Subject: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Wed, 04 Feb 2009 02:24:49 GMT

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It is finally there the full version of the nitro mod!

Check out the thread in renegadecommunitynews. Since I also want to know what you guys think of it I made a post here plus I can add a bunch of screenies.

But first things first.

If you want to use any content from the Nitro then that is no problem but I want it that you will ask me first. (I can help you out with problems or have the gmax files ready).

The Nitro is full of beta content and extra. Some of the betacontent is from westwood somne stuff isnt and is handmade by me. So if you want to use it contact me first!

The HUD will be available later. It isnt finished currently. Then you might wonder why did you release the mod already?

Simpel Nitro is a pkg file which I made with the purpose to not force people to have to open a different program when they want to play it. (like reborn,apb)

This HUD will require players using the 3.4.4 scripts. Which Im not fond of beeing forced to use that. (Atm the HUD doesnt resize with the change of resolution and more things to fix)
[So do not pm me for an earlier release of the HUD]

The Nitro is open to download at ->
http://www.renz0r-gaming.com/forum/faq.php?faq=nitro

This page will also answer your question about what kind of infantry is there in the nitro and what guns etc.

There is also a Public event comming up for comming Sunday at 21.00 PM (+1 GMT). Everyone is allowed to come and join the fun. Dont forget to download the mod first

The server is located in the USA.

The official Nitro server will be open on Sunday when the event starts!!

Warning do not use Renguard Nitro is beeing validated soon!

Nitro contains:
4 hours of music
30 maps
Different vehicles and chars. (Mostly consistent out of beta models)

Now I will cut the chatter and give you some screenies!

Happy hunting guys!

I hope to see you guys in the Nitro server on Sunday!
-Reaver11-

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by _SSnipe_ on Wed, 04 Feb 2009 02:35:30 GMT
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WOOT im be there

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by slosha on Wed, 04 Feb 2009 03:23:44 GMT
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i'm not going to mod my ren so i'm just going to create a second data folder and rename the folders to switch back and forth. i'll try it out and tell you what i think.

btw i have never played a mod or been too interested in them so this is my first one

---

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Player on Wed, 04 Feb 2009 08:27:51 GMT
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Well done.

I will be there

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Wed, 04 Feb 2009 08:29:37 GMT
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2GLOCK9S wrote on Tue, 03 February 2009 21:23i'm not going to mod my ren so i'm just going to create a second data folder and rename the folders to switch back and forth. i'll try it out and tell you what i think.

btw i have never played a mod or been too interested in them so this is my first one

The fun thing is that you arent modding your renegade. A pkg file is basically a big newmap.

It will not affect any files of your original renegade!!!
(It are just three files the pkg the music which will only work in the nitroserver lateron and a readme)

For more info look in the rencom thread
 http://www.renegadeforums.com/index.php?t=msg&th=31950&start=0&rid=2 2503

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Stefan on Wed, 04 Feb 2009 10:42:38 GMT
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Congratz with the release mate
Looking forward to whoopin' yo ass with a nod flametank ^^

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by reckneya on Wed, 04 Feb 2009 10:55:52 GMT
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Yes indeed, it is a pkg mod, not a total conversion.
Put it in your datafolder, and joiining Nitro means playing Nitro, joining anything else means playing anything else.

I am currently busy with finishing the Nod infantry storyboards.
They will be up today. I hope you are all enjoying the storyboards thus far.

The mod is now available for download, so you can check it out in a LAN game.
The server will be activated Friday at 0:00 European Time (GMT +1)
That's Thursday evening for us.
This server is located in the USA!

I will probably be playing Nitro the whole weekend.
Maybe I will see you ingame.
If you can't find anyone on your TS our address is ts.renz0r.net
We'll probably be there, maybe I will create a channel for the event on Sunday.
If you want your name registered on TS, not a problem, many SA are online.

Enjoy!

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Spyder on Wed, 04 Feb 2009 12:46:53 GMT
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1 Problem folks...As soon as you are playing on the nitro server, the chance getting the 0-bug is very big. At least, that's what happened to me each time I played there.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by CarrierII on Wed, 04 Feb 2009 13:00:38 GMT
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Yeah, this is caused by .PKG mods. After playing (the fantastic looking) Nitro Mod, you will need to restart ren before joining a "standard" server.

Nice work. I might have to download this (I want an orca bomber!)

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Wed, 04 Feb 2009 13:55:49 GMT
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I have adjusted the armor.ini files to the later version supplied by Jerard Gray. They should be in order. (Leveledit comes with an old version). I have saved every map with the new ini settings I hope it works.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by rrutk on Wed, 04 Feb 2009 14:04:41 GMT
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congrats for your release!

Subject: Re: [FULL Release] Nitro mod has been fully released!

Posted by ErroR on Wed, 04 Feb 2009 14:35:12 GMT
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SCRINS c4 HAX!

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Wed, 04 Feb 2009 14:54:04 GMT
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ErroR wrote on Wed, 04 February 2009 08:35SCRINS c4 HAX!

(Dude this is not his hax. This is a fully working c4 with adjusted countdown counter.

