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Subject: Samous Mods

Posted by [samous](#) on Mon, 15 Sep 2008 23:42:49 GMT

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B/c I'm starting more mods than just C-130, I find it in-appropriate to keep posting on my C-130 mods pages. In stead I will post all of my mods and upcoming events here.

EX (this is a true example, I really am)

I will be posting Pictures of Atl4ntis on this page to raise support for this server. Atl4ntis is one of the few servers that have a build function, and the only server that is so well made. As a visitor, you don't have much rights, but you can still build. As a Council (member-no payment) you can save and load public presets (only serve that has these). I have been taking SS of Atl4ntis lately, and I will post all of them in one .ZIP file once I'm done. Every once in a while, I will post a really good preset (custom) picture here, and show you how truly unique this server is. For instance, Atanaga (one of Atl4ntis's finest builders) has build HUGE complexes and Battle Areas. The server is owned by W4rning, but he won't always be in-game. If he is in another server, don't bother him. If you have a question, look for him in game, or will can be BANNED!

When I am up to it, I will post my updated Mods installer. It will include Single Player mods, C-130 mods, PT mods, MCT mods, and also, some extra stuff, yet to be discovered. Please post any glitches, or requests here. If you have any comments, I would still LOVE to hear from you. Thank you for your time.

=Samous

Author of Samous C-130 mods, Samous Generals Mini-Mods, Short time partner with Beng (famous CNC ZH modder), and soon the author of many PT mods, maybe even Server mods.

NOTE: I'm still in school, so I may not reply very fast some times, or even at all.

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Subject: Re: Samous Mods

Posted by [samous](#) on Thu, 18 Sep 2008 01:14:03 GMT

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New Competition, Who can Convert W3D files First, with the most accuracy. Any W3D modders out there, this is your challenge.

Here:

[http://www.renegadeforums.com/index.php?t=msg&goto=351233&rid=24163#msg\\_351233](http://www.renegadeforums.com/index.php?t=msg&goto=351233&rid=24163#msg_351233)

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Subject: Re: Samous Mods

Posted by [renalpha](#) on Sun, 05 Oct 2008 13:17:11 GMT

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nobody apparently cared about this topic so much huh? lol

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Subject: Re: Samous Mods

Posted by [Ethenal](#) on Sun, 05 Oct 2008 16:27:02 GMT

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renalpha wrote on Sun, 05 October 2008 08:17nobody apparently cared about this topic so much huh? lol

hater

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Subject: Re: Samous Mods

Posted by [ErroR](#) on Sun, 05 Oct 2008 17:10:07 GMT

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I still think he could share his experience or something it's like a blog . Btw u could try an "alternative" way for vechs on nod a helipad instead of strip and a tans heli brings the bought vehicle

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Subject: Re: Samous Mods

Posted by [Reaver11](#) on Mon, 06 Oct 2008 10:53:29 GMT

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You can just move the carmaker of the strip to a nod helipad. (anyways what is the use of it because the strip will still be there on server-sided maps)

I could see a nice use for a small strip with a helipad an tower. You could drop the vehicles with a transport chopper.

I guess that is what Error Means.

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Subject: Re: Samous Mods

Posted by [ErroR](#) on Mon, 06 Oct 2008 13:42:43 GMT

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yup  
for small maps

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Subject: Re: Samous Mods

Posted by [samous](#) on Tue, 07 Oct 2008 03:11:01 GMT

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I could script it, but i would suggest not using it. I would only really realease something like that unless i had the map to test it on. If even needed, i could make a HD vs of it, where as the chinook comes in, the air tower spawns in some sort of building ani. The only problem with HD vs are that they don't work online. (HD=New models and ANIMATIONS/SCRIPTS). if this is an actuall request, I will make it, but release it only to you so you can add it to you map.

=Samous

Thanks for the replies:

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renalpha wrote on Sun, 05 October 2008 08:17

nobody apparently cared about this topic so much huh? lol

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That was uncalled for...

EDIT: Actually, I have chinook drop mods, you can just add one of those to you map. The only dif would be that it would land some where else. Still, i would make a specail one just for you if reall request.

