Introducing version 5.0 of Renegade Unleashed.
To my surprise, it's been nearly two years since I last posted an update here since 4.96. Since
then quite has been changed, and a lot was polished. The mod is in a much better spot then it
was then and I'm much happier with it now.

Download Options
The Unleashed5.0ClientPKG.7z is for clients/players who just want to try the mod on their own in
a lan or such. Everything is in a .pkg that you can just drop in your renegade data folder and
select it in-game. (Tiberian Technologies Rev 9000+ required
https://www.tiberiantechnologies.org/Downloads)

(Not a server owner? You can skip this part)
The ServerUnleashed5.0MIX.7z is for anyone wanting to include any of the mod maps in their
server's rotation. There's a .mix for each map, the UnleashedAssets.mix and
UnleashedUpdate.mix contains all the mod files the maps share to avoid re-downloading similar
files & making it easier to manage. There are example config files and a da_unleashed.ini for
config to.

(Not a modder? You can skip this part.)
Lastly is LevelEditUnleashed5.0.7z. This is the mod folder I use myself to work on the mod. You're
free to do with it what you please.

What is Unleashed?
Unleashed is a Renegade that seeks to still feel at a bit renegade but more variety and MORE
BULLSHIT. It still retains all of the normal units. A lot of the normal units have been adjusted, but
with the intent of making them more viable and/or less frustrating. So a lot more buffs to units that
do not see a lot of use, rather than nerfing already strong ones. I decided to make a video of me
yapping about it for almost 20 minutes.

Vanilla Unit Changes

Then the New Units...
Unleashed makes use of both the equipment page, and the extras pages. There's... a lot to cover
so rather than making a wall of text I'm going to just showcase them via a video(... that's 45+
mins) & the Purchase Terminal pages so you can see (most) of the units. The screenshots will be
at the bottom of the post. Here's the video.

Unleashed New Units

What Changed from 4.96->5.00?
A LOT. Included in the server and client 7z has a full changelog, but it's like 350+ lines of RAW

WALL OF TEXT. So for this first post I'm not even going to bother. If the forum lets me do a second post I might post a changelog with some screenshots there?

Anyways, I wanna keep the first post short. Feel free to throw me and feedback or let me know what you think. You can reply here, comment on the YT vids if you want, or the best place to reach me is on discord @ deathproxy.

Enjoy!

File Attachments

1) Unleashed5.0ClientPKG.7z, downloaded 100 times
2) ServerUnleashed5.0MIX.7z, downloaded 96 times
3) LevelEditUnleashed5.0.7z, downloaded 81 times

Subject: Re: [Mod/Maps] Renegade Unleashed 5.0
Posted by BlazeDragoon on Sun, 08 Mar 2026 23:16:02 GMT
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These are the changes from version 4.966 -> 5.0. Copied straight from my .txt :V.

5.0---------
- You can now press H to get a personal help chat message(only you can see it). This will give you information on your current infantry unit.

- A New Message will now broadcast globally at 10 seconds informing players of the ability to press the H key to get help. Every 10 minutes after that as well.

- Many Vehicles have been given a EntryHelpMessage. This will give a brief hud text display when entering vehciles to give brief helpful information about the vehicle. This only works for the pilot of a vehicle or gunners, not passangers.

- Introducing a new Nod unit called the Switchblade. A good hit and run vehicle. (Model Credit: Slave)
 --Costs 1200 Credits. 90/300 Health/Armor.
 --A good mobility hover tank.
 --Shoots laser beam shots with fast travel speeds. Making it easier to hit targets.
 --Repairs 5 armor per second. This stacks with other self repair features such as the Combot Pilot's Repair speed
 --Hard countered by the Tank Destroyer, if it can 1 shot you.

