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Subject: BloodMod

Posted by [DL60](#) on Wed, 23 Jul 2008 20:47:09 GMT

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Yesterday late in the evening I browsed between Renegade's emitter files during a creative break and found the the emitters for flesh.

Played a bit around with them and had the spontaneous idea to make a quick lil "BloodMod". My clanmate made some nice textures and I modified the emitters for them.

We created 8 variants. From bloodyashell to flowers & magicdust.

Have Fun! Hope you like it.

Download:

<http://www.renegadeforums.com/index.php?t=getfile&id=7144&rid=21128>

=>Installation: Readme

Quote:

BloodMod v1.0 by Hawky & DeathLink6.0

### Content

1. Beschreibung - Description
2. Installation
3. Credits

### 1. Description

BloodMod ist ein Paket kleiner Textur- und Emitter Modifikationen für C&C Renegade welche die Bluteffekte ändern.

BloodMod is a package of small texture- & emitter-modifications for C&C Renegade which change the blood effects.

Du kannst zwischen verschieden Grafiksets wählen:

You can choose between several different graphic sets:

- 01 Realistic -
- 02 Standard
- 03 Bloody!
- 04 BLOODYASHELL!!!
- 05 Flowerpower
- 06 Screws and Nuts

07 Chillsmoke  
08 Magicdust

### ### 2. Installation

Öffne den Ordner mit dem Grafikstil den du haben möchtest und kopieren dessen Inhalt in deinen Renegade-DATA-Ordner.

Open the directory of your favourite bloodstyle and copy its content into your Renegade-DATA directory.

### ### 3. Credits

Textures by Hawky  
Modified emitters by Deathlink6.0

### File Attachments

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- 1) [BloodMod.zip](#), downloaded 447 times
- 2) [bloodmod\\_tumb.jpg](#), downloaded 1380 times



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Subject: Re: BloodMod  
Posted by [BlueThen](#) on Wed, 23 Jul 2008 21:04:38 GMT  
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ADVANTAGE SKIN!!

No, I'm kidding. Looks sweet though.

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Subject: Re: BloodMod  
Posted by [\\_SSnipe\\_](#) on Wed, 23 Jul 2008 21:21:17 GMT  
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that shit fucks my fps

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Subject: Re: BloodMod  
Posted by [HeavyX101- Left](#) on Wed, 23 Jul 2008 21:50:38 GMT  
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Very nice work.  
Bad thing that i cant use them because of RenGuard

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Subject: Re: BloodMod  
Posted by [Vancer2](#) on Thu, 24 Jul 2008 00:19:20 GMT  
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HELLS YES BRO I've been asking for a mod like this Forever. You rock.

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Subject: Re: BloodMod  
Posted by [KristyGirl](#) on Mon, 28 Jul 2008 19:40:23 GMT  
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HeavyX101 wrote on Wed, 23 July 2008 16:50Very nice work.  
Bad thing that i cant use them because of RenGuard

Psst, he is indirectly saying that he does not cheat.

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Subject: Re: BloodMod  
Posted by [reborn](#) on Tue, 29 Jul 2008 08:29:50 GMT  
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That really made me smile, awesome! =]

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Subject: Re: BloodMod  
Posted by [HeavyX101- Left](#) on Tue, 29 Jul 2008 16:30:50 GMT  
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reborn wrote on Tue, 29 July 2008 04:29That really made me smile, awesome! =]  
Blood makes you smile?

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Subject: Re: BloodMod  
Posted by [nope.avi](#) on Tue, 29 Jul 2008 17:14:09 GMT  
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Very Nice

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Subject: Re: BloodMod  
Posted by [CnC Kane](#) on Wed, 30 Jul 2008 18:52:12 GMT  
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Very nice, i have also been waiting for this for a long long time. Thanks

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Subject: Re: BloodMod  
Posted by [Starbuzzz](#) on Wed, 30 Jul 2008 19:33:32 GMT  
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Just downloaded it...gonna try it out now lololololol

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Subject: Re: BloodMod  
Posted by [Starbuzzz](#) on Wed, 30 Jul 2008 19:40:03 GMT  
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lolololololol this is awesome!!

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Subject: Re: BloodMod  
Posted by [KristyGirl](#) on Wed, 30 Jul 2008 21:32:44 GMT  
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Well now that I look at it, I would kind of consider that an advantage skin.

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Subject: Re: BloodMod  
Posted by [mr£Ä\\$Ä-z](#) on Wed, 30 Jul 2008 21:38:05 GMT  
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Forget these stupid advantages who cares about that ? everyone want to pimp his renegade, by telling someone "omg advantage skins yiu have" will not help anything

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Subject: Re: BloodMod

Posted by [HeavyX101- Left](#) on Wed, 30 Jul 2008 21:41:36 GMT

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madrackz wrote on Wed, 30 July 2008 17:38 Forget these stupid advantages who cares about that ? everyone want

to pimp his renegade, by telling someone "omg advantage skins yiu have" will not help anything

Calm down. Those things are cool.

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Subject: Re: BloodMod

Posted by [\\_SSnipe\\_](#) on Wed, 30 Jul 2008 21:47:29 GMT

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Iv made one like this but all the extra blood fucked up my fps....kinda sad....

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Subject: Re: BloodMod

Posted by [Starbuzz](#) on Wed, 30 Jul 2008 22:51:59 GMT

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This blood mod is great for sniping lol!!!!!!! Especially if you are SBH sniper.

I don't run my settings on high but only when sniping. this would be great lol to see a Havoc die in a giant bloodbath lmfao

madrackz wrote on Wed, 30 July 2008 14:38 Forget these stupid advantages who cares about that ? everyone want

to pimp his renegade, by telling someone "omg advantage skins yiu have" will not help anything

yo that is really good point you made...that's right eveyrbody wants to pimp his renegade.

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Subject: Re: BloodMod

Posted by [Vancer2](#) on Thu, 31 Jul 2008 07:31:28 GMT

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:\ my blood doesnt show up even tho i extracted to the data directory :\ i choose one set, he;p

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Subject: Re: BloodMod

Posted by [EvilWhiteDragon](#) on Thu, 31 Jul 2008 13:35:46 GMT

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pawkyfox wrote on Thu, 31 July 2008 00:51 This blood mod is great for sniping lol!!!!!! Especially if you are SBH sniper.

I don't run my settings on high but only when sniping. this would be great lol to see a Havoc die in a giant bloodbath lmfao

madrackz wrote on Wed, 30 July 2008 14:38 Forget these stupid advantages who cares about that ? everyone want to pimp his renegade, by telling someone "omg advantage skins yiu have" will not help anything

yo that is really good point you made...that's right eveyrbody wants to pimp his renegade. There's a different between pimping up renegade with nice skins or with bright yellow green pink skins. Not all skins are advantage skins... Surely not. But the fact remains that the really awesome skinsets are barely used while a lot of people want their renegade bright pink, with a bit of bright green and yellow, and some spectacular (visible) stealth skins, which could be seen from a mile away...

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Subject: Re: BloodMod  
Posted by [SniperPro](#) on Thu, 31 Jul 2008 16:54:59 GMT  
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Vancer2 wrote on Thu, 31 July 2008 02:31:\ my blood doesnt show up even tho i extracted to the data directory :\ i choose one set, he;p

In order for it to work I do believe you need you performance to be at the maximum.

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