Subject: placing mods into the game
Posted by spazbeast on Sun, 26 Dec 2004 18:36:52 GMT
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ive heard thet u just put mods in the data folder while the game is running(minimized) is this true?
If it is im too stupid to make em work that way. Could someone tell me how this is done?

Subject: placing mods into the game
Posted by glyde51 on Sun, 26 Dec 2004 18:39:21 GMT
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You can put textures in while the game is running...

Subject: placing mods into the game
Posted by spazbeast on Sun, 26 Dec 2004 18:40:56 GMT
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im looking to place an unlimited ammo/ god mode mod in how is that done?   sorry for the crappy
description on the first post

Subject: placing mods into the game
Posted by Jaspah on Sun, 26 Dec 2004 19:19:54 GMT
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If your looking to use the Golden God mod from http://www.renegadezone.com or whatever, just
extract the files to your Data directory, usually C:\Westood\Renegade\Data\ or something similar
to that.

Subject: placing mods into the game
Posted by spazbeast on Sun, 26 Dec 2004 21:01:03 GMT
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ive done that and i still die when i get shot even in the leg by a chain gun

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Subject: placing mods into the game
Posted by liberator on Mon, 27 Dec 2004 01:32:08 GMT
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Is this for multi or single?

For single, do a google for 'Golden God renegade'

For multi, practice, practice, practice. Most of the best players have been playing since the game came out. I've only been playing for something like a year and I've gotten far better than I was when I started.

My advice:

pick a couple of weapons and get good with them. I myself favor the tiberium weapons, standard laser, the PIC/Rail, and I've begun working on the standard sniper which I am only moderately skilled with.(the n00bjet is for pussies, besides it's kind of fun to pop up and severly wound/kill someone and then disapear since most players can pick out where the shot came from)

Always aim for the head. This is good advice for all weapons, headshots, even from the pistol, do many times the damage of a body shot. The flechette gun can kill in three headshots which given the rate of fire is bloody fast. The pistol takes from 5-7 depending on character class.

Get very, very good at dodging. It takes more ammo to kill someone since it's harder to stay on target, but you'll take less damage unless their cheating or they are very, very good.

Learn the negative aspects of the various vehicles. A Light Tank, for instance, is lousy for open field combat because it's shell's firepower and velocity is not great, however it is fast, so you can out-manuver the heavier stuff(meds, mammies and flamers).*NOTE* NEVER EVER BUY A MAMMOTH TANK UNLESS THE ENEMY HAS BEEN DEPRIVED OF HEAVY INFANTRY AND THE BASE DEFENSES HAVE BEEN DEALT WITH!!! While packing enourmous firepower, the Mammoth is a rolling target for long range stuff like artilleries and stolen MLRS, as well as Stealth Tanks that can get into the blind spot under the barrels and hammer away.