- Tiberium Strike Improvements & Changes.
 --The Tiberium Strike Beacon now has it's own beacon model.
 --The Tiberium Strike Beacon will now properly broadcast as a Tiberium Strike Beacon instead of Nuke or Ion Beacons. Both chat messages and sounds.
 --Fixed an issue with the beacon not playing the deployment sound.
 --In addition to the above change the beacons will now also broadcast if it's a GDI or Nod Tiberium Strike Beacon.
 --You can now purchase the Tiberium Strike Beacon in the equipment section of the purchase terminal for 2,500. The spawn on each map remains as an option.
 --As a result of the above changes there is now just the single Tiberium Strike Variant.(Used to be 2. A nuke and ion version)
 --Fixed an issue that allowed the beacon to be refilled.

- Introducing a new Unit(s) the Tiberium Miner.
 --Can be purchased by both teams on it's on Purchase Terminal located in the refinery. Costs 750.
 --When the refinery dies you can no longer purchase this unit. You can keep using the unit after the refinery is dead though! You'll be quite valueable at that point.
 --This unit can use it's Mining Laser weapon to mine(shoot) Tiberium Crystals located in expected places. Every crystal you mine instantly gives your team credits.
 --The amount of credits gained depends on the size and color of the crystal. Crystals will repsawn after a little bit.

- Demo Infantry changes.
 --Removed Suicide Weapon.
 --Price increased from 550->750.
 --Raised armor from 10->200.
 --Changed SHIELD armor type to Flamethrower armor from Kevlar. This will make it more resistant to fire/flame, most explosions, and electric damage types.
 --Added Mortar Emplacement Deployable to the unit. Can be placed for $150. Mortar cannot damage buildings to avoid base to base types of issues.

- Hacker changes. These are being made to improve a bad experience that players had with the unit.
 --Hacker DNA will no longer drop.
 --The range at which you can deploy the terminal away from enemy buildings has been reduced from 40->25. You have to be a bit closer to deploy now.
 --The chat messages will now only display every 5 steals. The Credits Stolen and Cha-ching sound effect for stealing will now only play every 5 steals. It was to frequent and annoying before.
 --The Drop-off Radius of the Hacker Terminal has been raised from 12->25, allowing you to hear it from a little further away.

--Updated the terminal to use a new script for stealing, reducing the total amount of scripts and how it functions... cont...
 --The terminal will now steal 1% credits to begin with and if repaired to high hp (75%+) it will steal 2% credits. After that it will distribute the stolen credits evenly. This way any poor players won't be punished quite so harshly and pushed into possible negative values.
 --Additionally the terminal will always steal credits from the opposing team of the hacker terminal.
 --The warning message from the team being stolen from has been modified to specify that the terminal is near a building for people who are not familiar with the mechanic.
 --Hacker's can no longer place their terminals near dead buildings.
 --The terminals will now check if they are near an ALIVE building and if not they will destroy theirself. So if one is at a building and it dies, it will explode.

- Heavy Arms changes.
 --Removed Heavy Arms railgun and replaced it with the Laser Chaingun. Having such a tanky unit with a peek and shoot weapon was a mistake and it was a bad experience to play against.
 --Heavy Arms can no longer pickup any form of Railgun or Personal Ion Cannon.
 --Lowered the Laser Chaingun SprayAngle from .55 to .40. Makes the weapon has less spread and making it a little more accurate. This also applies to the normal Laser Chaingun on the Laser Black Hand.
 --Note: This unit may get adjusted more in the future. I want to see how it plays out with the weapon change.

- Added new weapon models to a lot of pre-existing weapons that did not have unique models.
 --Virus Rifle (Credit: Reborn Team)
 --Kane's Railgun (Credit: Wubwub)
 --Advanced Laser Rifle (Credit: Wubwub)
 --Battle Rifle (Credit: Reborn Team?)

- Updated the Weapon Spawners on all maps.
 --Updated the power-up models to use the proper/better looking weapon models.
 --Added Chaingun, Grenade Launcher, Chem Sprayer, Tiberium Auto Rifle, and Volt Auto Rifle to the spawn list of potential spawns.
 --Added 3 new Unique weapons to the spawn list. These are rarer spawns than the other options.

