
Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Thu, 06 Jun 2002 23:56:00 GMT
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X7a is an update for version X7 that fixes the bugs with Tiberium Swamp. A direct link to my website is here: <http://www.ookpik.ca/renegade/home.htm> it has an online version of the readme, screenshots, and of course the download link. i still need someone to host a server for me so if you can then please do and send me the server info ASAP.if you have any comments, complaints, criticism, etc. feel free to post it here or e-mail me. if you like my mod then give me a bump for support.I would also like to give a special thanks to Hitman021 and CGD mod team for the help they've given me, thx guys . [June 07, 2002, 15:44: Message edited by: CRaZy666iKe]

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 02:25:00 GMT
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You should make the tanks look better. Your custom made vehicles look not to good. I don't like to do things half way. If I was to release a mod with new vehicles and men, I would make them look excellent. But thats just my opinun.

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 04:18:00 GMT
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cool mod

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 05:07:00 GMT
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can u post a new address for the site

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 06:32:00 GMT
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GIVE US A LINK THAT GOES STRAIGHT TO THE MAPIT KEEPS TIMING OUT

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Fri, 07 Jun 2002 06:59:00 GMT

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When when you have fixed these bugs could you resend the lvl, no point in us both doing the same thing twice...

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Fri, 07 Jun 2002 08:34:00 GMT

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the bugs i fixed only affect my mod, i added the paradrop beacons, repair bays, and guard towers, and i also fixed the war factory so the hovercraft won't get stuck. if you tried to load this .lvl it wouldn't work you'd get like 13 missing preset messages. try the link again, it should work unless renegademods.info is down again.

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Fri, 07 Jun 2002 09:23:00 GMT

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NOTE TO ALL: the website is back up so go download my mod

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Fri, 07 Jun 2002 09:48:00 GMT

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i hope its ok, but i have added 7Xa to my site 2. hope that helps get your mod around

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Fri, 07 Jun 2002 10:17:00 GMT

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thx, i might be hosting s server later todqay, i'll post the info if i do [June 07, 2002, 10:17:
Message edited by: CRaZy666iKe]

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Fri, 07 Jun 2002 10:19:00 GMT

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It's nice, the only problem is that sometimes the Xtras-Characters won't move. I can fire, but I can't move. Weird huh?

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 11:03:00 GMT
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they can get stuck in the PT sometimes, just make sure to stand away from PT before buying one

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 11:11:00 GMT
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When i try to unzip it, it has an error!

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 11:17:00 GMT
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i just seen screen shot so before i down load please tell me that tank behind the harvester isn't that stupid chain laser tank

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 11:41:00 GMT
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yeah but there are better tanks now too

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 12:02:00 GMT
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get on messenger 666!

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 12:41:00 GMT
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the paratroops aren't ontop of the HON or barracks?!?

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 14:01:00 GMT

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bump

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 15:21:00 GMT

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I shall be releasing Tiberium Swamp independantly within an hour or two, I am just having a couple problems with the Harvester pathfinding.BTW, I am probally gonna be adding the GDI Guard tower's gun and the conyards are reconized.

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 15:22:00 GMT

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Tonight between 19:00-21:00 GMT(mountain time) i'll be hosting tiberian evolution on WOL on my crappy 8 player server. it'll be non-dedicated so i can play too . I won't be doing this if i don't think i'll get enough people to join so if you're going to be joining then please post here with the time you think you're going to be on. all maps will be in rotation and there are no rules except that i'll beat you with the ban stick if you exploit the beacon bug.any other questions/comments just post them here.

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 15:28:00 GMT

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NEXT VERSION u release plz change the character names back to normal.

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 15:37:00 GMT

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i'm sorry but im keeping my names, if you're not playing tiberian evolution and you want the old names back then move strings.tdb toa different directorry

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 15:44:00 GMT

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so will you ever be adding the vechiles i sent ya to tiberium evolution

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 15:45:00 GMT
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the aircraft carrier? proably not for awhile. if i do it would be in the single player missions i'm going to make when the supposed patch for the mod tools comes out and we can edit the ****ing scripts

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 17:22:00 GMT
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is anyone going to join my server, at this rate it's not even going to happen

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 17:58:00 GMT
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he server is up so join now it is named tiberian evolution. it will be hosted by me of course and i also expect my little brother(s) to join so i apolegize if there are 1 or 2 dumbasses in the game.

