
Subject: [Modelpack] Renegade Beta Models
Posted by [Reaver11](#) on Sun, 14 Feb 2010 19:14:12 GMT
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=- The Renegade Beta Collection =-

This pack is a full collection of all the beta assets.
It contains everything you need.
It has the articles about Renegade, Screenshots, Movies, Models and Skins and Sounds.

Warning: Not all models are working as a replacement skin.

I have tried adding all the source files for every object.
If I missed one please reply so I can reupload the pack or add a fix for it.

This pack has several new coming files! ->

Like the Nod beta commcenter with interiors!
Also the Hud is supplied with the pack.

Toggle Spoiler
Also the GDI adv powerplant and the Nod Beta refinery ->

Toggle Spoiler
Also a lot of the betaguns are in this pack (there are still some that will be recreated) ->

Toggle Spoiler

These are just a few of the added files.
The pack also contains the screenshots and movies.

This way you dont have to look everywhere on the internet to find screenshots or movies of the beta.

=- The Fullpack list =- ->

=- The Downloadlink =- ->
Use secondary mirrors Renz0r is offline!

2nd mirror inc
If the renz0r link gives you trouble try these mirrors!
<http://lone0001.ca/RenBetaAssets1.2>
<http://www.game-maps.org/index.php?/topic/139-renegade-beta-assets-12/>
<http://www.silverbulletservers.com/downloads/C&C/Renegade/Modding/Models/Renegade%20Beta%20Assets1.2.rar>

The new file is around 324mb, also if you want to host it on a different site please pm me first!

If anyone has additions to the pack please message me so I can update it.
This way everyone can benefit from the beta files.

Also you can use any file in the pack according to the liscense that is added with it.
(Since some files aren't created by me check the terms of usage in the pack and the readme's
that come with the certain asset)

This is all for information you can either post here or pm me.

-=New in this version=-

I have added a all of the old guns with their gmax/renx files.
You now have the 80 pollyied m203 and such to play around with.

Added with that I have put in one of my old projects to convert single player to a more beta styled
theme.

Though I do not have time to finish it I have added the level editor source folder for anyone that
wants to play around.

Though it is quiete unstable. (Well the mission M13 introsript)

Inwhich you might remember this youtube movie.

[url][/url]

If anyone fancys continueing the project I will help you out.

Though for me to finish it myself would cost to much time.

I hope you all like the new additions to the pack.

EDIT: If any of the downloadlinks is not working please PM me!!!

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Gen_Blacky](#) on Sun, 14 Feb 2010 19:19:59 GMT
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First Post Win Great Job Reaver

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [HaTe](#) on Sun, 14 Feb 2010 19:24:43 GMT
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Deserves sticky imo.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Raptor RSF](#) on Sun, 14 Feb 2010 19:35:08 GMT
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well, nicepackage

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [slosha](#) on Sun, 14 Feb 2010 19:55:03 GMT
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Nice, I would like to see somebody make a map with the PP and Refinery. Those buildings look bad ass. Nice job on the whole pack.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [ErroR](#) on Sun, 14 Feb 2010 20:52:44 GMT
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Good job on updating it man!

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Goztow](#) on Sun, 14 Feb 2010 21:37:37 GMT
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Stickied.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [\[WaR\]Crazy](#) on Thu, 27 Jan 2011 06:17:35 GMT
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fix link pleasssee?

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Reaver11](#) on Mon, 14 Mar 2011 11:31:48 GMT
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It should work now.
The ftp account was temporarily suspended.

Sorry for the inconvenience.

Also I should have some more redone models I'll try to upload those aswell.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Reaver11](#) on Sun, 03 Apr 2011 16:26:39 GMT
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Sorry I took so long but there it is the new version!

Some new models, movies and a SP MOD (with source files)
See for the 1 post in this thread for more info.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Tupolev TU-95 Bear](#) on Sun, 03 Apr 2011 21:09:03 GMT
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Nice 2nd updates
EDIT: I dont know what I did, winRAR says that the formats either damaged or unknown.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Lone0001](#) on Mon, 04 Apr 2011 15:00:40 GMT
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Yeah, I'm getting a corrupt file as well.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Reaver11](#) on Mon, 04 Apr 2011 15:22:09 GMT
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Weird let me rezip / reupload it.

