
Subject: adding commanche

Posted by [FireRescue343](#) on Thu, 22 Feb 2007 22:35:18 GMT

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

is it possible to add the commanche to the cnc_city_flying map? because if you can export modded things to ren then cant you export that and save it to the game somehow and use it?

Subject: Re: adding commanche

Posted by [Tankkiller](#) on Fri, 23 Feb 2007 02:24:49 GMT

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

Theres a tutriol on how to setup vechs, maybe <http://www.ren-help.net?>

Subject: Re: adding commanche

Posted by [Jerad2142](#) on Fri, 23 Feb 2007 06:15:08 GMT

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

The commanche will need to be modded though, unless you want a boss running around you map (that could also be fun though).

Subject: Re: adding commanche

Posted by [FireRescue343](#) on Fri, 23 Feb 2007 12:43:49 GMT

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

ya like making it invincible and then making it fly around the map shooting anything.

Subject: Re: adding commanche

Posted by [JeepRubi](#) on Sun, 25 Feb 2007 20:28:31 GMT

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

That wouldnt be fun, that would make me leave the server.

Subject: Re: adding commanche

Posted by [FireRescue343](#) on Sun, 25 Feb 2007 22:21:42 GMT

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

well, maby just for human control use

Subject: Re: adding commanche
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 25 Feb 2007 23:05:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stealth helicopters in Renegade is a no-no

Subject: Re: adding commanche
Posted by [Jerad2142](#) on Mon, 26 Feb 2007 01:12:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Sun, 25 February 2007 16:05]Stealth helicopters in Renegade is a no-no
I think he meant invincible.

And don't even try to make it enterable, I have messed with that before and well, something made me not use it (it might have crashed the game, or perhaps it didn't let you control it). The best way to do it is to make a non boss preset and give it the commanche model (like make it off the apache preset and give it the bosses weapons).

Subject: Re: adding commanche
Posted by [FireRescue343](#) on Mon, 26 Feb 2007 12:31:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

that would be quite fun actuly

Subject: Re: adding commanche
Posted by [sharra](#) on Fri, 02 Mar 2007 06:54:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

insted of missles give it a obalisk gun or rial gun but make it cost \$2000 with doble armar of a regaler one

Subject: Re: adding commanche
Posted by [Jerad2142](#) on Fri, 02 Mar 2007 14:53:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't give it the obelisk, it won't be exactly the same as the obelisk it will not charge, or the obelisk will shoot for you.

Subject: Re: adding commanche

Posted by [sharra](#) on Fri, 02 Mar 2007 17:20:41 GMT

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

then give it ramjet for ant infantrey and rialgun for anti tank

Subject: Re: adding commanche

Posted by [Renerage](#) on Fri, 02 Mar 2007 21:27:34 GMT

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

Now thats just plain nasty.

But make them less vulnerable to sniper bullets, and more vulnerable to NORMAL bullets.

Scenario-

Walls flying, Your on Nod.

You have 4 commanches running aroud their base.

They all have techies inside them.

They keep trying to buy tanks, railgun says no to that, and blows them up.

So they go for mobi's or sydneyes, Ramjet says no to that to.

Come on man, thats just TOO strong.
