
Subject: Re: [MapPack]-4.0- server online
Posted by [halo2pac](#) on Sat, 10 Mar 2012 01:43:32 GMT
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havoc9826 wrote on Thu, 08 March 2012 23:40Jerad Gray wrote on Thu, 08 March 2012 12:20Aircraftkiller wrote on Wed, 07 March 2012 18:10Your idea of "strange vehicle, structure and infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the changes I developed are - get this - based on Command & Conquer? Do you have a problem with Command & Conquer?

Make the nod arty extremely inaccurate, medium ranged, and a lot of projectile arc! Then add the SSM in to make up for it!
I believe the Sole Survivor mod did that. Patch to v1.02 here. Also, here's their promotional video. Too bad this mod never took off, despite being such a huge TC mod created so early in Renegade's history.

Gen_Blackly wrote on Thu, 08 March 2012 20:24halo2pac wrote on Thu, 08 March 2012 21:03crazfulla wrote on Thu, 08 March 2012 15:46Don't forget the flying toilet.
Lol, the flying toilet was 100% my creation

lies

Gen_Blackly speaks the truth. Black-Cell did this as early as November 3, 2005. Here's another one from May 13, 2006 for good measure (sorry about BrentLHS' annoying voice on Teamspeak though)

Apparently great minds think alike, I created that same thing in 2006 without ever seeing it in those servers.