- The equipment menu text "(Hold Alt 4 Equipment)" on the refill option was removed. It still functions if you want to use it that way but there's no need anymore.
- Implemented a new TT function that allows replacing the beacon option in the hud with an equipment menu options. You can now access the equipment menu from there.

- Added a new icon for the equipment menu in both teams PCT.
- Deployables will now display a chat message to the player if they try to deploy to close to another deployable, letting them know they need to move further away.
- Deployables will now make a sound upon successfully beginning the deploy process.
- Upon picking up the Tiberium Strike Beacon a chat message will display to the player letting it know it's weaknesses to structures/tanks and that it's strong against infantry in a large radius.
- Changed the name of Sydney to Stealth Sydney to clarify the units function.
- Fixed a few missing entry for the preset block list for the Mk2. (Blocking any Nod units from entering it to avoid exploits).
- Adjusted Kane's Railgun reload speed from 10.000 to 0.100. He has unlimited ammo anyways.
- Adjusted Lockes's Railgun reload speed from 10.000 to 0.100. He has unlimited ammo anyways.
- Corrected Petrova's(both of them) help message to specify it consumes 2x ammo not 3x.
- Updated Grenadier help message.
- Corrected the warhead on the MK2's Anti-air missle by setting it to Flak warhead. It was shrapnel causing it to do tons to infantry.
- Fixed an issue with the Nod APC on CityFallout_Fly_Unl not having collision.

- Transport Helicopter
 --Fixed the Guns on the Nod variant being the GDI version of the guns on spawn.
 --Disabled units of the enemy team from entering either teams version of the transport heli. Cannot be stolen. Done to avoid someone from enemy team getting into the gun driven by someone of the opposite team.

- The Tesla Tank was given an electric explosion. It does not scale(meaning less damage if you're further from the center) and does low damage but is fairly easy to hit infantry with it. This should make it significantly less frustrating to hit infantry with and make it more usable in that situation too.
 --Also reduced direct damage from 32->30.
 --Changed Tesla Tank price to 1050 from 750. It was a bit to cheap for how effective it is.

- Prism Tank adjustments.
 --Raised the Prism Tank's Explosion Radius from 3.2->3.5.
 --The damage is no longer scaled. Similar to the Tesla Tank.
 --Raised explosion damage from 25->35. This and the above changes should make it's splash less worthless and more usable for weakening enemy infantry.
 --Changed Prism Tank Warhead to a new "Prism" warhead. This effectively doubles it's damage against buildings. It was pretty bad before.

- Merged the Banshee PT Hud into the Apache Hud to get some more space on the PT Menu.
- Merged the Stealth Generator PT Option into the Stealth Tank option. (Hit the arrow to choose Stealth Generator).
 --This reduces the price to 900 from 1200.
 --Slightly nerfed the reload time from 2.5s to 2.75s.

- Shifted some of the PT Placements on the Secondary (Secret) Vehicle menu for NOD.
- Moved the Gattling Tank on the Nod Secret PT to the Normal Nod PT similar to how GDI's is.
- Changed "Grenade Launcher(Standard)" to "Grenade Launcher(Std.)" in the PCT menu so it fits

within the icon.
- Shifted the positions of the Proximity Mines and Repair Gun(Weak) options on the equipment menu.
- Added Ion Cannon Beacon and Nuke Strike Beacon to their teams respective equipment menus.

- Fixed an issue with the Kane/Locke Terminal error sound playing for everyone on their team.
- Fixed an issue with the Deploy error sound(when deploying to close to another deployable of the same type) playing for everyone on their team.

