Subject: Annoucing the greatest
Posted by [RC]Mr.Slick05[L] on Wed, 10 Aug 2005 17:13:29 GMT
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The newest greatest mod out! [RC] Renegade Unleashed Mod, can be downloaded a www.rencorner.net or www.rc-downloads.cjb.net If you have any questions just ask!

Subject: Re: Annoucing the greatest
Posted by Parad0x on Wed, 10 Aug 2005 18:08:58 GMT
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Your using the same mod name as Blaze did at www.blazemod.cjb.net...

Subject: Re: Annoucing the greatest
Posted by Dr. Lithius on Wed, 10 Aug 2005 20:26:51 GMT
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It might be helpful if you. . .y'know. . .told us what the fark it does.

Edit: Better still, telling those of us who are stupid what to do with the damned PKG file in the first place might help. Seriously. What the crap do I do with this 96 MB piece of crap? Furthermore, why is this thing dated December 31st, 2004?

Subject: Re: Annoucing the greatest
Posted by htmlgod on Thu, 11 Aug 2005 10:58:49 GMT
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Yeeeeeeeeah. I'm pretty sure I'm not going to download some random mod if you're not even going to take the time to provide information, ingame screenshots, etc.

Joseph Collins: Put the .pkg in your data folder and then host a 1 player lan game. When you get to the map selection screen, select the mod and play its maps.

Subject: Re: Annoucing the greatest
Posted by idebo on Thu, 11 Aug 2005 19:21:26 GMT
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Your mod sucks. You need at least a Total Conversion to get noticed...

Subject: Re: Annoucing the greatest

Posted by Dr. Lithius on Fri, 12 Aug 2005 00:17:13 GMT
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I wish there were a way to play PKG modifications in Skirmish mode. Seriously. Me, being the genius I am, I tried to slap .PKG files into the map list.(Obviously, that didn't work for crap.) Anyway, from what little I was able to see, this is mostly a vehicle and infantry replacement along the lines of "Apocalypse Mod" or "Team Aerial Combat" for Tribes, adding new things, removing others, etc. etc. Nothing too shiny or impressive, I guess.

Subject: Re: Annoucing the greatest
Posted by TEKNIK on Fri, 12 Aug 2005 00:22:23 GMT
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Make sure that you .pkg file only has one map in it. Also you may need to extract a few folders from the folder before exprting it.

Subject: Re: Annoucing the greatest
Posted by Dr. Lithius on Fri, 12 Aug 2005 08:46:46 GMT
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The Nod Stunt Park PKG file had only one map in it, but I still couldn't just pop it in as "MapName01=C&C_NodStuntPark.pkg". It always puts me on the "no map available" thing. IE, perpetually falling in a white/blue area. I dunno what to do. Maybe I can jury-rig something in Commando.

Subject: Re: Annoucing the greatest
Posted by danpaul88 on Fri, 12 Aug 2005 11:16:40 GMT
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ahah

you need to set modname = xxx or something like that, and then the levels in the pkg you want to use, such as mapname01 = stunt_park.lsd

EDIT: No, that wouldnt work anyway because the default skirmish map would be unavailable then...

Subject: Re: Annoucing the greatest
Posted by Dr. Lithius on Fri, 12 Aug 2005 18:05:56 GMT
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Actually, I got it working in LAN mode. Me, being the genius I am. . .I forgot to set "Players" to "1".

Can I get a big ol' "duuuuuuuuurrrrrrr?" Heh.

Alright, so! After playing with this modification, I agree that this thing might work better as a total conversion only because I can't see any other logical way to go about it with the changes to infantry and vehicles. However, unlike some others, I do actually like this. At first, I thought it was a bit "unbalanced," but then I realized that, firstly, it was intended to be a little overpowered. . .but yet, it's actually not that badly balanced. GDI has vehicles like the Hover MRLS which can fire fifteen rockets slightly faster than the normal MRLS, while Nod has vehicles like the Soviet Apocalypse Tank from Red Alert 2 which is devistation-on-treads.(It's basically the Mammoth Tank but slightly faster.) GDI has weird units like Stealth Sydneys(Sydney 1 with stealth capabilities. Exactly like a Stealth Black Hand with a Tiberium Rifle, really.) and Demolition Soldiers(whose "Sucide" function doesn't seem to work) while Nod has units like the Hacker(whom I can't seem to figure out) and the Heavy Arms Soldier(which has a modified Railgun which fires slightly faster and, I'm guessing, has more punch.)
All and all, my original guess that this modification was something along the lines of "[i]Apocalypse Mod for Renegade" was quite accurate. Not many of the original units were changed in the process, but what was changed was definately changed for the better, in addition to there being added features and vehicles. I dig this modification, despite its ancient date, and hope to find it being used on someone's server eventually. Whomever made it did a fairly good job. My only complaints are that some of the new units kind of look slapdash at best(Their textures don't fit in with the normal Renegade textures.) and the fact they changed the Chem Warrior into an Anti-Armor unit. They also swapped out the Rocket Officers of each team for Spys(be any of the opposite team's 0 Credit units aside from Engineers), but that's alright because the Rocket Officers are on the EXTRAS menu, now. However, that does bring up another point. This modification cannot be played on Laddered servers. Period. Without the ability to call upon those EXTRAS menus, this modification just doesn't work.(All but a couple Infantry units and maybe one Vehicle units per team are on those menus.) But then again, it'd be impossible to edit the normal screens with that many choices, so. . .

I give this a 7/10.