
Subject: Re: [Modelpack] Renegade Beta Models
Posted by iRANian on Fri, 09 Aug 2013 12:42:29 GMT

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A lot of the files in the package don't have a documented origin (e.g. made by Westwood or not, how the community acquired them). The MP demos have changes and info from the released Renegade, do you have any of these changes other than the mutant PT skins and the HUD textures?

Because the MP demos come with screenshots, including beta client ones with changed vehicle and infantry prices:

<http://i.imgur.com/wzzlkCC.jpg>
<http://i.imgur.com/oQDz6ag.jpg>
<http://i.imgur.com/XCL90Oa.jpg>
<http://i.imgur.com/QvLgceh.jpg>

The v1.05 and v1.07 MP demos have a "skin selection" screen under the Multiplay options:

<http://i.imgur.com/9CyiQvq.png>
<http://i.imgur.com/Eg324ir.png>

The v1.05 and v1.07 MP demos have changed prices on vehicles:

<http://i.imgur.com/M3QkQN7.png>
<http://i.imgur.com/ms3emFH.png>

In the v1.05 demo (and probably v1.07 too) the Apache, Orca and Chinook are available as secret units, when you try to buy them the game crashes. You can also move your camera around more freely, even looking at your tank upwards from the ground!

<http://i.imgur.com/GjJxwIx.png>
<http://i.imgur.com/iA21c08.png>
<http://i.imgur.com/d4SPOro.png>
<http://i.imgur.com/r8fQDxD.png>
<http://i.imgur.com/zXICsU8.png>
<http://i.imgur.com/gsaVQ0Q.png>
<http://i.imgur.com/iuVKCSE.png>
<http://i.imgur.com/ED9azfe.png>

The v1.05 and v1.07 demos also have extra console commands, including the "difficulty" console command seen in a few beta screenshots:

<http://pastebin.com/haaCkq4t>

v1.05 doesn't have the "fps" console command, v1.07 does.

In v1.05 and v1.07 the APC "wiggles" around when you move it, like with the single player APC.

In v1.05 and v1.07, C&C_Under.mix's files size is 36.5 MB and includes a lot of character skins and models, some other stuff too.

In v1.05, v1.07 and v1.019 of the demo you crash if you buy a power suit Mobius.

The README.HTML file that is included with the demos states that destroying the Power Plant also doubles the cost of beacons. It also reads that a single Engineer can take out a building.

On Lone's mirror of the Westwood FTP there are a bunch of beta test and video of other unreleased stuff.

In all versions of the game in the loading screen on the right there's a screenshot of GDI's base on C&C_Field, the wall next to the WF is different from the final game release. In the screenshot it's an infantry only wall with ramps.

The official game manual states: "If the C&C map does not contain a Refinery, funding will be simulated".

It also calls the Nod Obelisk the "Obelisk of Light":

"Base Defences: These buildings provide additional defence for your base. GDI has the Advanced Guard Tower. Nod has the Turret and the Obelisk of Light."

In the final game on the Tutorial level you're told that the AGT shoots both ground and air targets (which is correct), but that the Obelisk only shoots ground ones. There are quite a few strings also stating that the Obelisk can only shoot ground targets.

The Renegade manual also comes with screenshots of a beta HUD with numerous changes.

Prima's official strategy guide, released in early March 2002 states:

> Aim for the head! Damage is multiplied by three.

> "For example, the fastest reloader is the laser rifle (1.07 seconds) and the slowest is the sniper rifle (3.06 seconds)." <<<< Don't all guns have the same 2 sec refill time in the final game?

> No distinction is made in the guide between both team's Auto Rifles, they seem to be talking about the GDI one, because they're mentioning 7 HP damage.

>"In multiplayer contests, he sports the deadly Tiberium flechette. Patch is widely viewed as one of the best characters for the money. He's well worth the cost of the medium upgrade"

>"In multiplayer games, Sydney comes in two upgrade configurations. The first offers adequate health and a Tiberium auto rifle. The second features the younger Mobius in her power suit firing a personal ion cannon. Both are worth the modest and extravagant (respectively) upgrade costs."

>The manual states that the chem warrior gets 200 HP and 100 armour in multiplayer (later on it

does state it gets 150 HP)

>The strategy guide lists the same vehicle prices as MP demo v1.05 and v1.07

>The prices of the SBH and LCG are switched around in the infantry MP table they compiled

>As a multiplayer tip it gives "Goin' on a building raid? Try a Humm-Vee full of five advanced engineers".

>"Bring defensive escorts when planting a beacon. You'll have to defend it from engineers for the 15 seconds it takes to detonate."

>"Raveshaw is best saved for anti-vehicle work but can kill any infantry with one shot"

Here's some really interesting beta videos recently uploaded to YouTube:

<http://www.youtube.com/watch?v=iOYo0F9SevI>

in v1.05 the Ion Cannon and Nuclear Strike beacons are considered DecorationPhys objects, in v1.037 of the final game they're Phys3 (maybe related to the beacon exploit?). CnC_Beacon_NukeStrike has PostDetonateTime set to 15.00 in v1.05, in v1.037 of the final game it's set to 5.00.

Here's a screenshot from the "Havoc goes to Westwood" video, it shows Dan Cermak with the Renegade main menu open, the menu is different:

<http://i.imgur.com/1uoxLX0.png>
