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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 10:12:00 GMT

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I am going to make a map with the mode as "Infiltration". This will be, gdi spawns at a chopper, they have to go into a nod base, steal a beacon, and then bring it back to the chopper and deploy it. GDI starts with nothing, except there are 3 weapon spawns by the chopper, and the chopper itself is their Purchase Terminal. They cannot buy beacons though. They have to infiltrate the nod base to get it. Nod has to defend their fortress, but they have the upperhand, They start off with 2 buggys. The chopper area is protected by sentry gun, so you cant just stand there and kill gdi as they spawn. And for the noobs who cant do this, its just a deathmatch map. [ October 01, 2002, 10:13: Message edited by: DeafWasp ]

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 10:31:00 GMT

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so kinda like an "Assault" map from UT ?

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 10:52:00 GMT

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never played it, Im thinking SOF II. in that, you have to get a breifcase and bring it back to extraction point to win.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 10:53:00 GMT

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never played it, i was thinking of UT where there is (in one of the levels), you come off a copter and land on a train and have to go down it corridor by corridor eliminating the enemy and pressing certain buttons and stuff to complete the level.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 10:58:00 GMT

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that sounds like golden eye. Like the infiltration idea though?

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 11:09:00 GMT

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yeah its definitely worth a shot, it could work well with renegade . . .

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 11:26:00 GMT

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the only problem is that not many fan maps get played, and even then might be filled with peeps who dont use teamwork. good 1 on 1 or 2 on 2 idea though. I wish it could get as much use as a 6 on 6.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 11:28:00 GMT

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then you need to advertise your mod to everyone, but yeah like ya said not many mods get played !

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 11:33:00 GMT

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Right Now im making a huey for the Gdi StartPoint.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 11:34:00 GMT

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When I release my RenMaps, it is going to ever site possible so it can get some got \*\*\*\* play!

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 13:25:00 GMT

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well thats how the gun looks like. look at this <http://www.urbanterror.net/shotsweapons.html> look for the gernade luncher and then tell me.

---

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 13:38:00 GMT

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oh no, i'm sure it looks like what its meant to, it just looked like a pistol !

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 14:08:00 GMT

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hehe... yeah thats true.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 15:35:00 GMT

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ive been making a map similar to your description.I wa going to use c4 instead of becons though.I would have to remove the timed c4 you start of with and put some remote c4 in an armory(or any other realistic location)rather than using sentry guns to defent the chopper im simply using multiple spawn points.GDI can either spawn near the chopper , next to a truck and possible from an underground entrance.The weapon you start with depends on where you start. the underground entrance will contain a shotgun and there'll be a sniper rifle in the chopper.good luck with your map

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 16:15:00 GMT

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that sounds just like a deatmatch.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 16:41:00 GMT

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This sounds like a good idea! How many choppers will spawn/respawn?

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 17:11:00 GMT

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You spelled grenade wrong. Nice gun BTW

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 18:18:00 GMT

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oops my bad.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 19:15:00 GMT

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the choppers dont spawn.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 22:06:00 GMT

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quote:Originally posted by DeafWasp:the choppers dont spawn.Huh? ...Oh... I misunderstood your first post. This is still a good idea.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 01 Oct 2002 23:52:00 GMT

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you dont control the chopper, it just hovers there. it is where YOU spawn

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 00:46:00 GMT

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this one looks cool but it was ez. took me like 10 mins.anyway here is the pic  
http://www.renegademods.info/users/Havoc%2089/HK69\_Gernade\_Luncher.jpg [ October 05, 2002, 14:31: Message edited by: Havoc 89 ]

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 00:49:00 GMT

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Cool! who are you looking for?

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 00:51:00 GMT

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\*working or you just making stuff?

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 00:51:00 GMT

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what do you mean who am i looking for. i just make models when im board.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 00:55:00 GMT

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no offence but cos theres nothing to compare the size to, it looks like a pistol !!!

