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Subject: The Mod To End All Mods

Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 16 Jul 2003 21:12:51 GMT

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Hey if there is anyone out there interested in helping a few of us with a new mod contact me on my msn messenger.

this is one of the biggest mods you will ever come across, we have a storyline background to it and a list of all the new items we intend to make and there is a lot approximately

20 buildings 10 per side  
26 Characters 13 per side  
26 Vehicles Air Sea and Land  
26 Weapons 13 per side

and 10 new MP maps to play this game on

more info will be found out by contacting, serious interest only as it's so big and we need a good team to make it happen

thanks guys and by the way if this works as planned it should bring every renegade owner back to this game and play it online a lot  
adios

<http://www.multec.com/renegade/images/mech-1.jpg> - Not Finished yet  
<http://www.multec.com/renegade/images/mech-2.jpg>

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Subject: The Mod To End All Mods

Posted by [Havocman](#) on Wed, 16 Jul 2003 21:23:55 GMT

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How about. Hell No?

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Subject: The Mod To End All Mods

Posted by [Wild1](#) on Wed, 16 Jul 2003 21:42:07 GMT

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Good luck.

The Mech looks cool.

Ren Alert hasn't implemented ships yet, so how do you plan to do that?

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Subject: The Mod To End All Mods  
Posted by [Captkurt](#) on Wed, 16 Jul 2003 21:48:21 GMT  
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HavocmanHow about. Hell No?

old. Just plain unfriendly.

---

Subject: The Mod To End All Mods  
Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 16 Jul 2003 21:55:27 GMT  
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Hey thanks for backing us up man thats why i left these forums b4 when they were unsder westwood eveyone flaming all the time not new to ren by any means though and im not a bad modder see those images attached i was going to wait till skinned but im working on that at the mo and thought id let yall havea sneed peek:P

chears

---

Subject: The Mod To End All Mods  
Posted by [snipefrag](#) on Wed, 16 Jul 2003 22:01:11 GMT  
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Whats the pologon count for that mech its lots PReettyyy High to me....

I always try to aim for 800-1000.

-Snipefrag

---

Subject: The Mod To End All Mods  
Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 16 Jul 2003 22:06:25 GMT  
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---

Hey well i have to admit that ones prety high as its gonan be used for cinematics

but i then drop edited that model down to a game version of 2k polys and we nearly havea walking system working for inside renegade havea few little probs but we might bea ble to sort it out maybe not be nice if we can

but the game version is uing more texturing like those rockets are 3d ive faked those witha texture etc so was just amatter of cutting down the polys form 12k to 2k was easy

thanx

---

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Subject: The Mod To End All Mods  
Posted by [\[REHT\]Spirit](#) on Wed, 16 Jul 2003 22:13:43 GMT  
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I wish you luck, even though I'm some-what (but with little success, don't ask.....) trying to compete for the same thing.....

For navy.....simple: Set the water to have vehicle collision. Make a barrier around the water that blocks vehicles. Set another hidden plane under the watter and give it physical collision (for soldiers, somewhat gives the apperance of swimming, assuming you want that). Then just place the naval base or boats on the water, tanks wont be able to go into the water and looking funny, while boats will work just as a tank.

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Subject: The Mod To End All Mods  
Posted by [Havocman](#) on Wed, 16 Jul 2003 22:51:07 GMT  
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Totally Imposable. thats why. 10 Buildings? God. it's hard enough to smash one.. But 10?

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Subject: The Mod To End All Mods  
Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 16 Jul 2003 22:54:01 GMT  
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dude can it they all wont be in the same map u fool theres 7 used per game on nod

obelisk  
2 turrets  
power  
refianry  
hand  
and air

and will mean we can chooose which to implment per map  
and thers 6 standard buildings we mihgt use  
and then havea choice of base deffences and other things u dont know about and like hell im telling u when u dont just sit back lol  
so just drop it man

---

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Subject: The Mod To End All Mods  
Posted by [Imdgr8one](#) on Wed, 16 Jul 2003 23:36:27 GMT

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Sounds like one hell of a gr8 idea. Just good luck with it and I'll see you in 2007

But really GL

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Subject: The Mod To End All Mods  
Posted by [Vitaminous](#) on Thu, 17 Jul 2003 01:58:23 GMT  
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HavocmanTotally Imposable. thats why. 10 Buildings? God. it's hard enough to smash one.. But 10?

