Subject: new weapon/vehicle models for normal play in C&C:R
Posted by Havoc TE on Sun, 01 Feb 2004 15:03:16 GMT
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Hey all. New guy. I was wondering all these mod coming out with new weapon and vehicle models but those are only for MP. What about the SP aspect? Like Renegade Alert has stuff from the Allied and Soviet times and the character/vehicle/weapon model look really gr8t but is there a way to put all that into SP in Renegade? I want just wondering because I have 56k and I lag on MP and the using new model for my SP experience would really put a whole new experience when play SP.

Thx for 8ny help.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by boma57 on Sun, 01 Feb 2004 16:44:22 GMT
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Dante's currently working on a SP mod called the Dead 6.

I use the term "working" liberally

Just kidding

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by Havoc TE on Sun, 01 Feb 2004 16:47:56 GMT
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Got a link?

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by General Havoc on Sun, 01 Feb 2004 17:39:34 GMT
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Dead 6 Xpack is not completed yet and it is also using the HL2 Engine. No one seems to develop Singleplayer mods. There is a lot of scripts availiable for use though if someone decided to.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by Havoc TE on Sun, 01 Feb 2004 18:51:09 GMT
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Would is be posible to rename a custom model from a mod to the name of the, say GDI Medium tank? Would it would properly or would Renegade crash because of unknown reasons?

Last question. FOr MP mods can I play any other map(with bots) and still have access to the new weapon/vehicle models?

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by boma57 on Sun, 01 Feb 2004 19:01:30 GMT
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General Havoc...and it is also using the HL2 Engine.

When did that happen?

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by General Havoc on Sun, 01 Feb 2004 20:03:43 GMT
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Well it hasn't exactly happened yet as the HL2 engine is not availiable. But the decision was made a while ago. Read the Dead 6 forums at RenEvo.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by boma57 on Mon, 02 Feb 2004 02:50:03 GMT
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General HavocWell it hasn't exactly happened yet as the HL2 engine is not availiable.

Yeah, and rumor has it that it's been pushed back even further to September '04, so...

I don't really see the idea behind making an expansion for game A with the engine of game B.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by smwScott on Tue, 03 Feb 2004 02:34:13 GMT
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TaximesGeneral HavocWell it hasn't exactly happened yet as the HL2 engine is not availiable.

Yeah, and rumor has it that it's been pushed back even further to September '04, so...

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Source is many times more powerful and flexible than Renegade. It's supposed to run better on lower end computers as well. The Ren engine is terrible for single player - the AI is horrible, no physics, etc. In addition to this the mod wouldn't get the attention it deserves in Renegade.

I know there's no chance of it happening, but it would be nice to see a Renegade mod for HL2 and maybe even a Ren Alert conversion. Imagine being able to play with fully working planes, proper chronosphere, everything you needed. Hell, you could even implement a commander viewpoint.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by boma57 on Tue, 03 Feb 2004 04:13:32 GMT
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I know the HL2 engine is much better than the Renegade engine and you don't have to explain why, I just think it's stupid to be making this mod with it.

If it was just a generic mod then it would make perfect sense, but since it was supposed to be an expansion pack for Renegade...

It'd be like if Yuri's Revenge was made with the Starcraft engine. They might as well just take what models they can and drop the Renegade theme altogether.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by IRON FART on Tue, 03 Feb 2004 04:38:27 GMT
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Quote:I don't really see the idea behind making an expansion for game A with the engine of game B.
Its like a completely new Game... It's not a mod for. It is it's own game, just using the C&C theme, and the HL2 engine.

Subject: new weapon/vehicle models for normal play in C&C:R

Posted by [Aircraftkiller](#) on Tue, 03 Feb 2004 04:40:27 GMT
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No, it's a modification to Half Life 2. How can you even call it a game when HL2 isn't finished or out? That's like saying the pictures on my desktop are a whole new game...

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by [IRON FART](#) on Tue, 03 Feb 2004 04:42:13 GMT
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Well, ok...
Its not a mod for Renegade its a mod for HL2 ...

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by [boma57](#) on Tue, 03 Feb 2004 04:47:03 GMT
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AircraftkillerThat's like saying the pictures on my desktop are a whole new game...

What if your wallpaper was a tic-tac-toe board?!!!111ONEONE#$*ASIAMINOR

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by [smwScott](#) on Tue, 03 Feb 2004 19:21:59 GMT
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TaximessmwScottTaximesGeneral HavocWell it hasn't exactly happened yet as the HL2 engine is not availiable.

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Actually I think starting a major mod for Renegade right now would make about as much sense as EA releasing a expansion on the Tiberian Sun engine. W3D simply cannot do that mod, or at least do it well. Even if it could it wouldn't get nearly as much recognition as it would as a HL2 mod. If you have a mod for Renegade that isn't finished or near finished, well you better hurry up. In addition to this Source is a much easier engine to work with and much more flexible.

The only reason I can think of to make this mod for Renegade would be that they already have bases and destroyable buildings functioning properly, but that shouldn't be hard to accomplish in Source either. Just because this mod is based on C&C doesn't mean it has to use the Renegade engine.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by Aircraftkiller on Tue, 03 Feb 2004 19:57:09 GMT
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How do you know what Renegade is capable of? You do realize it has an incredibly complex physics system, the same thing you're trashing?

WS didn't utilize it to its fullest potential... That doesn't mean the engine isn't capable of doing anything good.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by OrcaPilot26 on Tue, 03 Feb 2004 20:08:07 GMT
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exactly, the ONLY things you can't do (yet) are walking vehicles and proper aircraft.

Subject: new weapon/vehicle models for normal play in C&C:R
Posted by Deactivated on Tue, 03 Feb 2004 20:08:55 GMT
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[quote="smwScott"]TaximesSource is many times more powerful and flexible than Renegade. It's supposed to run better on lower end computers as well. The Ren engine is terrible for single player - the AI is horrible, no physics, etc. In addition to this the mod wouldn't get the attention it deserves in Renegade.

The physics can be much better if you take some time to edit them. By default the physics values are far off. Most vehicles have Gravity scale x2 and mass about 2000-5000. What about infantry? They have grav scale x2 and the default mass value 1 kg; which does not make any sense.

As for poor AI, it might be caused by due to lack of dialogue. The Renegade AI uses a proximity based hearing system. The closer you are, the likely they are going to notice you. AI controlled units don't have POKE_SEARCH and POKE_COMBAT which is involved with calling other AI units in seach and destroy missions.