
Subject: Sweeeeet
Posted by [bisen11](#) on Thu, 21 Apr 2005 03:50:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Sweeeeet
Posted by [csskiller](#) on Thu, 21 Apr 2005 03:52:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

and that is?

Subject: Sweeeeet
Posted by [bisen11](#) on Thu, 21 Apr 2005 03:53:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Overlord from Generals.

Subject: Sweeeeet
Posted by [csskiller](#) on Thu, 21 Apr 2005 04:07:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh

Subject: Sweeeeet
Posted by [icedog90](#) on Thu, 21 Apr 2005 04:36:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ugly, but dominating.

Subject: Sweeeeet
Posted by [idebo](#) on Thu, 21 Apr 2005 10:57:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

csskillerand that is?
Rofl, even I know what that is.. and I hate Gaynerals with all my hart...

Subject: Sweeeeet
Posted by [Naamloos](#) on Thu, 21 Apr 2005 15:05:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

The generals models are huge in renegade...

I wonder what renegade models look like in generals... Lol.

Subject: Sweeeeet
Posted by [Creed3020](#) on Thu, 21 Apr 2005 15:32:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

That is freaking hilarious!!!

Subject: Sweeeeet
Posted by [Jecht](#) on Thu, 21 Apr 2005 18:22:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

gg

Subject: Sweeeeet
Posted by [Aircraftkiller](#) on Thu, 21 Apr 2005 18:39:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Letter g, letter g?

Subject: Sweeeeet
Posted by [Sir Kane](#) on Thu, 21 Apr 2005 19:01:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Letter l, letter o, letter l

Subject: Sweeeeet
Posted by [bisen11](#) on Thu, 21 Apr 2005 19:31:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey, sometimes you need to use every means necessary to beat the enemy

Subject: Sweeeeet

Posted by [Deactivated](#) on Thu, 21 Apr 2005 19:47:00 GMT

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

Naamloos! wonder what renegade models look like in generals... Lol.

Huge.

Subject: Sweeeeet

Posted by [Naamloos](#) on Thu, 21 Apr 2005 20:05:03 GMT

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

CommandoSRNaamloos! wonder what renegade models look like in generals... Lol.

Huge.

Really? Can you show a screenie?

Subject: Sweeeeet

Posted by [Oblivion165](#) on Thu, 21 Apr 2005 20:19:23 GMT

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

Shouldnt they be small though?

Subject: Sweeeeet

Posted by [bisen11](#) on Thu, 21 Apr 2005 20:58:59 GMT

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

Oblivion165Shouldnt they be small though?

That's what i would think....

Subject: Sweeeeet

Posted by [WNxCABAL](#) on Thu, 21 Apr 2005 22:32:28 GMT

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

Yea, if Generals Model look super massive in Renegade.

Wouldn't it be the opposite in Generals?

I would think the Tanks in Renegade would be about the same size as the infantry in Generals, but can't be 100% sure.

Subject: Sweeeeet
Posted by [IRON FART](#) on Thu, 21 Apr 2005 23:02:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now THAT is a mammoth tank.

Subject: Sweeeeet
Posted by [nopic](#) on Thu, 21 Apr 2005 23:11:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

dl link?

Subject: Sweeeeet
Posted by [Jaspah](#) on Fri, 22 Apr 2005 00:24:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scale it down a little bit, add the right animations, bones, etc. and you have a working Overlord in C&C Renegade!

Subject: Sweeeeet
Posted by [bisen11](#) on Fri, 22 Apr 2005 01:03:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Easier just to attach an orca lol

Subject: Sweeeeet
Posted by [ionstormn](#) on Fri, 22 Apr 2005 02:02:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

lmao i am the one who made the mod ,,,,lmao not lieing

it only took about 2 mins to make

heres the pics i took ,, lol i made it to show the "dude"lol that i could make a mod like that

lol i think its pretty funny

Subject: Sweeeeet
Posted by [YSLMuffins](#) on Fri, 22 Apr 2005 03:16:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damn, why are they so huge? That's pretty ironic...

Subject: Sweeeeet
Posted by [Deactivated](#) on Fri, 22 Apr 2005 11:00:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

WNxCABALYea, if Generals Model look super massive in Renegade.
Wouldn't it be the opposite in Generals?

I would think the Tanks in Renegade would be about the same size as the infantry in Generals, but can't be 100% sure.

I cannot confirm it myself, but someone had imported an Orca craft to Generals and it was about the size of a Command Center.

Subject: Sweeeeet
Posted by [WNxCABAL](#) on Fri, 22 Apr 2005 17:56:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

In theory, if a model from Generals was to be put into the Renegade Engine, and proved to be bigger than ever imagined, then the models, like the Light tank, Medium Tank, Buggies, etc would be smaller. (like comparing the chicken to the mammoth).
So likewise, on another camera angle (Generals), comparing 2 different models from 2 different engines would be the same size, but on a different view angle/distance, thus making the Renegade model like an ant on the Generals Engine.