With New gameplay comes...New strategies.

It's harder to deffend 10 structures too...

---

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Subject: The Mod To End All Mods  
Posted by [xSeth2k2x](#) on Thu, 17 Jul 2003 02:37:00 GMT  
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my point exactly

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Subject: The Mod To End All Mods  
Posted by [forsaken](#) on Thu, 17 Jul 2003 04:06:24 GMT  
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now this map by sgtmay has atleast 10 or more buildings lol  
<http://modx.renevo.com/showthread.php?s=&threadid=417> it is a .mix map too

---

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Subject: The Mod To End All Mods  
Posted by [Dante](#) on Thu, 17 Jul 2003 04:09:34 GMT  
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Im\_An\_Ion\_CannonHey well i have to admit that ones prety high as its gonan be used for cinematics

but i then drop edited that model down to a game version of 2k polys and we nearly havea walking system working for inside renegade havea few little probs but we might bea ble to sort it out maybe not be nice if we can

but the game version is uing more texturing like those rockets are 3d ive faked those witha texture etc so was just amatter of cutting down the polys form 12k to 2k was easy

---

thanx

2k per vehicle, 16 vehicles, plus harvesters...

\*does calculations...

thats 36k poly's just for vehicles, which is almost exactly 3.5 the amount of recommended poly's for a map. (although that CAN be bumped, but not if you are making 36k worth of vehicles :/)

remember the engine is awesome, but don't waste all your poly's on moving objects, keep them for eyecandy rather than for vehicles, you can cut that model down to 900 polys and retain its detail through the skin.

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Subject: The Mod To End All Mods  
Posted by [Titan1x77](#) on Thu, 17 Jul 2003 05:10:39 GMT  
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Forget about poly's....you wont be able to mine the base....Unless you can mod that??

I was thinking about SGT.mays buildings and mining the base....Just cant be done if you use all of them.

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Subject: The Mod To End All Mods  
Posted by [Im\\_An\\_Ion\\_Cannon](#) on Thu, 17 Jul 2003 12:28:02 GMT  
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hey guys dante thanx for the tip in this post i would like either tips, support, ideas, anything of use, tutorial on something you might think is relevevant thanx guys

btw thats teh only model so far thats 2k:) got another at just over 1 and a sweet looking ship so far at 140 polys

post more pls

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Subject: The Mod To End All Mods  
Posted by [Ferhago](#) on Thu, 17 Jul 2003 12:59:21 GMT  
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And when do you expect to finish this? 2008? Do you have ANY idea how much work it would take to do what you want to do?

---

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Subject: The Mod To End All Mods

Posted by [Im\\_An\\_Ion\\_Cannon](#) on Thu, 17 Jul 2003 13:13:15 GMT

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hey course i know how long it takes lol ive just doena journey for my art course at that took me about 9 months solid 3d modeling and animating and months of rendering trust me i know how long it will take but we not doing bad:)

u dont ound that keen on the idea u dont have to play it when its done if you dont want to:) im not forcing you i just want a new revamped game to play on so please usefull coments as we have already seen that good luck and be ready by 2007:)

---

Subject: The Mod To End All Mods

Posted by [Sir Phoenixx](#) on Thu, 17 Jul 2003 16:37:55 GMT

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FerhagoAnd when do you expect to finish this? 2008? Do you have ANY idea how much work it would take to do what you want to do?

Not that much more work than it would be to make any other TC, provided you only recruit experienced and skilled people for the team.