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 19:44:00 GMT
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why does no one respond?

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Fri, 07 Jun 2002 21:10:00 GMT
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just for evreyone's information i'm completely redesigning warzone and desert storm, and i am also making a trenches map. warzone will be bigger hvae terrain that vehicles get stuck on less and working conyards, and maybe comm center/ temple of nod but with no interiors. desert storm will be completely redone and will be quite large and will requier C&C_afghanistan type team work when playing. trenches will be two baseswith just vehicle and soldier factories and repair pads. the bases will be sepaerated by a " no man's land" filled with various traps. each base will have its own trench with pillboxes and barbed wire. planks of wood will allow tanks to cross the trench in order to reach the enemy base. both bases will have destroyable walls surrounding them and possibly dsetroyable base gates. there will be no obelisk/agt but plenty of turrets/guard towersi also plan to release a deathmatch map of one of the single player maps. i don't know which map to use so i would like some suggestions please.

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Sat, 08 Jun 2002 00:12:00 GMT
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does anyone have a anything to say about my mod, if u like my mod then at least bump it to show you support it

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Sat, 08 Jun 2002 00:35:00 GMT
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bump

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Sat, 08 Jun 2002 06:37:00 GMT
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Since you said to update you in the readme file, take out the Repair Pads. They were released by Bumpaneer, although he took them down because he admitted they weren't his, but only a model he touched up for someone. The person who originally made them only wants their use with one map designer. If you want Repair Pads, you will have to design them yourself. Them's the breaks. Sorry to inform you about that. The Helipads are yours, however. Just take out the Repair Pads and everything will be fine.

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Sat, 08 Jun 2002 09:06:00 GMT
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dammit, can i please please please still use them and who made them anyways and why hasn't he said anything himself or until now. does he even exist?

Subject: TiBeRiaN eVoLuTioN X7a
Posted by [Anonymous](#) on Sat, 08 Jun 2002 09:10:00 GMT
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quote:Originally posted by CRaZy666iKe:dammit, can i please please please still use them and who made them anyways and why hasn't he said anything himself or until now. does he even exist?You will need to design them yourself.

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Sat, 08 Jun 2002 09:25:00 GMT

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i need to know more than that, for all i know your making this **** up

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Sat, 08 Jun 2002 10:08:00 GMT

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quote:Originally posted by CRaZy666iKe:i need to know more than that, for all i know your making this **** up!t's all been verified before with another person who did this. Again, I advise you to take them out.

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Sat, 08 Jun 2002 10:11:00 GMT

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JUST TELL ME THE **** INFO AND ILL GO MAKE MY OWN

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Sat, 08 Jun 2002 10:39:00 GMT

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quote:Originally posted by CRaZy666iKe:JUST TELL ME THE **** INFO AND ILL GO MAKE MY OWN
Calm down first, spunky. Name your meshes 'mnrep^whatever' for the Nod Repair Pad and 'mgrep^whatever' for the GDI Repair Pad.

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Sat, 08 Jun 2002 10:42:00 GMT

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ok, i know how to make them it's ust that i want to know where this command to remove the models from my mod is coming from

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Sat, 08 Jun 2002 10:48:00 GMT

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quote:Originally posted by CRaZy666iKe:ok, i know how to make them it's ust that i want to know where this command to remove the models from my mod is coming from!t's coming from me, you were not given permission to use the Repair Pads, so take them out and design your own, or live

without. The choice is yours.

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Sat, 08 Jun 2002 22:47:00 GMT

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i have a link for a good tutorial for the model bones and hierarchy but i dont remeber it. ill send it to you when i find it

Subject: TiBeRiaN eVoLuTioN X7a

Posted by [Anonymous](#) on Sun, 09 Jun 2002 00:54:00 GMT

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HEy crazy666ike u asked me if i could donate one of my models for u i would buti will donate it when its completely doen and i need ur help. im just a begginer and i need to know how to make a model move, 3rd person view for the model, rotate the turret and if u can help me out than thx
