Subject: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 01:13:58 GMT
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http://www.renegadeforums.com/index.php?t=msg&goto=348134&rid=24163#msg_ 348134

Go there for the C-130 editor page. If you would like to get modds, look here, for I will be updating this ALOT!

This is a NEW mod that lets you drive a turret on nod. Here are some pic:

... Glitches, only works on a server you host, or multiplayer practice (same with ALL C-130 mods). The turret fires by itself, you can't controll it. You actually can't enter the turret, but an invissable chameleon you get into, and the turret goes on top of that. I have manny of these types of c-130 mods, If you like, you can make a request for a mod. Making NEW power-ups is not possible via c-130drop fies. Also, you have to w8 untill the C-130 has left, a litle while after, the Turret will spawn, for glitch issuses.

NOTE: There are A-10 mods on the C-130 EDitor Page, check it out. Got 2!

-Contact me here for bug info and or sugestions.
 =Samous

PS: Instal by putting the cnc_c130drop.txt file in your renegade data folder.

Dirrectory:
TFD: C:/Program Files/EA Games/The First Decade/Renegade(tm)/Renegade/Data

Normal Renegade: C:/WestWood/Renegade/Data

NOTE: Dirrectories not spell checked.

File Attachments
1) cnc_c130drop.txt, downloaded 298 times
2) Chameleon_turret.bmp, downloaded 1223 times
3) Chameleon_turret_fire.bmp, downloaded 1211 times

Subject: Supported
Posted by samous on Sun, 24 Aug 2008 02:00:41 GMT
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NOTE: This is a support link reply. I will Put links to all of the C-130 Programs I support.

Taximes C-130 Drop Editor 3.0.2
Link:
http://files.filefront.com/C+130+Drop+Editor+302/;4908702;/fileinfo.html

UBER DROP MOD by Meddling1
Link:
  http://browse.files.filefront.com/Command%20and%20Conquer%20Renegade/;2254923;/browsefiles.html

carbons v3 mod
Link:
http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=173

Renegade Extracter by Scorpio9a, Gracktov, Ham2sh, RaGe, and Maniac
Link:
http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=17

Taximes C-130 Drop Editor (out dated, but different uses)
Link:
http://cncsg.cncuprising.com

shamus2k3's mod package 1.0
Art By Shamus2k3:
..............._^_
.............../...\
............./.....\
............(..0.0..)
.............\..'../
..............\.~./
...............|.|
............./o.o\
...........-~-.....-~-
........../...|...|...\
.........+....|...|....+_____<--- monkey
............../...\
............./.....\
............./.......\

...""""
../.....\
./..o.o..\
(....'....)_____Art is better than it is now, server glitched
.\.____/./
.._____/
Link:
http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=211

Mod C-130 Author - Spygun11

Link:
http://planetcnc.gamespy.com/View.php?view=Renegade.Detail&id=216

XCC Mixer 143 by "Olaf van der Spek" (not making this up)
Link:
N/a (link was lost, download from bellow, titled xccmixer143)

-For now, thats all the links.
 =Samous

By downloading the file xccmixer143.zip, you accept full responsibility of ownership of that copy. If the xccmixer is (c) and not wanted to be posted here, I will remove the download and advise all downloaders to delet thier xccmier143.zip file. If such happens, and you do not delet the xccmixer.zip file or its contents, you accept full responsibilty of that file, and any lasuits about the contents can not be blamed on me.

NOTE: the previous statement is currently not court aproved.

File Attachments
1) xccmixer143.zip, downloaded 267 times

Subject: Re: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 18:21:29 GMT
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Here is anothe new post of my work. This little, but really hard to make, mod took a long time. What it does is have an A-10 fly over, drop a purchased veh, then have a C-130 fly after i an drop a Recon bike. Install just like above, but don't install the picture.

NOTE: this is the same mods os the one listed above, where I asked fore help. With the harvester, asometimes the reconbike will flip upside down when drope. Here are a few demo pictures:

-Note, for modders out there who whant to modd this own thier own, it is ok, but hard. For that reason, I listed the aea where you should add drop scripts. BE VERRY CAREFULL OF TIMING!
 =Samos

There is a short video I made of the hole thing, but the server doesn't want to upload it, the second I hit upload (after I hit browse) it says "Internet Explorer can not find this webpage".