---

Subject: ships

Posted by [warstompy](#) on Thu, 17 Jul 2003 17:09:50 GMT

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---

ships can be emplemented inm game very easy i did it

---

Subject: The Mod To End All Mods

Posted by [Wild1](#) on Thu, 17 Jul 2003 17:22:40 GMT

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If you did it can I see the mod?

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Subject: The Mod To End All Mods

Posted by [Im\\_An\\_Ion\\_Cannon](#) on Thu, 17 Jul 2003 17:24:36 GMT

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well put pheonix humm if i spent most days on it i thikn i could model the majority of all that in erm not beeing to ambitious 2-4 weeks on my own its the skinning which is a large part that is the hard bit making it look believeable and then implementation

---

anyone offering support would be welcome  
or as i said ideas

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Subject: Storyline

Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 23 Jul 2003 16:15:44 GMT

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Renegade – The Return Of The  
Brotherhood

5 Years Later.....

Since the destruction of Kane's Nod Temple by GDI's most distinguished commando General Nick Parker, (Codename – Havoc) there has since been a decrease in Nod Activity apart from minor rebellious groups of loyal Kane supporters that still believe he's alive. These minor outbreaks consisting of unorganised raids on civilian settlements and malicious attacks on mutants (a result from Tiberian experimentation) have increased GDI's concern due to the exponential increase in mutants from possible research programs. All these years have now passed and GDI still holds its goal for world peace and the endless battle of the Tiberian threat to human life, but there has been an unforeseen development. Nod resistance has launched a massive counter strike and attack was devastating to GDI developments in technology. The attack was far beyond the capabilities that GDI commanders thought Nod could muster.

The Commando that nearly single handedly took out the entire empire of Kane (Nod) has since retired, but is increasingly frustrated with the laid back lifestyle out of the "Old Action" he was used to. Bored and spending most of his long uneventful days target practising and keeping his old Wit's about him he gets a unexpected call from an old friend - Gunner

Gunner has since increased his ranking and works in the intelligence division at High Command but still urges for the thrill of being out of "The Field" with his old Team "The Dead 6" After catching up together gunner comes out with the main reason he's contacted Havoc. He fills him in on the intelligence and frequent attacks that have been increasing and explains there is concern about the return of Nod.

GDI commanders mutually decided on a Counter attack to Nod that partly destroyed and then managed to capture a Critical Research Outpost. High security research was taking place under there under the command of Chief Tiberian Research - Dr Sydney. She has since acquired command of research at the outpost after her father Dr Mobius passed away a few years earlier.

As Nod is suspected to be the culprit for the abduction the high command on the Philadelphia Space station decide that there is only 1 man truly capable of infiltrating Nod outposts and bases and retrieving GDI's leading Tiberian researcher.

Following Havoc's briefing by Gunner, he can't wait to get back to kicking "Nod Ass", helping with Sydney's rescue (He would never admit to it but has a soft spot for) and working with expensive Equipment again. This is what "General Nick Parker" Lives and is

best at doing, no questions asked.

---

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Subject: The Mod To End All Mods  
Posted by [ohmybad](#) on Wed, 23 Jul 2003 16:21:24 GMT  
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Nice, I like the idea. :bigups:

---

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Subject: Re: Storyline  
Posted by [Sir Phoenixx](#) on Wed, 23 Jul 2003 16:31:15 GMT  
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Brotherhood

consisting of unorganised raids on civilian settlements and malicious attacks on mutants (a result mutants from possible research programs. All these years have now passed and GDI still holds its goal for world peace and the endless battle of the Tiberian threat to human life, but there has been an unforeseen development. Nod resistance has launched a massive counter strike and attack was devastating to GDI developments in technology. The attack was far beyond the capabilities that GDI commanders thought Nod could muster.