- Raised the range of Toxin Rifle to 100 from 80.
- Added a dropping shots to the Tiberium Auto Rifle and the Toxin Rifle so you can rain Tiberium on your enemies.
- Fixed an issue that would cause any spy other than the Nod Soldier spy to not be detected. All spies should now be detected by Sensor Array as intended.
- Both teams APCs will now regen 20 Health/sec to PASSANGERS. Does not Regen Shield, does not regen the pilots health.
- Changed Build Times for the Weapons Factory and Airstrip from 12->11. Lowering it further can cause pathfinding issues :(
- Fixed an issue where the leader armor type would not be pierced as if it were a "soft target".
- Fixed an issue that caused GDI Soldiers(basic infantry) to get 4 points from the GDI Flag instead of the intended 2 like other infantry.
- Corrected the warhead used by the normal Chem Sprayer. This caused it to do less damage over time and likely less damage overall.

- All Maps
 --Added Tiberium Miner Terminals and Tiberium Mining Nodes all over every map.
 --Fixed a TON of vis bugs.
 --Cutting the regular version of re-done maps out as it sucks having to maintain more maps. May return later...? Probably not...? City_Flying, Islands, Mesa.

- City_Fallout_Fly_Unl
 --Filled in some of the blank space where harvesters couldn't harvest tiberium in both of the tiberium fields.

- Volcano
 --Lowered the amount of ash from .5->.3.
 --Changed the time of day slightly to make the map less piss yellow.
 --Fixed quite a few vis bugs.

- IslandsStorm
 --Slightly lowered the density of rain.

- Walls_Flying
 ---Corrected the rocket emplacement spawners. It should use the correct rocket emplacement now.

5.0 RC3---------

- Fixed an issue on Canyon_Unl that caused the Mammoth Tank to get stuck in the WF when built.
- Added a blocker to one location on Canyon_Unl to prevent players from getting to un-intended locations.

- Tank Destroyer
--WeaponTiltMin changed from -5 to -7.(Tank can aim down slightly lower)
--WeaponTurnMin changed from 0 -> -5 and WeaponTurnMax changed from 0 -> 5. This should make the tank less annoying to use. (Let's the tank turret aim slightly to the left and the right)
--Adjusted the damage the warhead does to armored infantry(Heavy Arms & Advanced Infantry) from 1.5 -> 1.0. So damage from a direct hit was reduced from 90->60. This should allow both of these infantry to take a single hit, but two will kill them.

- Motion Sensor
--Lowered the decay rate damage tick from .5 -> .25. This means the motion sensor will naturally decay at half of the previous speed.
--Raised Max-Vol Radius from 20->25.
--Increased the sound's volume a little bit.

- Patch
--Tiberium Flechette Rifle Spray Angle lowered from .750 -> .500 (Buff. Less spread).
--Tiberium Flechette Rifle secondary fire Damage(repair speed) improved from 1.85->1.9. (Very slight buff).
--Tiberium Flechette Rifle secondary fire turn radius raised from 30 to 35. Will track it's repair target better.

- Locke
-- SprayAngle adjusted from 0.200 -> 0.150.
-- Adjusted RandomTrackingScale from .1 -> .06. These two changes will make his rockets a little tighter and move a little less.

- Combat Engineer/Combat Technician
--Lowered the decay damage on the Repair Tower from 3->2. It will decay naturally at 2/3 the rate previously with this change.
--Lowered the decay damage on the Spitfire Turret from 1.5->1. It will decay naturally at 2/3 the rate previously with this change.
--Raised Spitfire Turret Health from 100->120.

- Made various adjustments to the MK2 Main Cannon Explosion sound to make it a little less fatiguing. Reduced Max drop off radius. Slightly Reduced Max Volume Range. Minor random pitch adjustment.

- Made various adjustments to the Doomsday Tank Main Cannon Explosion to make it a little less fatiguing. Reduced Max drop off radius. Slightly Reduced Max Volume Range. Minor random pitch adjustment.

- Heavy Arms price raised from 3200 to 3400.

- Raised the projectile velocity on the Toxin Rifle from 100 to 150, to make it more reasonable to hit targets at a distance.

