
Subject: New mod: renegade --> generals
Posted by [pulverizer](#) on Wed, 23 Apr 2003 17:01:09 GMT
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I want to start a new mod.
a renegade --> generals mod.
I need some people:

2 modelers
1 skinner
1 scripter
2 mappers
2 beta testers
and somebody who can do the commando level editor

If you would like to join my team, then plz reply or contact me on msn:

slayer143@hotmail.com

Subject: New mod: renegade --> generals
Posted by [Titan1x77](#) on Wed, 23 Apr 2003 17:11:04 GMT
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I'll be willing to lend a hand with mapping

how many mappers are there already?

Subject: New mod: renegade --> generals
Posted by [pulverizer](#) on Wed, 23 Apr 2003 17:17:40 GMT
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Quote:I'll be willing to lend a hand with mapping

how many mappers are there already?

you're the first mapper

Subject: New mod: renegade --> generals
Posted by [Deafwasp](#) on Wed, 23 Apr 2003 18:21:27 GMT
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is this the mod cebt was talking to me about?

Subject: New mod: renegade --> generals
Posted by [maj.boredom](#) on Wed, 23 Apr 2003 18:28:13 GMT
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stared a Renegade to Generals Mod and they have been working on this for a good while now.

Subject: New mod: renegade --> generals
Posted by [pulverizer](#) on Wed, 23 Apr 2003 18:57:16 GMT
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Quote:is this the mod cebt was talking to me about?

no it isn't, he MAYBE wanted to make a ts mod for generals.

Subject: New mod: renegade --> generals
Posted by [pulverizer](#) on Wed, 23 Apr 2003 19:14:31 GMT
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already stared a Renegade to Generals Mod and they have been working on this for a good while now.

I knew there was another renegade to generals mod, but I still want to start this one, I still need some people.

Subject: New mod: renegade --> generals
Posted by [Titan1x77](#) on Wed, 23 Apr 2003 19:19:50 GMT
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slayerQuote:I'll be willing to lend a hand with mapping

how many mappers are there allready?

you're the first mapper

Well...We'll need more then just me....im still new and besides i have a couple of other projects im working on right now

Subject: New mod: renegade --> generals
Posted by [pulverizer](#) on Wed, 23 Apr 2003 19:21:47 GMT
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ok, then I need a second mapper

Subject: New mod: renegade --> generals
Posted by [laeubi](#) on Wed, 23 Apr 2003 19:22:43 GMT
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I can help with Commando, Forum and website if you want

Subject: New mod: renegade --> generals
Posted by [Nightma13](#) on Wed, 23 Apr 2003 19:37:05 GMT
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ill help in mapping the only problem is..... how do we get USA CHINA and GLA when we only have :gdi: and

Subject: New mod: renegade --> generals
Posted by [\[REHT\]Spirit](#) on Wed, 23 Apr 2003 19:56:09 GMT
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Nightma13ill help in mapping the only problem is..... how do we get USA CHINA and GLA when we only have :gdi: and

It's easy enough with scripts. Scoring might get a little wacked out though, I haven't done full testing on it.

Also it is possible to make the AI construct a base. You could set up one of the sides as a third team but under AI control.

Subject: New mod: renegade --> generals
Posted by [General Havoc](#) on Wed, 23 Apr 2003 20:20:48 GMT
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I think an easier way would be to have them all as two sided maps such as GLA vs USA and a different map as China vs GLA and so on. Having three sides isn't possible without the source code for Renegade. I can't see how you would get away with three sides that are enemies with each other unless you have them as allies it just isn't going to work on one map.

_General Havoc

Subject: New mod: renegade --> generals
Posted by [maytridy](#) on Wed, 23 Apr 2003 20:21:15 GMT
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Sounds like a good idea. I would help, but...

- A Generals mod is already started.
- Most mods never get finished.
- I am caught up with some other work right now.
- The mod isn't very promising yet. Please contact me on MSN. Maytridy@rochester.rr.com

I wanna know more.

Subject: New mod: renegade --> generals
Posted by [\[REHT\]Spirit](#) on Wed, 23 Apr 2003 20:41:14 GMT
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General Havoc think an easier way would be to have them all as two sided maps such as GLA vs USA and a different map as China vs GLA and so on. Having three sides isn't possible without the source code for Renegade. I can't see how you would get away with three sides that are enemies with each other unless you have them as allies it just isn't going to work on one map.

_General Havoc

Actually with scripts you can set the player's team to mutant. It's the scoreboard that gets a little messed (ie, score-wise, he's really on GDI, Nod, or whatever he used to be on, I do not know what happens if you switch him to Nod or GDI). With the Mutant team in the preset listings you can set AI stuff and all to Mutant and have it operate, for the most part, like it's a normal team.