Also this model was from the old commando mod. So anyone can grap it and I can asure you in the server the damage is completly normal.

Please try it first would you just because it looks nearly the same doesnt have to be it.)

Didnt saw that comming Error xD

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by ErroR on Wed, 04 Feb 2009 14:54:57 GMT
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i was joking

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Wed, 04 Feb 2009 14:55:53 GMT
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Oh lol you got me there Error

I was like eer wtf

I hope you can be there to on sunday

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by DutchNeon on Wed, 04 Feb 2009 15:00:45 GMT
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Will try it ook, looks good. Is it me, or is that LCG (Heavy Class Infantry) holding a DC-15A blaster rifle ?

---

http://starwars.wikia.com/wiki/DC-15A_blaster_rifle

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Wed, 04 Feb 2009 15:03:44 GMT
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DutchNeon wrote on Wed, 04 February 2009 09:00Will try it ook, looks good. Is it me, or is that LCG (Heavy Class Infantry) holding a DC-15A blaster rifle ?

http://starwars.wikia.com/wiki/DC-15A_blaster_rifle

Ssssst

Yes it is holding that rifle but it is used as a rocket launcher, the laser chaingun is also in that class but holds the regular laserchaing. (but then silver and shoots silver rays)

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by DutchNeon on Wed, 04 Feb 2009 15:08:51 GMT
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I found even more Star Wars content You got them from Star Wars Battlefront 1/2 I presume?

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by CarrierII on Wed, 04 Feb 2009 16:13:22 GMT
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There was a star wars mod but it was cancelled. HTMLGod was in charge, I seem to recall... maybe the assets are from there?

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Wed, 04 Feb 2009 16:25:56 GMT
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I used the rifles supplied by Oblivian on renhelp. In there is the droid the clone trooper and two rifles. (which make perfect weapon models)

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by reckneya on Wed, 04 Feb 2009 16:59:29 GMT
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rrutk wrote on Wed, 04 February 2009 08:04congrats for your release!
You too, congrats on the full release of virtual museum 0.3 beta

---

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Lone0001 on Thu, 05 Feb 2009 02:58:45 GMT
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ErroR wrote on Wed, 04 February 2009 09:35SCRINS c4 HAX!

I have that tested C4 that Scrin made on a server with BIATCH enabled and it did not detect it as
a cheat...

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Goztow on Thu, 05 Feb 2009 07:49:01 GMT
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BIATCH doesn't detect all cheats.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by _SSnipe_ on Thu, 05 Feb 2009 07:53:12 GMT
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Goztow wrote on Wed, 04 February 2009 23:49BIATCH doesn't detect all cheats.
Dont tell them...

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Xena on Thu, 05 Feb 2009 10:32:25 GMT
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so this is the mod u were talking about where the hud is going to be a part of? downloaded it and
noticed it aint

or r u busy with some other mod? eh?

Subject: Re: [FULL Release] Nitro mod has been fully released!

Posted by Reaver11 on Thu, 05 Feb 2009 11:52:41 GMT

Xena wrote on Thu, 05 February 2009 04:32so this is the mod u were talking about where the hud is going to be a part of? downloaded it and noticed it aint

or r u busy with some other mod? eh?

Im not really busy with another mod atm.
The HUD will take some time to finish. Since it is a separate part from the nitro. It will be redone from scratch.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by ArtyWh0re on Thu, 05 Feb 2009 15:59:11 GMT

Hey, very Gj with this Mod.

I loved the release before and I was most impresses about the Stealth tank model and the way everything gave more of a Tiberian Dawn feeling.

I will download sometime when Im at home.

Are alot of people guna play this online? If not we should arrange a match or somethig.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Thu, 05 Feb 2009 18:14:38 GMT

Well you have happend to be right on time orca

This is the full public release and we are having a public match on Sunday 21.00 +1 GMT.

Nitro server will be back online 0.00 +1 GMT on Friday. So everyon can think out tactics and analyze what is in the mod.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by ArtyWh0re on Thu, 05 Feb 2009 20:01:57 GMT

Reaver11 wrote on Thu, 05 February 2009 12:14Well you have happend to be right on time orca

This is the full public release and we are having a public match on Sunday 21.00 +1 GMT.

Nitro server will be back online 0.00 +1 GMT on Friday. So everyon can think out tactics and analyze what is in the mod.
Awsome, if im around then i will pop in.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Romaner on Fri, 06 Feb 2009 00:28:01 GMT
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Reaver, congrats on the official release!

i will be there to check this thing out...

i know how much work you have put into this mod for the last oh i dont even know year, or more...

its looking awesome, great work dude!!!

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by DarkKnight on Fri, 06 Feb 2009 16:15:23 GMT
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Looks very nice and Ill be there along with Booty, Drako, and some others.