- Fixed an issue where the deployerror sound(also used for locke/kane terminal) can be heard anywhere on the map. It will now correctly only play near the failed deployable or the terminal... I hope.

- Set the Wraith Transport's "Type" to flying from Tank. This will hopefully fix potential issues with crates giving players the wraith transport on non-flying maps.

5.0 RC2---------
-Updated IslandsStorm to match the standalone .mix version I released.
--New terrain textures.
--Direction of rain changed.
--The middle area near the 2 water crossing is now accessible to infantry, and added two barriers for them to use as cover.
--TONS of vis bug fixes.
--Fixed an issue where the grass cover would block units within it from shooting.

-In the effort to make a temps version of my preset I also re-organized a lot of the presets from objects.ddb. Doesn't really matter for players.
-Reverted the Ion and Nuke Explosion Radius to 15 from 20. This was apparently changed at some point and I just want to keep the default renegade values.

-Adjusted Camera Shake Values. All of this will equal to very mild screenshake and only if you are being damaged.
--Reduced all intensity to a max of .05. If it was lower than this it will remain at it's old value(don't think anything is). If it's above it will be reduced to this value.
--Adjusted Camera Shake Radius to match the Damage Radius of the explosion. So you will only get slight screenshake if it's doing damage to you.
--Halved the Camera Shake duration (from default renegade values).
--Unleashed units had the Camera Shake durations reduced across the board.

-Removed screenshake from Locke's Rocket Launcher secondary fire(the one that heals).
-Removed screenshake from the Support Launcher.
-Raised the range of the spy flamethrower from 10->30, to match normal flamethrower. It would be weird if it visually goes really far but doesn't actually do dmg.
-Raised the sprayangle of the spy flamethrower from 4->5. Why was it more accurate?

-Tiberium Strike Beacon
--Reduced beacon health from 225->200.
--Added a second type of the Tiberium Strike Beacon the mimics an ion cannon instead of nuke. So it's a 50/50 which side has to deal with the "fake" beacon.

-Spy Grenade Launcher
--The Grenade Launcher(Spy) was not using the correct ammo type. This has been corrected any many issues with it fixed.
--Lowered the Direct Damage from 15->12.
--Corrected the used warhead type to Steel from Chem.
--Corrected the projectile Velocity to 30 from 75.
--Corrected the Gravity value from .1->1.750
--Corrected the GrenadeSafetyTime from 0->.250

-Corrected the Railgun's range to match that of the PIC. 150->125 Range. Only the standard railgun. The others remain the same.
-Corrected the Ramjet range to 300 from 150.

-Improved the Laser Chaingun's SprayAngle from .750 to .550. Secondary fire remains unchanged.
-Increased the primary fire projectile of Rocket Launcher(Strong) from 25->30, minor bump from the standard.
-Removed the shotgun secondary fire mode "double shot".
-Corrected the Shotgun(Spy)'s damage to 15 from 25.

-Adjusted Apoc Tank Main Fire Gravity from .9->.6
-Lowered Apoc Tank Main Fire Range from 165->155.
-Adjusted the range of the Apache Gun from 50->80 to bring it a little closer to the Orca's range of 100.

-Lowered the reload speed of Proximity Mines from 2.000->1.600. This lets you place mines faster.

-The No Refill versions of the Proximity Mines and Remote Mines will now display that they are the no refill versions below the hud icon.
-Increased the points the hacker gives the killer on death from 0->8.750
-Fixed the GDI Hacker so they will use GDI First person hands instead of NOD first person hands.
-Fixed the Nod Hacker so they will use Nod First person hands instead of GDI first person hands.

-Raised Combat Driver's Health from 150->200.
-Raised DamagePoints on Combat Driver from 0.01->0.06.
-Raised DeathPoints on Combat Driver from 1->17.5.

-Raised the Damage Points on all Spies from 0.01->0.06
-Raised the Death Points on all Spies from 1->17.5

-Raised the Damage Points on Demo Infantry from 0.01->0.08.
-Raised the Death Points on Demo Infantry from 1->25.0.

