Have you gotten tired of the same old C&C Renegade? Why not make things a bit chaotic!
YouTube vids:
https://youtu.be/-0Qc9urMjNQ
https://youtu.be/A5iIxUyg2uQ

This is a newer version of the old Renegade Chaos Edition (I thought I had released it but I guess it never got uploaded) It has more settings like allowing you to reuse seed values and stuff like that.

Config Overview:
; The directory of the clean un-mixed Renegade files
SOURCE_DIRECTORY "C:\Program Files (x86)\XCC\Utilities\Renegade"
; The directory that the mixed files should be written out to
OUTPUT_DIRECTORY "C:\Westwood\Renegade - Copy\Data"
RAND_SEED_OVERRIDE -1 ; The seed to use to randomize the textures, -1 allows for random at app launch
MIX_DDS_FILES YES ; Should .DDS files be mixed
MIX_TGA_FILES YES ; Should .DDS files be mixed
MIX_WAV_FILES YES ; Should .WAV files be mixed
MIX_MP3_FILES YES ; Should .MP3 files be mixed
MIX_TXT_FILES NO ; Should .TXT files be mixed (WARNING: This can be game breaking)
IGNORE_RETICLE_CURSOR YES ; Should textures for the mouse pointer and reticle be ignored
IGNORE_HUD_FILES YES ; Should textures used for the HUD be ignored
IGNORE_DAZZLE_FILES YES ; Should textures used for the dazzle effects be ignored
IGNORE_FONT_FILES YES ; Should textures used for the fonts be ignored
CHAOS_REDUCTION YES ; HUD, loading screens, and objective pogs will be filtered out of the texture pool
; Use the following to reduce the chaos further
; EXCLUDE Exclude these files from the mix
; INNER_MIX Only mix the files in this grouping
; FULLMIX Mix them with all the rest of the textures/sounds
MIX_VOICES_AND_SOUNDS INNER_MIX ; Mix standard named dialog files be mixed with all the other sounds.
MIX_WITH_POWERUP_TEXTURES INNER_MIX ; Mix the texture powerups in with all the other textures.
MIX_WITH_VEHICLE_TEXTURES INNER_MIX ; Mix the vehicle textures in with all the other textures.
MIX_WITH_WEAPONS_TEXTURES INNER_MIX ; Mix the weapon textures in with all the other textures.
MIX_WITH_CHARACTER_TEXTURES INNER_MIX ; Mix the character textures in with all the

other textures.
REUSE_ALL_TEXTURES NO ; Allow the textures that were used in the previous categories to show up again in other spots.
REUSE_ALL_SOUNDS YES ; Allow the sounds that were used in the previous categories to show up again in other spots.

File Attachments
1) Screenshot.426.png, downloaded 774 times

2) RenegadeChaosEdition.zip, downloaded 200 times
3) 1.png, downloaded 769 times

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4) Untitled.png, downloaded 776 times