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Gunner has since increased his ranking and works in the intelligence division at High Command

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GDI commanders mutually decided on a Counter attack to Nod that partly destroyed and then managed to capture a Critical Research Outpost. High security research was taking place under there under the command of Chief Tiberian Research - Dr Sydney. She has since acquired command of research at the outpost after her father Dr Mobius passed away a few years earlier.

As Nod is suspected to be the culprit for the abduction the high command on the Philadelphia Space station decide that there is only 1 man truly capable of infiltrating Nod outposts and bases

asked.

This sounds alot like Tiberian Sun. (Except for the fact that Tiberian Sun took place 20 years after Tiberian Dawn/Renegade.)

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Subject: The Mod To End All Mods  
Posted by [Deactivated](#) on Wed, 23 Jul 2003 18:38:23 GMT  
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---

Renegade takes in 2020. Read the manual.

"Background

Global Defense Initiative

Recipient: Captain Nick Parker, Division 618, Unit BB  
Received: 12 March 2020"

---

---

Subject: The Mod To End All Mods  
Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 23 Jul 2003 21:04:17 GMT  
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well in that case reneagde was set in the year 2000 agree? if so i havent mentioned anything to do with dates and times apart from its 5 years after renegade which means the year 2005 therefore why are u bringing up dates and times? havoc is still alive in this and hes also in tiberian sun so he hasnt died or what ever so this is just a sequal mod set 5 years later. at least this mod and map selection has a story i dont think ive really seen another mod with one other than a copy of say tiberian sun or red alert etc no ones made up a new mod theme so bite me

---

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Subject: The Mod To End All Mods  
Posted by [Deactivated](#) on Wed, 23 Jul 2003 21:12:26 GMT  
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Im\_An\_Ion\_Cannonwell in that case reneagde was set in the year 2000 agree? if so i havent mentioned anything to do with dates and times apart from its 5 years after renegade which means the year 2005 therefore why are u bringing up dates and times?

Why you are putting him 15 years back in time? He'll be just a teenager.

---

---

Subject: The Mod To End All Mods

Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 23 Jul 2003 21:18:11 GMT

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Subject: The Mod To End All Mods

Posted by [Imdgr8one](#) on Wed, 23 Jul 2003 23:46:35 GMT

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I highly doubt Havoc was in TS.

---

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Subject: The Mod To End All Mods

Posted by [xpontius](#) on Wed, 23 Jul 2003 23:49:50 GMT

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Wasnt the battlefield commander in TS the guy commanding the Kodiak?

---

---

Subject: The Mod To End All Mods

Posted by [Im\\_An\\_Ion\\_Cannon](#) on Thu, 24 Jul 2003 00:03:35 GMT

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humm maybe not in TS i think i was mistaken i thoguht he was the commander on the kodiak but still dunno how it came up really because al this is is like a mod set inbetween renegade and TS just 5 years after Renegade its just a mod doenst have to be everything ocrrect just trying to make it more interesting hvea a bit of a story to it

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Subject: The Mod To End All Mods

Posted by [Sir Phoenixx](#) on Thu, 24 Jul 2003 00:50:19 GMT

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SeaManRenegade takes in 2020. Read the manual.

"Background

Global Defense Initiave

Recipient: Captain Nick Parker, Division 618, Unit BB

---

Received: 12 March 2020"

Um, ok. Never noticed that...

That would mean that Renegade takes place around the events in Tiberian Sun, not Tiberian Dawn. Now how could Renegade be parallel to Tiberian Dawn (Renegade is supposed to be an FPS set in Tiberian Dawn) if it takes place around the time of Tiberian Sun, the sequel?

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Subject: The Mod To End All Mods  
Posted by [Imdgr8one](#) on Thu, 24 Jul 2003 00:57:21 GMT  
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Renny is in teh middle of TD and TS.

---

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Subject: The Mod To End All Mods  
Posted by [OrcaPilot26](#) on Thu, 24 Jul 2003 00:59:15 GMT  
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TD:2000-Ren-2020(someone confirm this)-TS:2030

Therefore Renegadem is a sequel to TD, if you compare the stuff in TD with the stuff in Renegade and TS, you'll see that the Renegade stuff is kinda in the middle.