-Raised the Damage Points on Advanced Infantry from 0.01->0.08.
-Raised the Death Points on Advanced Infantry from 1->25.0.

-Raised the Damage Points on Heavy Arms from 0.1->0.18.

-Raised the Death Points on Heavy Arms from 10.0->75.0.

-Raised the Damage Points on Maus from 0.01->0.08.
-Raised the Death Points on Maus from 1.0->25.0.

-The Demo Infantry can no longer drive a vehicle.
-Corrected the speed of the alternate Mammoth Tank to be the same speed as the default renegade verion of the mammoth.
-Changed Orca Bomber Seat count from 3->2.
-Changed Dragoon seat count from 2->1.
-Changed Comanche seat count from 2->1.
-Changed Overlord seat count from 2->1.
-Changed Banshee seat count from 2->1.

-All Emplacements.
--Adjusted Damage Points to 0.5->0.04.
--Adjusted Death Points from 100->25.

-Fixed an issue where the Repair Tank was using the Technician Repair Gun instead of it's own weapon.
-Fixed a visual issue where the Tick Tank's treads would appear to bounce.

-Set skin for the Guard Tower/Nod Turret to MCT.
-Increased the HP for Guard Tower/Nod Turret to 400.
-Lowered price of Flame/Chem Tank to renegades default of 800, from 900.

-Toned down the recoil by half for the Reaper Tank.

-Lowered the HP of Toxin Infantry to 55 but raised armor to 245 to compensate.
-Lowered the HP of Mutated Petrova from 210->110 but raised armor to 200 to compensate.

-Flame Tank
--Lowered Range from 40->35 to more closely match the flame emitter.
--Lowered SprayAngle from 15->7.5 to more closely match the flame emitter.

-Chem Tank
--Lowered Range from 40->35 to more closely match the flame emitter.
--Lowered SprayAngle from 15->8 to more closely match the flame emitter.

-Fixed an issue where the Recon Bike's world box would be partially visible in certain situations. (Credit: Mortcalc13)

-The Mirage Tank was given the Medium Tank weapon instead of the Light Tank weapon to increase it's damage.

-Support Launcher
--Lowered the explosion healing from 40->30.
--Raised the direct hit healing from 5->10.

--Raised the gravity of the projectile to 2 from 1.75

-Doomsday Tank
--Damage Radius from 18.5->18
--Damage Strength of Explosion from 255->160.
--Lowered Reload Speed from 5.5s->5s.
--Lowered Direct Damage from 150->90.
--Lowered range from 180->160.

-Raised stealth range for infantry from 25->30.

-Repair Tank
--Raised price of Repair Tank to 600 from 350.
--Raised the Health/Armor of the Repair Tank from 100/50 to 125/100.

-Prism Tank
--Changed Direct Damage from 350->175.
--Changed Reload Speed from 2.5->1.25.
--Changed Charge Speed from 1.2->1.0.
--Better DPS and no one shotting 1k infantry.

-Recon Bike
--Adjusted Recon Bike Health/Armor from 150/0 to 125/100.
--Lowered the Damage Points from 0.27->0.04.
--Lowered the Death Points from 100.0->35.0.
--Secondary Fire Warhead changed from Shell to Explosive_NoBuilding(explosion too). So only main fire will damage buildings.
--Raised Secondary Fire Explosion Radius from 8->10.
--Lowered Secondary Fire Explosion Damage from 50->35.
--Lowered Secondfary Fire Direct Damage from 90->60.

-Removed the ability to buy Remote C4 on the equipment menu.
-Removed the Ability to enter the MK2 Front gun and made it an automated ai weapon due to an on-going bug im unable to fix.

-The GDI Guard Tower will no longer select targets based on their value.
-The GDI Guard Tower is now more likely to target closer units.

-Fixed an issue where Mutated Petrova, Combat Driver, and Sakura Virus could enter the MK2.

