
Subject: Re: Nitro Mod

Posted by [rrutk](#) on Wed, 12 Mar 2008 17:20:19 GMT

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I only know this stuff:

E.g. I would use the E3-Hand fixed by ACK for the Mod.

www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/aggmod.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/betacutfiles.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/commandold.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/ren2_modelpack.rar
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Renegade_Beta_Vehicles.rar
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/renasset.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/SBHs_Lazer_rifle.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/underbeta.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/assets.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/betamodelvehicles.rar
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/oldhud.zip
www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Beta_Pistol_Texture.zip
http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/B_GDIAirstrip.zip
http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/G_Refinery01.zip
http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDI_Beta_Console.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/NOD_PT_original.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDI_PP.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/pimpmymap.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/e3_hand.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDIGuardTower.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Betapistol.zip
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/E3_Nod_Light_Tank.rar
http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Bradly_LightTank_Clientside.zip

http://planetcnc.gamespy.com/View.php?view=renegade.list&game=4&category_show_all=1

plus the released Renegade-2-Stuff.

How to bind a fixed Betavehicle in a Renegade-standard-map?