Subject: Sweeeeet
Posted by [bisen11](#) on Fri, 22 Apr 2005 18:46:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

WNxCABALIn theory, if a model from Generals was to be put into the Renegade Engine, and proved to be bigger than ever imagined, then the models, like the Light tank, Medium Tank, Buggies, etc would be smaller. (like comparing the chicken to the mammoth).
So likewise, on another camera angle (Generals), comparing 2 different models from 2 different engines would be the same size, but on a different view angle/distance, thus making the Renegade model like an ant on the Generals Engine.

Agreed, but you didn't have to make that so long .

Subject: Sweeeeet

Posted by [BlazeDragoon](#) on Thu, 28 Apr 2005 21:36:57 GMT

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

Yea I was messing around awhile ago and did this...I put something in and it was the size of under...can't remember what though lol.

Subject: Sweeeeet

Posted by [danpaul88](#) on Fri, 29 Apr 2005 21:35:51 GMT

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

ionstormnlmao i am the one who made the mod ,,,,lmao not lieing

it only took about 2 mins to make

heres the pics i took ,,, lol i made it to show the "dude"lol that i could make a mod like that

lol i think its pretty funny

uhm, do you have some kind of problem where your keyboard types 'lol' every 5 words? j/k

generals tanks in ren would probably make a good mod...a rush of 8 tomahawks....bye bye nod

Subject: Sweeeeet

Posted by [Renardin6](#) on Sat, 30 Apr 2005 00:28:09 GMT

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

danpaul88

generals tanks in ren would probably make a good mod...a rush of 8 tomahawks....bye bye nod

Search for Scud Storm Mod then...

It's the same kind of stuff but more work done. (you can even build turrets with the construction vehicle as in Generals)

EDIT : found pics to show what I said :

Subject: Sweeeeet
Posted by [Naamloos](#) on Sat, 30 Apr 2005 00:41:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Where can we download that? Looks pretty cool.

Ok found the site but it's in german. So that means the strings will be german too...

Subject: Sweeeeet
Posted by [Dave Anderson](#) on Sat, 30 Apr 2005 04:19:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

No seriously, where can I download all this?

Subject: Sweeeeet
Posted by [jd422032101](#) on Sat, 30 Apr 2005 07:16:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice screenies

Subject: Sweeeeet
Posted by [Renardin6](#) on Sat, 30 Apr 2005 10:39:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

on their website, they are looking for beta testers

Subject: Sweeeeet

Posted by [idebo](#) on Sat, 30 Apr 2005 12:14:44 GMT

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

Renardin6danpaul88

generals tanks in ren would probably make a good mod...a rush of 8 tomahawks....bye bye nod

Search for Scud Storm Mod then...

It's the same kind of stuff but more work done. (you can even build turrets with the construction vehicle as in Generals)

EDIT : found pics to show what I said :

Holy shit! That's awesome. I want to beta test it!

(You can change the language to English at the bottom of the pages)

Subject: Sweeeeet

Posted by [idebo](#) on Sat, 30 Apr 2005 12:17:46 GMT

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

ideboRenardin6danpaul88

generals tanks in ren would probably make a good mod...a rush of 8 tomahawks....bye bye nod

Search for Scud Storm Mod then...

It's the same kind of stuff but more work done. (you can even build turrets with the construction vehicle as in Generals)

EDIT : found pics to show what I said :

Holy shit! I want to beta test it!

(You can change the language to English at the bottom of the pages)

Subject: Sweeeeet

Posted by [danpaul88](#) on Sun, 01 May 2005 23:51:42 GMT

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

are the aircraft actually setup to use aircraft physics and not vtol physics?

Subject: Sweeeeet

Posted by [flyingfox](#) on Mon, 02 May 2005 00:52:39 GMT

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

Subject: Sweeeeet

Posted by [glyde51](#) on Tue, 03 May 2005 00:48:49 GMT

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

HOLY HELL I MUST REINSTALL RENEGADE FOR THIS!!!

Subject: Sweeeeet

Posted by [cmatt42](#) on Wed, 04 May 2005 02:36:55 GMT

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

"It looks very promising."

Subject: Sweeeeet

Posted by [IRON FART](#) on Wed, 04 May 2005 02:38:09 GMT

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

That green harvester kicks ass.

Subject: Sweeeeet

Posted by [Naamloos](#) on Wed, 04 May 2005 13:55:36 GMT

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

Harvester...? Lol.

Anyway i tried looking for the site and it's english version but it seems to be down... For a few days now.

If anyone knows them (dev team of that mod...) tell them to post updates here too once in a while, i would like to see how this one will do.

Subject: Sweeeeet

Posted by [idebo](#) on Wed, 04 May 2005 18:40:14 GMT

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

<http://scud-storm.s01.user-portal.com/index.php>
