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Subject: NEW C-130 MODS!

Posted by [samous](#) on Sun, 24 Aug 2008 01:13:58 GMT

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[http://www.renegadeforums.com/index.php?t=msg&goto=348134&rid=24163#msg\\_348134](http://www.renegadeforums.com/index.php?t=msg&goto=348134&rid=24163#msg_348134)

Go there for the C-130 editor page. If you would like to get modds, look here, for I will be updating this ALOT!

This is a NEW mod that lets you drive a turret on nod. Here are some pic:

... Glitches, only works on a server you host, or multiplayer practice (same with ALL C-130 mods). The turret fires by itself, you can't controll it. You actually can't enter the turret, but an invissable chameleon you get into, and the turret goes on top of that. I have many of these types of c-130 mods, If you like, you can make a request for a mod. Making NEW power-ups is not possible via c-130drop fies. Also, you have to w8 untill the C-130 has left, a litle while after, the Turret will spawn, for glitch issues.

NOTE: There are A-10 mods on the C-130 EDitor Page, check it out. Got 2!

-Contact me here for bug info and or sugestions.  
=Samous

PS: Instal by putting the cnc\_c130drop.txt file in your renegade data folder.

Dirrectory:

TFD: C:/Program Files/EA Games/The First Decade/Renegade(tm)/Renegade/Data

Normal Renegade: C:/WestWood/Renegade/Data

NOTE: Dirrectories not spell checked.

### File Attachments

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- 1) [cnc\\_c130drop.txt](#), downloaded 204 times
  - 2) [Chameleon\\_turret.bmp](#), downloaded 994 times
  - 3) [Chameleon\\_turret\\_fire.bmp](#), downloaded 998 times
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