---

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Subject: The Mod To End All Mods  
Posted by [Sir Phoenixx](#) on Thu, 24 Jul 2003 01:58:08 GMT  
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From what I remember, and from what I read they only say that Tiberian Sun happens 20 years in the future after the events in Tiberian Dawn. Tiberian Dawn is supposed to happen around 2000.

---

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Subject: The Mod To End All Mods  
Posted by [Imdgr8one](#) on Thu, 24 Jul 2003 04:09:28 GMT  
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\*hides from fear from thinking about teh Cyborg Commando coming to kill him\*

---

---

Subject: The Mod To End All Mods  
Posted by [Im\\_An\\_Ion\\_Cannon](#) on Tue, 29 Jul 2003 23:02:51 GMT  
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humm does mean questions arise as to when these games are placed anyone care to draw up a complete List of al lthe C&C Games???

chris

---

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Subject: The Mod To End All Mods  
Posted by [Havoc 89](#) on Tue, 29 Jul 2003 23:16:10 GMT  
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i like this mod. all u need is a Heck of alot of people and it can be finished in 1 month. u should first finish the story, than get some ideas about the models and than start.

---

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Subject: The Mod To End All Mods  
Posted by [Panther](#) on Tue, 29 Jul 2003 23:34:38 GMT  
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Links for the mech pics didnt work for me.

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Subject: The Mod To End All Mods  
Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 30 Jul 2003 00:49:47 GMT  
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links now work

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Subject: The Mod To End All Mods  
Posted by [Sir Phoenixx](#) on Wed, 30 Jul 2003 13:18:17 GMT  
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Im\_An\_Ion\_Cannonhumm does mean questions arise as to when these games are placed anyone care to draw up a complete List of al lthe C&C Games???

chris

Ok, here ya go... (All games that carry the CnC title on the PC, not including the one(s) that were ported to console(s). )

Red Alert  
Red Alert: Counterstrike  
Red Alert: The Aftermath

Red Alert 2  
Red Alert 2: Yuri's Revenge

Tiberian Dawn

Tiberian Dawn: Covert Ops

Sole Survivor

Tiberian Sun

Tiberian Sun: Firestorm

Renegade

Generals

(I have all of these games except for Generals and Sole Survivor (Because both suck). )

---

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Subject: The Mod To End All Mods

Posted by [Im\\_An\\_Ion\\_Cannon](#) on Wed, 30 Jul 2003 13:39:29 GMT

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hummm depends how you look at it because of the way the story follows

Tiberian Dawn

Tiberian Dawn: Covert Ops

Red Alert

Red Alert: Counterstrike

Red Alert: The Aftermath

Tiberian Sun

Tiberian Sun: Firestorm

Red Alert 2

Red Alert 2: Yuri's Revenge

Renegade

Generals

Sole Survivor -not sure about this one, because if you read the story they go back in time to kill hitler using time traveling so surly that is teh stoyling order but yours is in date order i spose

anyways im off on holiday for 20 days so i'll see if anyones left any usefull information in this post when i get back adios guys

---

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Subject: The Mod To End All Mods

Posted by [Infinint](#) on Wed, 30 Jul 2003 14:31:28 GMT

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im looking fowerd to this mod  
my team can help you with anything you need  
my msn is infinintmail@earthlink.net

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Subject: The Mod To End All Mods  
Posted by [Havoc 89](#) on Wed, 30 Jul 2003 15:31:44 GMT  
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Sir PhoenixIm\_An\_Ion\_Cannonhumm does mean questions arrise as to when these games are placed anyone care to draw up a complete List of al lthe C&C Games???

chris

Ok, here ya go... (All games that carry the CnC title on the PC, not including the one(s) that were ported to console(s). )

Red Alert  
Red Alert: Counterstrike  
Red Alert: The Aftermath

Red Alert 2  
Red Alert 2: Yuri's Revenge

Tiberian Dawn  
Tiberian Dawn: Covert Ops

Sole Survivor

Tiberian Sun  
Tiberian Sun: Firestorm

Renegade

Generals

(I have all of these games except for Generals and Sole Survivor (Because both suck). )

same. i have all the C&C games except of generals and sole survivor. i done like em either. man...  
i remember playing covert ops good ol memories.