Ill edit this post when it is done.

Edit: I have now rared it up with normal compression it should work now.
I'll be trying it out myself as well give me a message when it works for you guys.

It seems the ftp is acting up its breaking of the connection.
Sigh.

Last Edit: I have added a second download link it seems the renz0r ftp has some temporary troubles -> <http://www.megaupload.com/?d=51W0JEKR>

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [rnutk](#) on Tue, 11 Oct 2011 13:38:29 GMT
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Are the GDI Advanced PP and the Nod Advanced ComCenter original Westwood or a "Remake" ?

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Reaver11](#) on Sat, 22 Oct 2011 15:47:47 GMT
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GDI Adv PP is a remake same as the Nod variant it should be explained in the readme's that are in the package.

To correct a thing here it is just a Nod ComCenter Nod never had an adv comcenter. It is also a remake which should be noted in the readme that is in the subfolder.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Goztow](#) on Sun, 13 Jan 2013 20:26:01 GMT
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The links in the first message are down, anyone has a working link?

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Lone0001](#) on Mon, 14 Jan 2013 03:26:05 GMT
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Here's one:
EDIT: See my post three posts down.

Also, I fixed <http://lone0001.ca/RenBetaAssets1.2>

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Omar007](#) on Mon, 14 Jan 2013 11:57:19 GMT
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That first link is another file. I guess maybe v1.0?

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Reaver11](#) on Mon, 14 Jan 2013 12:10:04 GMT
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I will fix the links in my first post with the ones Lone has.
Renz0r sadly went down.

Lone0001 thank you for still providing an upload location

Btw I will reupload the pictures of the first post later today they seem to be broken as well.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Lone0001](#) on Tue, 15 Jan 2013 01:02:02 GMT
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Sorry, just realized the first link (Silverbulletservers one) I gave was linking to the wrong version.

This is the correct version.

<http://www.silverbulletservers.com/downloads/C&C/Renegade/Modding/Models/Renegade%20Beta%20Assets1.2.rar>

Yes Omar, you are correct.

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [iRANian](#) on Fri, 09 Aug 2013 12:42:29 GMT
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A lot of the files in the package don't have a documented origin (e.g. made by Westwood or not, how the community acquired them). The MP demos have changes and info from the released Renegade, do you have any of these changes other than the mutant PT skins and the HUD textures?

Because the MP demos come with screenshots, including beta client ones with changed vehicle and infantry prices:

<http://i.imgur.com/wzzlkCC.jpg>
<http://i.imgur.com/oQDz6ag.jpg>
<http://i.imgur.com/XCL90Oa.jpg>
<http://i.imgur.com/QvLgceh.jpg>

The v1.05 and v1.07 MP demos have a "skin selection" screen under the Multiplay options:

<http://i.imgur.com/9CyiQvq.png>
<http://i.imgur.com/Eg324ir.png>

The v1.05 and v1.07 MP demos have changed prices on vehicles:

<http://i.imgur.com/M3QkQN7.png>
<http://i.imgur.com/ms3emFH.png>

In the v1.05 demo (and probably v1.07 too) the Apache, Orca and Chinook are available as secret units, when you try to buy them the game crashes. You can also move your camera around more freely, even looking at your tank upwards from the ground!

<http://i.imgur.com/GjJxwIx.png>
<http://i.imgur.com/iA21c08.png>
<http://i.imgur.com/d4SPOro.png>
<http://i.imgur.com/r8fQDxD.png>
<http://i.imgur.com/zXICsU8.png>
<http://i.imgur.com/gsaVQ0Q.png>
<http://i.imgur.com/iuVKCSE.png>
<http://i.imgur.com/ED9azfe.png>

The v1.05 and v1.07 demos also have extra console commands, including the "difficulty" console command seen in a few beta screenshots:

<http://pastebin.com/haaCkq4t>

v1.05 doesn't have the "fps" console command, v1.07 does.

In v1.05 and v1.07 the APC "wiggles" around when you move it, like with the single player APC.