File Attachments

Subject: Re: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 18:26:16 GMT
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Here is a c-130 drop file that I made. It is semi-funny. The C-130 has been replaced with a A-10, but the vehials you buy drive off the top of the A-10. Really Funny When you see it. Demo Picture added at end of message. To do this to your c-130, you must first install the cnc_c130drop.txt file in you renegade dirrectory.

Defalts:

TFD: C:/Program Files/EA Games/The First Decade/Renegade (tm)/Renegade/Data

Noraml Renegade:C:/Westwood/Renegade/Data

This file onlt takes effect if you host your own game, or play multiplayer prcatice.

The A-10 mod can be used on line, but the A-10 will not appear.

To remove the mod, simply remove the cnc_c130drop.txt file.

-Have Fun
 =Samous

The Roll_off_a10.bmp is the picture above, themod is the cnc_c130drop.txt file.

File Attachments

Subject: Re: NEW C-130 MODS!
Posted by cnc95fan on Sun, 24 Aug 2008 18:54:13 GMT
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Turret worldbox needs to be bigger (vertical), I assume you copied the skeleton from another vehicle

---

Subject: Re: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 19:08:45 GMT
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I'm not shure what a world box is.... but yes, I did use another veh. The turret's and chameleon's bones "Wheelp01" are connected, so you drive the chameleon, an the turret is stuck on you.Do you know how to increase the "worldbox"?

NOTE: I'm only editng the cnc_c130drop.txt file.

=Samous

Subject: Re: NEW C-130 MODS!
Posted by cnc95fan on Sun, 24 Aug 2008 19:15:09 GMT
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Open the model in gmax, and press "H". Then select the Worldbox and scale it.

Subject: Re: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 19:30:08 GMT
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NEW!

This mod gives you a SUPED-UP APC!

The APC has:
600 health, and 600 armor (originally 300/300)
Tech/Hottie Repair Gun
Repair gun used in SP (has a repair attack function)
Rocket Luancher
Volt
Ramjet
Pistall
Flame
Stealth
Regenerating Health/Armor

COOL HU?

These weapons are controlld buy the #s on the top of your keybord. The only thing it shows is the amo, not the # and weapons up on the top of your screen like if your an inf when you change weapons. Here are a few pic of weapons in action, and the APC:

-Install like all others, insert the C-130 file in your data folder.
 =Samous

Subject: Re: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 19:33:21 GMT
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Againg, I"m only editing the c-130 file, not making a new veh. GMAX can not be used. I just have the veh being used as a skin for the chameleon. I'm not going to use gmax to edit th world box of the chameleon, b/c some one might use the chameoleon alone, without the turret.

=Samous

Subject: Re: NEW C-130 MODS!
Posted by mrÃ£Ã§Ä·z   on Sun, 24 Aug 2008 20:05:52 GMT
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lol nice, you have crazy ideas

Subject: Re: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 22:58:10 GMT
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Actually, I use other po=eoples ideas, and morph them ENTIRELLY into mine. I COMPLETELY change the original thing to my likeings. For instance, the SUPER APC idea came from

shamus2k3's mod, where it was a Supa-Buggy. The veh weapons and armor are different, but same basic idea. Also, my apc is a little more fair, its not invincabe or invisable, just stealth. Also, If ayone has a sugestion for a mod, plz post, i'm in need of insperation.

Subject: Re: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 23:14:23 GMT
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NEW!

Thisis a verry cheasy mod, but it works. This mod spawns a signal flare to tell you where the c-130's cargo will land, then dissapears after a while. Simple, but unique (not really). If you like, I can add this to ANY c-130 mod.

PICTURES:

install like all others, just put it in the data folder.

=samous

File Attachments
1) Flare.bmp, downloaded 1283 times
2) FLARE_DROP.bmp, downloaded 1290 times
3) cnc_c130drop.txt, downloaded 259 times

Subject: Re: NEW C-130 MODS!
Posted by samous on Sun, 24 Aug 2008 23:40:38 GMT
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NEW!

This mod replaces the C-130 with a Submarine! Few problems with it, but untill I update it, LIVE WITH IT, or post a way to fix them....