---

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Subject: The Mod To End All Mods  
Posted by [Laser2150](#) on Wed, 30 Jul 2003 15:37:18 GMT  
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Actually, the games released in this order.

C&C TiberianDawn  
C&C TiberianDawn:covertops  
C&C RedAlert  
C&C Counterstrike  
C&C Aftermath  
C&C Sole Survivor - doesn't follow series, but i thought it was fun for a while.  
C&C Tiberium Sun -after 4 years  
C&C Tiberium Sun:Firestorm.  
C&C Renegade  
C&C Generals  
Soon:  
C&C Generals: Zero Hour

The Console ones: (not in order)  
Commmand and Conquer 3D (n64)  
C&C (playstation)  
Red alert (playstation)  
Red alert Retalition(PS)  
i know my C&C. can't wait for TT!!!!

---

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Subject: The Mod To End All Mods  
Posted by [kawolsky](#) on Fri, 01 Aug 2003 21:36:09 GMT  
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AprimeHavocmanTotally Imposable. thats why. 10 Buildings? God. it's hard enough to smash one.. But 10?

With New gameplay comes...New strategies.

It's harder to deffend 10 structures too...

no its not

---

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Subject: The Mod To End All Mods  
Posted by [kawolsky](#) on Fri, 01 Aug 2003 21:37:12 GMT  
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ghost bump

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Subject: The Mod To End All Mods  
Posted by [Infinint](#) on Fri, 01 Aug 2003 22:10:02 GMT  
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why do you all talk in little font

---

---

Subject: The Mod To End All Mods  
Posted by [spreegem](#) on Fri, 01 Aug 2003 22:29:02 GMT  
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What exactly is sole survivor??? I have never heard of it.

---

Subject: The Mod To End All Mods  
Posted by [spreegem](#) on Fri, 01 Aug 2003 22:31:11 GMT  
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What exactly is sole survivor??? I have never heard of it.

BTW I could model for you

---

Subject: The Mod To End All Mods  
Posted by [Infinint](#) on Fri, 01 Aug 2003 22:51:44 GMT  
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(n00b question)  
what dose BTW mean?

---

Subject: The Mod To End All Mods  
Posted by [spreegem](#) on Fri, 01 Aug 2003 22:59:07 GMT  
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By The Way

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Subject: The Mod To End All Mods  
Posted by [brent3000](#) on Fri, 01 Aug 2003 23:05:40 GMT  
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sole survivor that is just an online verson of CNC 1 i think with a bit of new things added

---

Subject: The Mod To End All Mods  
Posted by [Jaspah](#) on Sat, 02 Aug 2003 00:42:40 GMT  
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Sole Survivor sucks

---

---

Subject: The Mod To End All Mods  
Posted by [Sir Phoenixx](#) on Sat, 02 Aug 2003 01:16:00 GMT  
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brent3000sole survivor that is just an online verson of CNC 1 i think with a bit of new things added

Sole Survivor an online version of Tiberian Dawn? Tiberian Dawn had online multiplayer. In Sole Survivor you command a single unit, you go around and collect powerups and try to kill other people's tanks. (Thus the title: "Sole Survivor")

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Subject: The Mod To End All Mods  
Posted by [spreegem](#) on Sat, 02 Aug 2003 01:44:23 GMT  
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So it's kinda like Renegade except Horrible.