In v1.05 and v1.07, C&C_Under.mix's files ize is 36.5 MB and includes a lot of character skins and models, some other stuff too.

In v1.05, v1.07 and v1.019 of the demo you crash if you buy a power suit Mobius.

The README.HTML file that is included with the demos states that destroying the Power Plant also doubles the cost of beacons. It also reads that a single Engineer can take out a building.

On Lone's mirror of the Westwood FTP there are a bunch of beta test and video of other unreleased stuff.

In all versions of the game in the loading screen on the right there's a screenshot of GDI's base on C&C_Field, the wall next to the WF is different from the final game release. In the screenshot it's an infantry only wall with ramps.

The official game manual states: "If the C&C map does not contain a Refinery, funding will be simulated".

It also calls the Nod Obelisk the "Obelisk of Light":

"Base Defences: These buildings provide additional defence for your base. GDI has the Advanced Guard Tower. Nod has the Turret and the Obelisk of Light."

In the final game on the Tutorial level you're told that the AGT shoots both ground and air targets (which is correct), but that the Obelisk only shoots ground ones. There are quite a few strings also stating that the Obelisk can only shoot ground targets.

The Renegade manual also comes with screenshots of a beta HUD with numerous changes.

Prima's official strategy guide, released in early March 2002 states:

> Aim for the head! Damage is multiplied by three.

> "For example, the fastest reloader is the laser rifle (1.07 seconds) and the slowest is the sniper rifle (3.06 seconds)." <<<< Don't all guns have the same 2 sec refill time in the final game?

> No distinction is made in the guide between both team's Auto Rifles, they seem to be talking about the GDI one, because they're mentioning 7 HP damage.

>"In multiplayer contests, he sports the deadly Tiberium flechette. Patch is widely viewed as one of the best characters for the money. He's well worth the cost of the medium upgrade"

>"In multiplayer games, Sydney comes in two upgrade configurations. The first offers adequate health and a Tiberium auto rifle. The second features the younger Mobius in her power suit firing a personal ion cannon. Both are worth the modest and extravagant (respectively) upgrade costs."

>The manual states that the chem warrior gets 200 HP and 100 armour in multiplayer (later on it does state it gets 150 HP)

>The strategy guide lists the same vehicle prices as MP demo v1.05 and v1.07

>The prices of the SBH and LCG are switched around in the infantry MP table they compiled

>As a multiplayer tip it gives "Goin' on a building raid? Try a Humm-Vee full of five advanced engineers".

>"Bring defensive escorts when planting a beacon. You'll have to defend it from engineers for the 15 seconds it takes to detonate."

>"Raveshaw is best saved for anti-vehicle work but can kill any infantry with one shot"

Here's some really interesting beta videos recently uploaded to YouTube:

<http://www.youtube.com/watch?v=iOYo0F9SevI>

in v1.05 the Ion Cannon and Nuclear Strike beacons are considered DecorationPhys objects, in v1.037 of the final game they're Phys3 (maybe related to the beacon exploit?). CnC_Beacon_NukeStrike has PostDetonateTime set to 15.00 in v1.05, in v1.037 of the final game it's set to 5.00.

Here's a screenshot from the "Havoc goes to Westwood" video, it shows Dan Cermak with the Renegade main menu open, the menu is different:

<http://i.imgur.com/1uoxLX0.png>

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [Reaver11](#) on Tue, 20 Aug 2013 19:02:07 GMT
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iRANian wrote on Fri, 09 August 2013 05:42A lot of the files in the package don't have a documented origin (e.g. made by Westwood or not, how the community acquired them).

Is there any specific one you want to find out where it came from?
I can most likely still tell you where it is to be found?

I pieced together the pack to make sure these files wouldn't get lost on my pc and that others can enjoy it.

There are more of the strings/sound effects even where Logan explains how to control the adv Guard Tower.
If you are interested in info checkout the movies / screenshots category in the pack. (You probably already have, I'm guessing)

Subject: Re: [Modelpack] Renegade Beta Models
Posted by [iRANian](#) on Sat, 31 Aug 2013 22:06:41 GMT
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Where did you get the sounds from?