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Subject: Re: Samous Mods

Posted by [ErroR](#) on Tue, 07 Oct 2008 05:09:51 GMT

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I just gave a idea not a real request. I don't make maps cuz when i use gmax i most likely fail, or there is too much to do and i cant or just cancel. Maybe changing the animation (for the c130) would work.( with some scripting anyway

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Subject: Re: Samous Mods

Posted by [Reaver11](#) on Tue, 07 Oct 2008 07:48:47 GMT

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Check how the crate drops work

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Subject: Re: Samous Mods

Posted by [samous](#) on Thu, 09 Oct 2008 01:53:14 GMT

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Thats how many mods I have i my C-130 mods installer, all of them are C-130 mods. Amazing! I still need to add read me's for shamus2k3 and one other persone, then add my sp mods (3 files, but one mod). That would make a total of 76 files added to my installer! Read Me on how to install the installer (lol) not yet made.

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Subject: Re: Samous Mods

Posted by [samous](#) on Mon, 13 Oct 2008 03:11:03 GMT

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WHO HO! I just got a brand NEW laptop! actually, its used, but its still nice. I got it from a police auction, for 200\$. It runs XP! I'm even typing on it right now! I'm also in a robotics club (called first) and i'm using ROBOTc for VEX robots. Now I can use this laptop at school in my club!

=samous

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Subject: Re: Samous Mods

Posted by [Mauler](#) on Mon, 13 Oct 2008 03:28:29 GMT

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Subject: Re: Samous Mods

Posted by [Ethenal](#) on Mon, 13 Oct 2008 04:42:56 GMT

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Aren't blogs used for this kind of thing...?

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Subject: Re: Samous Mods

Posted by [GEORGE ZIMMER](#) on Mon, 13 Oct 2008 04:46:54 GMT

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Meh, blogs, forums. I'm pretty sure to people unfamiliar with the internet, they're the same thing. You post shit, and people sometimes respond. Same basic principle.

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Subject: Re: Samous Mods

Posted by [Prulez](#) on Mon, 13 Oct 2008 07:04:56 GMT

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Mauler wrote on Mon, 13 October 2008 05:28

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Subject: Re: Samous Mods

Posted by [Goztow](#) on Mon, 13 Oct 2008 07:26:37 GMT

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Samous, please only use this topic/subforum for modding related topics, not to share your life...

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Subject: Re: Samous Mods

Posted by [samous](#) on Mon, 13 Oct 2008 21:58:14 GMT

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Sry, i was just excited. But on the other hand, in my excitement, i have now 90+ mods on the installed, including a flying UFO! (ufo mod does not work if you host a server unless they have same W3D) You can drive it, but its HUGE! also really hard to drive. Does anyone know about some place where i can post pictures online (other than here) so i can link them to my ATL4NTIS section? Also, could some one make a HARD-or interesting- request? PLZ! You would be the first persone to ask a mod from me!

=Samous

EDIT: plz don't move this to spam fest, i have no where to post this stuff yet.

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Subject: Re: Samous Mods

Posted by [Lone0001](#) on Mon, 13 Oct 2008 23:48:31 GMT

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Imageshack or my personal favourite image hoster, Photobucket.

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Subject: Re: Samous Mods

Posted by [MGamer](#) on Tue, 14 Oct 2008 06:25:13 GMT

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Atanga 1 of the finest builders? O.O last time i was der he was learning to build

MG\_(a-z)ship

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Subject: Re: Samous Mods

Posted by [samous](#) on Wed, 15 Oct 2008 01:22:27 GMT

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MGamer wrote on Mon, 13 October 2008 23:25Atanga 1 of the finest builders? O.O last time i was der he was learning to build

MG\_(a-z)ship

ONE: when did i say this? i forgot, if i even did. What is MG\_a-z)ship mean?

=samous

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Subject: Re: Samous Mods

Posted by [Vancer2](#) on Wed, 15 Oct 2008 01:23:45 GMT

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I don't think he knows how to spell.

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Subject: Re: Samous Mods

Posted by [ErroR](#) on Wed, 15 Oct 2008 12:33:22 GMT

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I think he meant MG\_{letter from a to z here, any letter)ship

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Subject: Re: Samous Mods

Posted by [samous](#) on Wed, 15 Oct 2008 23:48:00 GMT

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and i ment what s a MG\_aship ?

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Subject: Re: Samous Mods

Posted by [ErroR](#) on Thu, 16 Oct 2008 13:18:28 GMT

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oh..

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