PIC:

Glitches/BUGS:
Sub flys sideways.
Sub doesnt drop off cargo, but has the cargo spawn at the air strip tell it passes by, then the cargo moves.
The second the sub "drops" off the cargo, the top hatch flys open and rotates in a propeller like fassion.
Sub is not civ, like C-130 (c-130 hase a 0 with a line through it, while sub has a nod symble).

-Install like all others, in data folder.
=Samous

File Attachments
1) cnc_c130drop.txt, downloaded 294 times
2) B4_drop_sub.bmp, downloaded 1284 times
3) drop_sub.bmp, downloaded 1276 times
4) Flying_sub.bmp, downloaded 1261 times
5) Sidways_flying_sub.bmp, downloaded 1223 times

Subject: Re: NEW C-130 MODS!
Posted by Sn1per74* on Mon, 25 Aug 2008 20:35:29 GMT
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You do know that nobody can see the stealth effect from a drop mod besides the person who runs the server, right? Same with the different guns on the APC.... To the server operator it will look like different guns, but to a client it will look like the normal APC machine gun.

Subject: Re: NEW C-130 MODS!
Posted by samous on Mon, 25 Aug 2008 23:58:16 GMT
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No, I didn't know that. I don't have a partner or friend to test these mods out with. Do you know why this is (not the partner part)?

Subject: Re: NEW C-130 MODS!
Posted by Sn1per74* on Wed, 27 Aug 2008 02:43:07 GMT
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I haven't drop modded in a long time but the only way to achieve stealth is with the Mx0 one... (Mx0_nod_obelisk_weapon_DLS)? Does that sound right? But even so when you shoot you're still going to be invisible with this script.

Subject: Re: NEW C-130 MODS!
Posted by saberhawk on Wed, 27 Aug 2008 06:47:16 GMT
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Sn1per74* wrote on Tue, 26 August 2008 21:43I haven't drop modded in a long time but the only way to achieve stealth is with the Mx0 one... (Mx0_nod_obelisk_weapon_DLS)? Does that sound right? But even so when you shoot you're still going to be invisible with this script.

Which is why you need to check what's been going on since 2001 before you speak. Stealth can be enabled on units if the server and the clients have bhs.dll installed (any version iirc). There's a few scripts to handle stealth behavior in said versions of scripts.dll, and you can find those by looking in the readme files in the scripts zip archive.

Subject: Re: NEW C-130 MODS!
Posted by mrÃ£Ã§Ä·z on Wed, 27 Aug 2008 12:08:29 GMT
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just wait when the new Renegade patch comes out then every problemm is solved

---

Subject: Re: NEW C-130 MODS!
Posted by DeathC200 on Wed, 27 Aug 2008 21:14:18 GMT
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dosent look that bad nice work guys oh and i am DeathC200 if you want to get to know me please fell free to do so

---

Subject: Re: NEW C-130 MODS!
Posted by Sn1per74* on Thu, 28 Aug 2008 02:53:13 GMT
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Saberhawk wrote on Wed, 27 August 2008 01:47Sn1per74* wrote on Tue, 26 August 2008 21:43I haven't drop modded in a long time but the only way to achieve stealth is with the Mx0 one... (Mx0_nod_obelisk_weapon_DLS)? Does that sound right? But even so when you shoot you're still going to be invisible with this script.

Which is why you need to check what's been going on since 2001 before you speak. Stealth can be enabled on units if the server and the clients have bhs.dll installed (any version iirc). There's a few scripts to handle stealth behavior in said versions of scripts.dll, and you can find those by looking in the readme files in the scripts zip archive.
Sorry... jeese

Subject: Re: NEW C-130 MODS!
Posted by DeathC200 on Thu, 28 Aug 2008 11:24:06 GMT
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hmmm

Subject: Re: NEW C-130 MODS!
Posted by Cabal X39 on Fri, 29 Aug 2008 00:16:55 GMT
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Really cool. Keep up the good work...

Subject: Re: NEW C-130 MODS!
Posted by samous on Mon, 01 Sep 2008 02:59:05 GMT
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Thanks, also, death, i think i might of seen you b4....
hmmm.... mby on the atl4ntis server?

