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Subject: Renedeer - The endeering deer mod for C&C Renegade! (Version 1.0.0.1)  
Posted by [Jerad2142](#) on Tue, 27 Feb 2024 01:54:35 GMT  
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Happy birthday Renegade! I hope you have a very endeering birthday!

This mod makes Renegade a more endeering adventure, enjoy the single player campaign with its new deer enhanced cinematics (okay they're totally cursed).

Install Instructions:

\*Place always4.dat in your Renegade/Data folder.

Uninstall Instructions:

\*Delete always4.dat

Note: This requires Tiberian Technologies 4.8+  
<https://www.tiberiantechnologies.org/Downloads>

Known Issues

\*You won't be able to join any servers that aren't using this mod, and will have to remove always4.dat before you can (This is due to the desync it would cause to have people show up as deer for one player and humans for the rest, heads sticking through walls and all the crazy shit).

\*Saved games made under this mod can't be opened by stock renegade, this is due to the new melee attack amongst other things.

\*Level 2 has prisoners at the start you need to rescue, for some reason they wander off, the objective can be created if you kill their guards and then shoot the darker furred one once with a pistol (they need to take damage, if they're hurt to the min you won't be able to complete that objective).

\*A crash can happen at the level 2 comm center, Unstoppable has made a fix but I'm not sure if the hot fix will release in time, (this affects stock ren as well) I recommend ion cannoning the comm center to avoid the crash.

\*Mendoza boss can't hit anything with his melee attacks

Edit: Updated to version 1.0.0.1, fixed Mutant Petrova having unbound objects floating around her (was hard to see in the dark room).

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## File Attachments

1) [Always4.zip](#), downloaded 428 times

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