
Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Wed, 03 Apr 2002 18:02:00 GMT

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I have a patch that:In the singel player of renegade, in the first level you could actually drive an ORCA! swear I am not lying if you want it just email me and I will email you back with the download ok, so don't forget leave your email at the posting back for me so I could email you that, ok after the GDI officer says that "we pushed them back" then engineers come and they repair the tank for ya, then after that, a chinook is going to drop an orca for you, all you do is unzip that file into the C:\westwood\renegade\dataand then do what I said above..... null

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Wed, 03 Apr 2002 18:03:00 GMT

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and I forgot my email is:bahadour2003@hotmail.com

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Wed, 03 Apr 2002 19:27:00 GMT

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Is there a way to host a multi-player Comp-Stomp (a comp stomp is where you have 2 or more ppl against a computer player on the opposite team)? If no, thats what I thought. Whould anyone like one. I used to do that all the time in RA2 and TS.[April 03, 2002: Message edited by: unit037]

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Wed, 03 Apr 2002 20:21:00 GMT

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Is it better to have higher ar lower rank?

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Wed, 03 Apr 2002 20:39:00 GMT

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if you're talking about ladder rank, then lower is the way to go...

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Thu, 04 Apr 2002 01:17:00 GMT

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i think nearly everyone on the forums has that patch now. It's been available for days.

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Thu, 04 Apr 2002 04:06:00 GMT

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It was me that worked out the code and all credit should goto me !--Shaun--

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Thu, 04 Apr 2002 07:16:00 GMT

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That would be nice, but I don't think it's possible. Especially considering the AI sucks b@lls so bad, it would be too easy.

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Thu, 04 Apr 2002 13:52:00 GMT

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it is possible, there is mod that lets yo play single player maps in multiplayer. You can even be nod and the AI wont shoot you then .

Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Fri, 05 Apr 2002 03:30:00 GMT

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quote:Originally posted by Planetshaun.co.uk:It was me that worked out the code and all credit should goto me !--Shaun--Worked out the code??? YOU CHANED A LINE IN j777d's MOD! j777d SHOULD HAVE ALL CREDIT!Here is the file shaun says he worked out, notice the text over "Cheat Sheet";_____;; Available Cinematic Script Commands;; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation; id can be -1 to mean do not store this object, and do not destroy; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump";; time/frame Destroy_Object, id (slot); 0 Destroy_Object, 0;; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name; 0 Play_Animation, 0, "Human.Jump", false;; time/frame Control_Camera, id (slot); use id -1 for disabling control;; note this will also disable star control and disbale the hud; 0 Control_Camera, 0;;_____;;recon bike added by j777d;***** CHEAT SHEET *****;Start frame create_object slot number model x,y,z,facing animation name(model*hierarchy*.anim);Start frame Play_Animation slot number anim name (model*hierarchy*.anim) looping Sub Object;Start frame Play_Audio wave filename slot number bone name; * no slot # / bone name = 2D Audio;0= NO LOOP (kills object when finshed) 1= LOOP;***** Transport

Helicopter Hummvee Drop *****; ***** Trajectory
Transport-1 Create_Object, 1, "XG_TransprtBone", 0, 0, 0, 0-1 Play_Animation, 1,
"XG_TransprtBone.XG_HD_TTraj", 1-700 destroy_object, 1; *****
Transport-1 Create_Object, 2, "v_GDI_trnspt", 0, 0, 0, 0, -1 Attach_Script, 2,
"M00_Damage_Modifier_DME",
"0.15,1,1,0,0"-1 Attach_to_Bone, 2,1,"BN_Trajectory"-1 Play_Animation, 2,
"v_GDI_trnspt.XG_HD_Transport",1-700 destroy_object, 2; ***** Trajectory
Humvee-1 Create_Object, 3, "XG_HD_HTraj", 0, 0, 0, 0-1 Play_Animation, 3,
"XG_HD_HTraj.XG_HD_HTraj", 1-700 destroy_object, 3; ***** Med
Tank-1 Create_Object, 4, "VDC_GDI_MEDTNK", 0, 0, 0, 0,
-1 Attach_to_Bone, 4,3,"BN_Trajectory";-437 Attach_to_Bone, 4,-1,"BN_Trajectory"-437 destroy
_object, 4;*****Create real Med Tank-436 Create_Real_Object, 5,
"CnC_GDI_Orca", 3, "BN_Trajectory" -436 Attach_Script, 5, "M00_Damage_Modifier_DME",
"0.15,1,1,0,0"-436 Attach_to_Bone, 5,"BN_Trajectory"-440 Attach_Script, 5, "MX0_A03_TANK",
"", ***** Harness-1 Create_Object, 6, "XG_HD_Harness", 0, 0, 0,
0-1 Play_Animation, 6, "XG_HD_Harness.XG_HD_Harness", 1-700 destroy_object, 6[April 05,
2002: Message edited by: OllBollen]

Subject: guys I have a patch that.....
Posted by [Anonymous](#) on Fri, 05 Apr 2002 11:33:00 GMT
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there is too many Alr Units mods now ahhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh

Subject: guys I have a patch that.....
Posted by [Anonymous](#) on Fri, 05 Apr 2002 11:46:00 GMT
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Yeah, give me credit. Actually, I just changed 1 line in Westwood's script file. So I think they deserve the credit.

Subject: guys I have a patch that.....
Posted by [Anonymous](#) on Sun, 07 Apr 2002 00:20:00 GMT
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Give me the credits--> I was the first who enabled the Recon Bike and SSM Launcher