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 07:44:00 GMT

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I buit the chopper like a building, just to be there on the LZ like part of your base. There is a purchase terminal in it, and to win you have to get in the chopper and place your beacon.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 07:45:00 GMT

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Nod wins by points/kills or when the time limit expires. Their victory comes in not letting the GDI scum steal the beacon.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 07:45:00 GMT

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Havoc, your weapon models are looking great! Your models would fit in great in the upcoming Terrorist Suppression Mod.Want to join the team?

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 08:49:00 GMT

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Will the sentry gun be destructible? If it is, that kinda defeats the purpose of having it as it would probably die pretty fast.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 09:11:00 GMT

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Sounds like fun. I hope you succeed.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Wed, 02 Oct 2002 17:01:00 GMT

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quote:Originally posted by KIRBY098:Sounds like fun. I hope you succeed.

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Thu, 03 Oct 2002 00:39:00 GMT

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maybe... there is only one problem. i dont know how to set up weapons properly. like reloading animation and hands position

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Thu, 03 Oct 2002 17:19:00 GMT

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isn't there already a grenade launcher... i remember playing as a grenadie...and i blew up a noddie somethin with it...airfield...wasn't a rockie launcher...

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Thu, 03 Oct 2002 17:45:00 GMT

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Yeah, I believe new weapons would work with the current hand models. Just follow the sniper example they gave us when it comes to placing bones.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Thu, 03 Oct 2002 18:15:00 GMT

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What the heck is a lancer.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Thu, 03 Oct 2002 19:01:00 GMT

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Nice Idea I have the exact same for Silent-Strike.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Fri, 04 Oct 2002 08:22:00 GMT

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quote:Originally posted by TechVW:Yeah, I believe new weapons would work with the current hand models. Just follow the sniper example they gave us when it comes to placing bones.yeah i did that but the hands dont set up properly and same with the reloading.Greg should know about this.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Fri, 04 Oct 2002 09:18:00 GMT

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Havoc take English class. First you speeled grenade gernade then you spelled launcher lancer.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Sat, 05 Oct 2002 00:14:00 GMT

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quote:Originally posted by Renegade10:speeled.!!! U need to too!!

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Sat, 05 Oct 2002 06:13:00 GMT

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quote:Originally posted by pnp23\_mojjojo: quote:Originally posted by Renegade10:speeled.!!! U need to too!!What he said

---

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Subject: Infiltration Mode

Posted by [Anonymous](#) on Sat, 05 Oct 2002 10:27:00 GMT

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quote:Originally posted by Havoc 89:oops my bad. What he said

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Sat, 05 Oct 2002 14:15:00 GMT

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quote:Originally posted by xXSoul\_SlayerXx: quote:Originally posted by Renegade10:Havoc take English class. First you speeled grenade gernade then you spelled launcher luncher.One ACK is enough, we don't need 2.lol... very funny.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Sat, 05 Oct 2002 14:33:00 GMT

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greg can you help all the plp who wants to know how to set up weapons. as in reloading animation, hands postion. plz help

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Sun, 06 Oct 2002 00:38:00 GMT

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quote:Originally posted by Renegade10:Havoc take English class. First you speeled grenade gernade then you spelled launcher luncher.One ACK is enough, we don't need 2.

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Mon, 07 Oct 2002 01:11:00 GMT

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quote:Originally posted by xXSoul\_SlayerXx: quote:Originally posted by Renegade10:Havoc take English class. First you speeled grenade gernade then you spelled launcher luncher.One ACK is enough, we don't need 2.LMAO

---

Subject: Infiltration Mode

Posted by [Anonymous](#) on Mon, 07 Oct 2002 19:13:00 GMT

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so anyway, back to the topic. Greg!!! plz help. weapons are too confuzing. plz help!

---



Subject: Infiltration Mode

Posted by [Anonymous](#) on Tue, 08 Oct 2002 05:33:00 GMT

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I know how to get the gun to work, i almost got reloading animations working too... I think i got u on ym msn, i could show u if u want.

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