Subject: Re: NEW C-130 MODS!
Posted by DeathC200 on Mon, 01 Sep 2008 15:16:15 GMT
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samous wrote on Sun, 31 August 2008 21:59Thanks, also, death, i think i might of seen you b4....
hmmm.... mby on the atl4ntis server?

yeah i think so also dude

Subject: Re: NEW C-130 MODS!
Posted by samous on Tue, 09 Sep 2008 01:34:45 GMT
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OK.... I lknow I haven't updated in, FOREVER, but thats for a reason. I have been working with
MS-DOS BATCH file (.bat) and making my FIRST C-130 EDITOR! So far, I'm still gtting the hang
of it, but there is a completely useless version of my editor that I will be uploading on my C-130
EDITOR page (follow any link that goes to my mods). If anyone here has experiance with .BAT or
.CMD files, I would apreaciate some help. In ONE day I have finished 10 menuse, and only
finished 1 persons mods.

Also, I will be realeasing a FLAG mod, thats just like the Flare mod, with my C-130 when it comes
out.

And... Death I did see you on atl4ntis. I was right. I saw you agian.

Even More.... (getting tired of me yet?!) I'm still working on mods, Editor, and Atl4ntis stuff, also with school, so my hands are a little "tied" up at the moment. I apologize in advance if I don't reply quickly.

=Samous

_____

_
Don't bother me, I'm busy (in other words don't PM me).
But if you would like to talk, say so in my pages.

Subject: Re: NEW C-130 MODS!
Posted by samous on Wed, 10 Sep 2008 00:32:42 GMT
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New MOD!

This is a mod that adds a flag to a nod Vehicles. Verry simple.
I will be adding more flags on move veh in different places, but untill I realease it... you can't gte any of them. Here are some screen shots:

LOL, look at the flag, at what's called:

...If you have any I dea what the bones I should attach the flags to, please say so, bc IDK W3d STUFF!

=Samous

File Attachments
1) keep an eye out.bmp, downloaded 318 times
2) flaged chameleon.bmp, downloaded 406 times
3) flaged light tank.bmp, downloaded 301 times

Subject: Re: NEW C-130 MODS!
Posted by samous on Thu, 11 Sep 2008 00:22:36 GMT
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EDIT: Repaete, SRY!

Subject: Re: NEW C-130 MODS!
Posted by samous on Thu, 11 Sep 2008 00:26:56 GMT
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THE C-130 INSTALLER FINALLY OUT! WHO HO! The installer includes my mods, shamus2k3's mods, and mendling's mods! Full Beta out now!

INSTALATION INSTRUCTIONS:
Extract the "SAMOUS MODS" folder to the renegade data dirrectory.

TFD:
C:/Program Files/EA Games/The First Dacade/Renegade (TM)/Renegade/Data

Renegade:
C:/WestWood/Renegade/Data

After extracting, run the program C-130_INSTALLER_1B.exe. follow instruction provided in program.

File Attachments
1) C-130.zip, downloaded 122 times

Subject: Re: NEW C-130 MODS!
Posted by samous on Thu, 11 Sep 2008 01:07:32 GMT
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New Mod, with release of C-130 Installer V1.0 Full Updates!

I made a new Tank, The mushroom tank!

Its a chameleon with a mushroom cloud around it, lol.
Also, there is a Flame tank (ai) that you can't enter that will fire at any nearby enimys!
Extra health and regeneration health for both Ftank and Chameleon.

Pictures:

Mod will come out with updated C-130 Installer!

=Samous

Subject: Re: NEW C-130 MODS!
Posted by samous on Fri, 12 Sep 2008 02:29:04 GMT
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I'm working on a parachute drop, where a parachute drops the purchased ehicles in a parachuting animation. There are so-far these bugs, really funny:

More info soon!

Also, I'm expecting feedback on my C-130 editor, so I can finish it and make it a Full Version. Or,Have Update 1.1 uploded.

=Samous

Note: Maby I can make a Construction Drop type mod, where the veh are created infront of you, not just spawned. (like pictures)

Subject: Re: NEW C-130 MODS!
Posted by samous on Fri, 12 Sep 2008 02:30:04 GMT
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Does anyone know what the object is called, the nod/gdi chinok with 2 guns sticking out each side? I whant to make those