Subject: Renegade Chaos Edition 2.0

Posted by Jerad2142 on Tue, 11 Feb 2025 15:17:38 GMT

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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/A5ilxUyg2uQ

This is a newer version of the old Renegade Chaos Edition (I thought I had released it but I guess it never got uploaded) It has more settings like allowing you to reuse seed values and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 547 times

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- 2) RenegadeChaosEdition.zip, downloaded 154 times
 3) 1.png, downloaded 548 times



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