2008 15:04:32 GMT

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Gen\_Blacky wrote on Wed, 30 April 2008 01:42

i don't think so because it looked different

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That one looks cool too, I want both.

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**Subject: Re: Looking for this Old Apache**

Posted by [rrutk](#) on Wed, 30 Apr 2008 18:59:14 GMT

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There are some gigantic building models i want. unfort., that they only put the conyard, gdi ref and gdi com into the filepackage:

Adv PP:

Nod ComCenter:

Nod Ref 1:

Nod Ref 2:

File Attachments

1) [Concept\\_Nod\\_ComCenter.jpg](#), downloaded 337 times



2) [Concept\\_Nod\\_ComCenter.jpg](#), downloaded 525 times

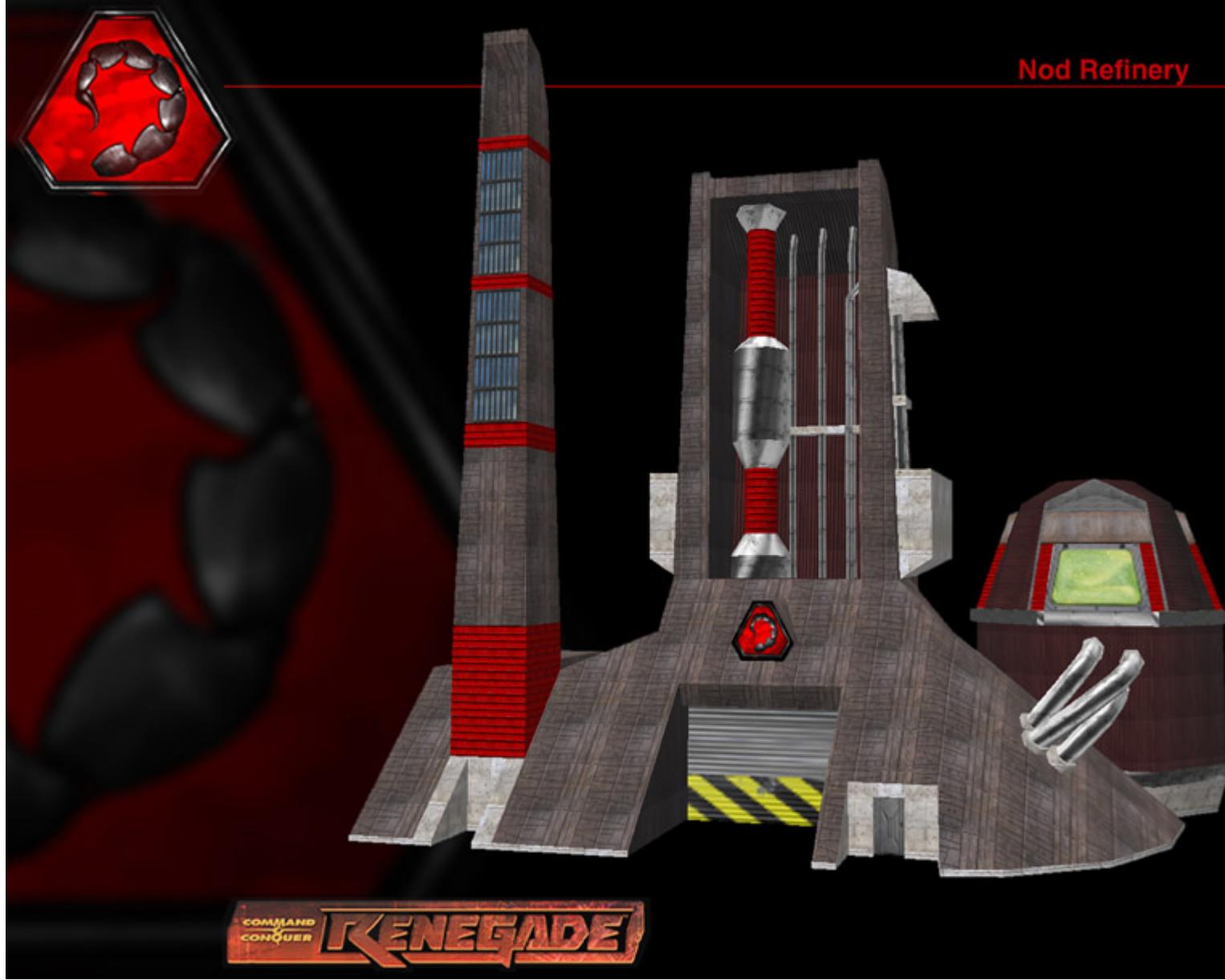


3) [Concept\\_Nod\\_Refinery-1.jpg](#), downloaded 523 times



**Actual Screenshot**

4) [Concept\\_Nod\\_Refinery-2.jpg](#), downloaded 516 times



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Subject: Re: Looking for this Old Apache  
Posted by [Reaver11](#) on Wed, 30 Apr 2008 19:08:23 GMT  
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You missed the gdi airstrip rrutk

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Subject: Re: Looking for this Old Apache  
Posted by [rrutk](#) on Wed, 30 Apr 2008 19:10:08 GMT

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no, dont missed i just posted the things i dont have...not those which are in the buildings.zip

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**Subject: Re: Looking for this Old Apache**

Posted by [Gen\\_Blacky](#) on Thu, 01 May 2008 04:18:20 GMT

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any one have a front ss of adv pp and i want that ref

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