Also the view you have of the terminal showing all the tanks. Can you release just that so i can have it for all my games pleaseee lol

---

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by mrÃ£Ã§Ä·z on Fri, 06 Feb 2009 23:22:52 GMT
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On what mod are you working now? im interessted in the mod where you made the bradley tank and the other one

---

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by reckneya on Sat, 07 Feb 2009 03:33:16 GMT
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I think that was a beta release of Nitro.
Reaver has not been working on many different mods the past time, and I recall there was a Nitro version where the Bradley was the Nod APC.
We skipped it. The Light Tank we have now is one of the models westwood had in mind.
We used it cause it is meant to resemble what you saw on your screen when playing dawn.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Reaver11 on Sat, 07 Feb 2009 09:14:51 GMT
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Do you mean the panzers I have created madrackz? All I can recall is a bradely in an old nitro version.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by mrÃ£Ã§Ä·z on Sat, 07 Feb 2009 11:58:24 GMT
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Yes botrh panzers lol

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by zunnie on Sat, 07 Feb 2009 13:36:11 GMT
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Excellent work guys, this is great.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by DarkKnight on Mon, 09 Feb 2009 00:40:18 GMT
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had a lot of fun playing the release today, to bad we didn't see many of you all out there. was a lot of fun.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by reckneya on Mon, 09 Feb 2009 20:54:30 GMT
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Maybe this will inspire more people to join next time DK:

Hello again everyone.
Yesterday was the first Official Nitro war.
I was there a few games, and I had a great time.

Next week there will be a second war!
Hopefully I will see more faces that posted here
Here are some screenshots I made yesterday:

I hope to see all of you there next week

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by zorid on Mon, 09 Feb 2009 21:11:32 GMT
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   I will be there sometime over that weekend for sure!   Was very fun this first time and many people are impressed with this mod.

Very well done Reaver11

See you in game.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Romaner on Mon, 09 Feb 2009 21:38:11 GMT
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oh sure reck post all the screen shots where im getting my ass handed to me....

anyways it was alot of fun, and i think it is the new thing that i have been waiting for to get back into ren.

i will be playing there as much as i can from now on, should be there on the weekend aswell.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by independe on Tue, 10 Feb 2009 15:42:32 GMT
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how come i played renegade almost whole day yesterday and missed that

---

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Romaner on Tue, 10 Feb 2009 20:03:34 GMT
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dunno man, i was on for a good few hours, it was plenty of fun

---

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by ArtyWh0re on Wed, 11 Feb 2009 12:05:28 GMT
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If I can make it, and not rediculusly lagging then I will.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by reckneya on Sun, 15 Feb 2009 02:50:41 GMT
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I hope so too Orca!

Tomorrow is the second event.
Just to make sure you all get the time right: 8 PM GMT.
Hope to see you there (again).

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by ArtyWh0re on Sun, 15 Feb 2009 04:16:39 GMT
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Is there anychance this game will be running for quite a while becaue im taking part in a Tribut match at 8 PM GMT which could take like 2 hours or more so if after that I maybe can pop in this.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by reckneya on Sun, 15 Feb 2009 10:36:27 GMT
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Definitely! The event we had past week we had 14+ players for a good 4 or 5 hours.
After that some people left and sometimes one would join again.
Don't know the numbers, as I went to sleep.

Good luck with your war, hope you can make it to Nitro too.
And if not, there is always next week

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by slosha on Mon, 16 Feb 2009 03:57:04 GMT
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clicked on the wrong topic

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by Speedy059 on Mon, 16 Feb 2009 07:03:22 GMT
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Added mod to the depository of http://renegade.dmehosting.com/. For mirroring purposes only.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by g.O.DguardOfDeath on Fri, 20 Feb 2009 23:17:19 GMT
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Connecting to the Nitro server via RenIP;

Server Name: Renz0r Nitro
Server IP: 206.212.248.98
Server Port: 8787

And a big Thank you and well done to Reaver and Reckneya, Reaver worked long and hard on this Nitro Mod, I know 100% for sure,
he really knows what hes doing with map mapping, hes even inspired a couple of members @ Renz0r and one of them is very into modding as I type and hes a dab hand at scripting too, I Kid you NOT!

Also a Big thanks to Reck for helping Reaver when he could and for him doing all the web stuff for it, great encyclopedia Reck, well done, I'm sure you'll cease to amaze me even more

Have fun Playing, because I do

g.O.D Out

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by reckneya on Sun, 22 Feb 2009 00:46:53 GMT
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Well gOD, I surely hope I will NOT cease to amaze you

Hi again all.
We are close to finishing V1.2 of the Nitro mod.
I hope for sure this will be the last version.

The war tomorrow (22nd of Februari) will be held, let's say 8 PM GMT again.
Just drop in when you can, maybe bring a few friends.
The war tomorrow will be held with the original V1.1 Nitro.
Next week the new mod will be released.

Thank you all for playing and for all the support we have gotten.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by ArtyWh0re on Sun, 22 Feb 2009 22:14:42 GMT
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Darn, looks like I missed it again. But ye im guna make it a priority next Sunday, and try invite some people.
Anyone whos guna play please reply.

Subject: Re: [FULL Release] Nitro mod has been fully released!
Posted by renalpha on Sun, 22 Feb 2009 23:05:27 GMT
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played it today, good shit pr0bs