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Subject: Hey, Mod Question

Posted by [IceSword7](#) on Mon, 26 Jul 2004 01:55:41 GMT

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Would it be hard to make a mod that makes all advanced characters run super fast?

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Subject: Hey, Mod Question

Posted by [spreegem](#) on Mon, 26 Jul 2004 03:38:42 GMT

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Nope not to hard, just some time and patience, there's already one I made . . . though you die when you jump . . . I'll look into fixing that though because I didn't edit any jump damage values. <http://egames.servegame.com/DownloadFiles/Renegade/Misc/Speed%20Hack.zip>

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Subject: Hey, Mod Question

Posted by [IceSword7](#) on Mon, 26 Jul 2004 06:15:52 GMT

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spreegemNope not to hard, just some time and patience, there's already one I made . . . though you die when you jump . . . I'll look into fixing that though because I didn't edit any jump damage values. <http://egames.servegame.com/DownloadFiles/Renegade/Misc/Speed%20Hack.zip>

Plus only gdi characters can actually control where the run.

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Subject: Hey, Mod Question

Posted by [spreegem](#) on Mon, 26 Jul 2004 15:38:56 GMT

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What do you mean only GDI characters can control where they go, all the characters have exactly the same speed, and I was playing on Nod on a few levels just fooling around and out-running the guard tower.

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Subject: Hey, Mod Question

Posted by [IceSword7](#) on Mon, 26 Jul 2004 17:13:59 GMT

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spreegemWhat do you mean only GDI characters can control where they go, all the characters have exactly the same speed, and I was playing on Nod on a few levels just fooling around and out-running the guard tower.

Well only the advanced gdi characters can control how where they run without pressing shift.

For nod you press shift and it goes to fast to control it, you just run untill you hit a corner or fall off something and die.

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