---

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Subject: The Mod To End All Mods  
Posted by [Sir Phoenixx](#) on Sat, 02 Aug 2003 02:53:15 GMT  
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spreegemSo it's kinda like Renegade except Horrible.

Kind of. It's still a 2d RTS using the CnC engine.

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Subject: The Mod To End All Mods  
Posted by [spreegem](#) on Sat, 02 Aug 2003 03:34:19 GMT  
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RTS?? Real Time Shooter? so that's wat solesurvivor is. TY

---

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Subject: The Mod To End All Mods  
Posted by [Havoc 89](#) on Sat, 02 Aug 2003 05:00:01 GMT  
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Sole surviver is exactly like TD but its crap. thats the best way to tell u what it is.

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Subject: The Mod To End All Mods  
Posted by [brent3000](#) on Sat, 02 Aug 2003 09:07:05 GMT  
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i have to say to you all it may be crap but it is a C&C game. It may be crap but if that one is crap

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then so is TD but i just have to say i like all the C&C games old, new or net yet finished

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Subject: The Mod To End All Mods

Posted by [Sir Phoenixx](#) on Sat, 02 Aug 2003 13:23:06 GMT

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spreegemRTS?? Real Time Shooter? so that's wat solesurvivor is. TY

Real Time Strategy.

brent3000i have to say to you all it may be crap but it is a C&C game. It may be crap but if that one is crap then so is TD but i just have to say i like all the C&C games old, new or net yet finished

Sole Survivor is crap. Have you even seen or played the game before?

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Subject: The Mod To End All Mods

Posted by [Jaspah](#) on Sat, 02 Aug 2003 19:24:23 GMT

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Da gay game's Screenshots.

Sole Survivor Screenshots

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Subject: The Mod To End All Mods

Posted by [Ferhago](#) on Sat, 02 Aug 2003 21:25:00 GMT

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What is everyones beef with sole survivor? I thought the game was super fun.

I have played it. I have played it until the servers all died

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Subject: The Mod To End All Mods

Posted by [brent3000](#) on Sat, 02 Aug 2003 21:50:40 GMT

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FerhagoWhat is everyones beef with sole survivor? I thought the game was super fun.

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thank you some one other than me here thinks it is a cool game it may have poor graphics but it has good game play.

who here takes a game by its graphics and not by its game play i take it for the fun

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Subject: The Mod To End All Mods

Posted by [Sir Phoenixx](#) on Tue, 05 Aug 2003 01:47:49 GMT

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brent3000FerhagoWhat is everyones beef with sole survivor? I thought the game was super fun.

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Go back up and read the posts this time, no one said anything about the graphics.

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Subject: The Mod To End All Mods

Posted by [brent3000](#) on Tue, 05 Aug 2003 05:29:52 GMT

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Sir Phoenixxbrent3000FerhagoWhat is everyones beef with sole survivor? I thought the game was super fun.

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Go back up and read the posts this time, no one said anything about the graphics.

i know i am just saying

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Subject: The Mod To End All Mods

Posted by [TheMouse](#) on Thu, 07 Aug 2003 23:21:30 GMT

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Dantelm\_An\_Ion\_CannonHey well i have to admit that ones prety high as its gonan be used for cinematics

but i then drop edited that model down to a game version of 2k polys and we nearly havea walking system working for inside renegade havea few little probs but we might bea ble to sort it out maybe not be nice if we can

but the game version is uing more texturing like those rockets are 3d ive faked those witha texture etc so was just amatter of cutting down the polys form 12k to 2k was easy thanx

2k per vehicle, 16 vehicles, plus harvesters...

\*does calculations...

thats 36k poly's just for vehicles, which is almost exactly 3.5 the amount of recommended poly's for a map. (although that CAN be bumped, but not if you are making 36k worth of vehicles :/)

remember the engine is awesome, but don't waste all your poly's on moving objects, keep them for eyecandy rather than for vehicles, you can cut that model down to 900 polys and retain its detail through the skin.

meh. dante and his polys...

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