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Subject: A mod idea

Posted by [Malgamus](#) on Thu, 13 Oct 2005 15:04:48 GMT

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Has anyone considered doing a mod along the lines of final fight or streets of rage. Having different maps with the two sides being rival gangs fighting for turf. You could have different weapons spawn around the area and be different depending on the map. Like anchors, pipes, flare guns, bats, 2x4's, broken bottles, knives, swords, and of course some guns as well. Vehicles could also be unique for each map such as boats in a dock/harbor level and construction equipment in a building site level.

It would be fairly easy to create single player levels too and the co-op possibility is there as well.

I know hardly anything about map making though I am practicing as well as editing stats for things, the model making is totally out of my league. I might be able to produce some crude looking melee weapons of simple things like the pipe, thats about it. If anyone is interested in working together on it, I think the idea has promise and would give Ren players one more way to enjoy the engine. Well, if you like the idea and want to help let me know.

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Subject: Re: A mod idea

Posted by [JeepRubi](#) on Thu, 13 Oct 2005 19:54:21 GMT

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id love to help some one with a mo but i dont want to do a "gang" mod if you have any non dirty ideas like a realism mod i could model vehicles, guns, and building but i cant bone or skin. i can also make not to bad maps but i knoe how to use level edit.

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Subject: Re: A mod idea

Posted by [rm5248](#) on Thu, 13 Oct 2005 21:08:12 GMT

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The Renegade engine really isn't designed to handle that type of game, so I don't know how succesful you could be.

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Subject: Re: A mod idea

Posted by [Malgamus](#) on Fri, 14 Oct 2005 02:52:57 GMT

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Ok I guess I need to make my idea more specific. Its not a real life gang mod. Think of it more like old school beat em up gangs. You know with crazy people, mutants, robots, etc. I suggest looking at final fight, captain commando, and streets of rage for what Im getting at. Its not realism, its totally fictional. For example, Final fight set in metro city thats full of crime, the mayor a former brawler, his daughters bf and his friend go beat the crap out of the gangs in the city to rescue the mayors daughter. I in no way want a realistic gang game( plenty of em being made anyway, all

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GTA ripoffs) I want a mod with fictional characters.

My idea for the main character of the possible single player game is a cop who has been kicked off the force for brutality. He goes out finds these thugs and beats the crap out of them. Of course this doesn't go over to well with the chief. Anyway, after being kicked off the force he becomes a vigilante. He dishes out his own justice now fighting alone to take back the city from the shadow of crime that has covered it.

The mutliplayer would involve the various gangs in turf wars in different areas of the city. Weapons and vehicles spawn on the maps instead of being bought. Players can change characters with some sort of PT still though so everyone doesn't look the same.

Im not sure why you say the engine can't handle the ideas, its nothing that hasn't been done by anyone else from a technical view.

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Subject: Re: A mod idea  
Posted by [Goztow](#) on Fri, 14 Oct 2005 06:43:46 GMT  
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Sounds a bit like "renegade" but then the TV series .

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Subject: Re: A mod idea  
Posted by [AADude7](#) on Sat, 15 Oct 2005 21:03:02 GMT  
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I know how to make weapon models... But I still need some work with them.  
I can map very good and add A.I.  
You should check out [WWW.RenhelP.co.uk](http://WWW.RenhelP.co.uk) and check out there tutorials on that shit

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