-Mutated Raveshaw Skin
--Lowered HP from 275->100.
--Raised Shield Strength 100->175.
--Changed Skin Type to SkinMutant, making him immune/heal off tiberium.

-All railguns will now do 2x damage to MCTs, to match the Prototype Ion Cannon. Previously was 1.5x

-Changed MK2 Camera from GDI_Orca to NOD_Apache. This brings the camera further out and allows for better visibility.

-Reduced Tiberium Strike Radius from 85->55.

-Demo Infantry
--Changed Suicide Explosions damage warhead type from Laser to Fire.
--Adjusted explosion damage from 950->165.
--Adjusted unit price from 750->550.
--Now has the Grenade Launcher(Strong) instead of Grenade Launcher(Standard).

-Removed the custom loading screen, and restored the loading screen text. It was sadly time to go. It had multiple visual issues.
-Fixed/Removed a buggy texture on the Power Plant stairs.

--Bot related--
-Doors will now open for AI like they would for players. This will greatly improve them getting stuck on doors.
-C&C_Canyon_Unl
--Removed many pathfind blockers. Resulting in bots able to take many more and better paths. They can now navigate through the tunnels as well.
--Added some pathfind blockers to the arch with the tiberium under it. This means bots will not navigate through it.
--Added a waypath for infantry that goes AROUND the tiberium in the front of both bases. The exception is if they have located an enemy, they then lose their mind and pay no mind to their wellbeing.

-C&C_City_Flying_Unl
--Added path find blockers to the small gap at each base. I don't trust bots to use this properly.
--Added waypaths for infantry to navigate around the tiberium fields. They'll follow these and go around the tiberium, unless they have spotted a target.

5.0 RC1--------
-Nod Turret/GDI Guard Tower
--Removed the ability for players to control these. Switching to a different script that doesn't cause the tons of issues these are causing.
--The Nod Turret will now focus targets in this order. Light Vehicle->Heavy Vehicle->Infantry->Aircraft . This might not be always the case as sometimes this can be modified to attack a closer target rather than a target further away.
--The Nod Turret will try to splash infantry instead of hitting them directly.
--The GDI Guard Tower will now focus targets in this order. Infantry->Light Vehicle->Aircraft->Heavy Vehicle. This might not be always the case as sometimes this can be modified to attack a closer target rather than a target further away.

-Adjusted GrenadeSafetyTime of the Support Launcher's Primary fire from .250->.010 so that it will go off instantly on contact. The secondary fire will still bounce.
-Fixed an issue where the Nod Solider could enter MK2.

-Switched Locke to use the "Maus" repair warhead. This makes it so locke's repair is less effective against mines and beacons since the radius is so big. You could disarm beacons from inside a building.
-Fixed an issue where the Refinery MCT Screen was missing. Normal Renegade bug.
-The black hand units will now have their own individual names. Stealth Black Hand, Laser Black Hand, and Sniper Black Hand.

-Added proper BOT support to maps. They won't be perfect(kinda dumb tbh) but they should function exceptionally better than before.
--Fixed an issue where bots would commit suicide frequently after spawning. This should be much less frequent. Done by adjusting the trigger zones on mpdr_0, mpdr_0b, mpdr_obl, mpgdr_0, mpgdr_1. Reduced size on all of them greatly.
--When bots are spawned the bots are not properly configured for this map will no longer appear.
--Bots will now generally choose their targets much better. So a sniper won't shoot a mammoth and focus on infantry for example.
--Bots will not get the following Infantry:Hacker, Spy, Demo Infantry, Kane, Locke
--Bots will not get the following Vehicles:Ferrari, Viper, Harvester, Transport Helicopter, Tank Destroyer, Overlord, Wraith Transport, Interceptor, Dragoon, Buggy2, Recon Bike, MK2, Repair Tank, Orca Bomber, Non-turning MRLS(They opt for turning turret).