
Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Sun, 29 Sep 2002 17:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

there is some news about the mod! i made many models. there some pictures, post comment, ideas.... tesla
Tank:http://www.renegademods.info/users/TheKGBspy/Beta_map_Tesla_Tank.jpgTesla reactor with a cool chromic
effect:http://www.renegademods.info/users/TheKGBspy/Beta_map_Tesla_reactor.jpgThe
V3:http://www.renegademods.info/users/TheKGBspy/Beta_map_Ingame_v3.jpgCrazy ivan Timed
Dynamite:http://www.renegademods.info/users/TheKGBspy/Beta_map_Yvandynamite.jpgAllied
C4:http://www.renegademods.info/users/TheKGBspy/beta_map_Alliedc4.jpgSouth pacific
map:http://www.renegademods.info/users/TheKGBspy/Beta_map_Southpacific.jpgCivilian
AirFeild:http://www.renegademods.info/users/TheKGBspy/beta_map_CivilianAistrip.jpgCivilian
Derrick:http://www.renegademods.info/users/TheKGBspy/beta_map_CivDerrick.jpgSoviet
walls:http://www.renegademods.info/users/TheKGBspy/beta_map_SovietWall.jpgMore to come

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Sun, 29 Sep 2002 18:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

does the rocket on the V# really take off when shot?!?!

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Sun, 29 Sep 2002 20:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

im trying to make it work like ra2... if anyone have an idea plz msg asap!

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Sun, 29 Sep 2002 22:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gernade is the only conceivable method. Might be possible to make an arc-like MRL shot.

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Mon, 30 Sep 2002 03:44:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

dude i have an idea on how the civ buildings could work like they were captured. the air field would have 2 aircrafts on the pad that the first people there would get. and teh derrick could have a bunch of money crates inside for the first person in there to collect.

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Mon, 30 Sep 2002 04:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Ingrownlip:Gernade is the only conceivable method. Might be possible to make an arc-like MRL shot.making the v3 have a arced course its easy. the problem its make the missile deseappear when u shoot, then reappear after an elapsed time... like in ra2 when a v3 shoot:1- missile raise up2- missile get away (no more missile on the v3 truck)3- new missile respawn after en elapsed timei cant make the The Step 2 and 3, except if anyone have a good way....

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Mon, 30 Sep 2002 04:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Slicer238:dude i have an idea on how the civ buildings could work like they were captured. the air field would have 2 aircrafts on the pad that the first people there would get. and teh derrick could have a bunch of money crates inside for the first person in there to collect.if we can have the new dll that have the latest script this will be easy to do. For the airfeild, in the little house u will be able to get paratrooper beacon, and about the aircraft thing its a good idea For the derrick that was my idea too, add many cash box

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Mon, 30 Sep 2002 15:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats a cool mod you got goin there, you got a site? or mod team? email me, i dont check these forums much.

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Mon, 30 Sep 2002 17:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey if you need any help let me know

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Mon, 30 Sep 2002 22:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

how will Yuri act? How will he mind-control? lol

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Tue, 01 Oct 2002 15:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

that is THE BEST, man its gona be better then renegade itself, lol, i luv the idea how u used actual ra2 maps for the renegade maps, great work man, will be soooo kewl actually driving one of those tesla tanks on the map u once played from the top, hehe, SOO kewl, lol, alright, im gona go now,so happy lol

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Tue, 01 Oct 2002 20:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Laser2150:Hey if you need any help let me know contact me by msn: Boris_the_invincible@hotmail.com

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Tue, 01 Oct 2002 20:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by newcmd001:how will Yuri act? How will he mind-control? lol... i dont think mind control will be here:1- this will be borinmg fo rthe minded player...2- how i can do this????but just for try on bot that would be cool

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Sat, 05 Oct 2002 23:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Francois: quote:Originally posted by Laser2150:Hey if you need any help let me know contact me by msn: Boris_the_invincible@hotmail.comdid u forget?

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Sun, 06 Oct 2002 01:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmm, i helped with the development of the new scripts, what ones are you planning on using for this???

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Sun, 06 Oct 2002 12:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

very cool models, if I might make a suggestion I think that you should use the new scripts so that when the person drops the paratrooper beacon someone else can pick it up because otherwise paradrops might be rare.

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Mon, 07 Oct 2002 06:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dante could u help me on script?, because i would like to use the script that where supposed to be in the last pacth... (intering zone enable spwaner... ect) [October 07, 2002, 06:16: Message edited by: Francois]

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Mon, 07 Oct 2002 20:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Thu, 10 Oct 2002 05:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

any new news !?!

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Thu, 10 Oct 2002 15:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

working on the original conscript weapon (thompson M1), next thing i will finish and, texture all soviet tank the next week, and add some extras stuff like cool menu(yep a new one better than the 3d radar ive done first), and i will start to import Full animated model, the next week end, into the game...

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Thu, 10 Oct 2002 15:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh i forgot something... and add sound

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

use yuris secondary attack.

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Thu, 17 Oct 2002 23:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

new pictures:tesla
trooper:http://www.renegademods.info/users/TheKGBspy/beta_map_teslatrooper.jpg

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Fri, 18 Oct 2002 09:03:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

and parachute:http://www.renegademods.info/users/TheKGBspy/beta_map_parachute.jpg

Subject: Some update about the Ra2 mod for renegade
Posted by [Anonymous](#) on Fri, 18 Oct 2002 10:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

God i want your tesla Trooper!!!
