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Subject: MadScientists Mod

Posted by [htmlgod](#) on Sat, 13 Sep 2003 21:33:08 GMT

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Hey guys.....

I dont post frequently here so let me make a quick introduction before I get down to business. I am HTMLGOD, a programmer and modeler. I make all sorts of renegade mods, and have played the game for as long as I can remember.....

Anyway, I would like to post here to announce the final release of my latest objects.ddb mod, MadScientists, and to say that I will be putting up an 8 player dedicated server 24/7 to host it. Now you're asking yourself, what is this mod, how big a download is it, and why would I want it?

First, the mod something like a full conversion for renegaede, in the most compact form possible. It utilizes models and characters included in the game but only seen in singleplayer. The theme is Mad Scientists (formerly GDI) versus Civilian resistance (formerly Nod). The download is about 3 megabytes, since its really just a re-write of objects.ddb along with new purchase terminal images.

Secondly, the because I used only models previously existing in renegade, and it is a simple objects.ddb mod, the file size is very small. About 4 megabytes. It has a whole new set of characters for both teams, as well as new/modified vehicles. Each team has 5 infantry classes and two vehicle types.

One of the best things about this mod is that it is a new objects.ddb controller file. That means that people who have the finalrene objects.ddb hack in their data folder will not be able to play, and thus, the mod will be hack free. So, for all of you who are sick of being perturbed by hackers disrupting your games, this is your redemption (at least until the anti-cheat software comes out).

Anyway, check out the mod's website, <http://MadScientists.cjb.net>, see the in-game images, get the mod, play in my server.