Possibly with a tad bit of script work, you can set up the mutant PT so the mod can act like GH's idea without having to make 2 mod pkgs.

Subject: Re: New mod: renegade --> generals
Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 20:53:28 GMT
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slayerI want to start a new mod.
a renegade --> generals mod.

Why would you make an RTS mod, after an FPS that is almost a direct conversion of Tiberian Dawn, an RTS game? Why not make the mod after Tiberian Dawn to begin with? That's basically what it's going to be.

Subject: New mod: renegade --> generals

Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 20:56:35 GMT

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Oh...

Since this is a Generals mod, why aren't you getting your members from the Generals forum?

Subject: New mod: renegade --> generals

Posted by [\[REHT\]Spirit](#) on Wed, 23 Apr 2003 20:59:03 GMT

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Sir PhoenixxOh...

Since this is a Generals mod, why aren't you getting your members from the Generals forum?

Ummmm, unless I'm mistaken, he ment this is a TC that turns renegade into generals.....

Subject: New mod: renegade --> generals

Posted by [Titan1x77](#) on Wed, 23 Apr 2003 21:02:55 GMT

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a lil bit off topic here but,.....

is there a way to set up a nod vs gdi vs mutants type mod for renegade?

Subject: New mod: renegade --> generals

Posted by [Sir Phoenixx](#) on Wed, 23 Apr 2003 21:03:28 GMT

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[REHTSpirit]Sir PhoenixxOh...

Since this is a Generals mod, why aren't you getting your members from the Generals forum?

Ummmm, unless I'm mistaken, he ment this is a TC that turns renegade into generals.....

Oh, um...

Nevermind I guess...

From the "Renegade -> Generals" and slayer's second reply "...no it isn't, he MAYBE wanted to make a ts mod for generals." I thought he was starting a Renegade conversion for Generals...

Subject: New mod: renegade --> generals

Posted by [\[REHT\]Spirit](#) on Wed, 23 Apr 2003 21:12:28 GMT

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Titan1x77a lil bit off topic here but,.....

is there a way to set up a nod vs gdi vs mutants type mod for renegade?

Yea, msg that one guy's ICQ number I gave ya, he'll help. Easy as pie!

Phoenixx,

Subject: New mod: renegade --> generals

Posted by [pulverizer](#) on Thu, 24 Apr 2003 09:51:59 GMT

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ok, I still need: 1 scripter
 2 modelers
 1 skinner
 and 2 beta testers

Subject: New mod: renegade --> generals

Posted by [snipefrag](#) on Thu, 24 Apr 2003 11:58:51 GMT

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If you had 1 team say USA as Gdi, and another team as Nod say china. You could set the other teams as mutants and have them so that if you kill them you get a certain amount of points, you could have a base for them but it would be neutral as in not assigned to anyone. They would more or less just be idiotic bots running around attacking anyone. It would be better if you had a map with just 1 vs 1.

I will give my full support to the project but as you already have 2 mappers which you think is enough (which i dont think is enough) i will just keep watching this space and wouldnt mind a beta if you can get this off the ground.

I was going to say some negative stuff about generals but i will resist as i dont want to discourage creativity in the Renegade Community

Subject: New mod: renegade --> generals

Posted by [spreegem](#) on Thu, 24 Apr 2003 18:32:17 GMT

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I can model for you ok my email is david0203@yahoo.com

Subject: New mod: renegade --> generals
Posted by [maytridy](#) on Thu, 24 Apr 2003 18:47:40 GMT
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Madtone is the model master! He may want to help. Conctact him.

Subject: New mod: renegade --> generals
Posted by [Nightma13](#) on Thu, 24 Apr 2003 22:05:37 GMT
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Nightma13ill help in mapping the only problem is..... how do we get USA CHINA and GLA when we only have :gdi: and

was i counted as a mapper??? as i think many people only really read the bit about GDI and NOD :rolleyes:

Subject: New mod: renegade --> generals
Posted by [spreegem](#) on Thu, 24 Apr 2003 23:34:58 GMT
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I can model aslso I can model in G-max Ren-X and 3D Studio Max
I have version 5 of 3D Studio

Subject: New mod: renegade --> generals
Posted by [OrcaPilot26](#) on Thu, 24 Apr 2003 23:57:02 GMT
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You won't need to model buildings, just use the Generals ones as they are as detailed or possibly more detailed (polygon wise) than the ones in Renegade, of course you'll have to model the interiors.

Subject: New mod: renegade --> generals
Posted by [pulverizer](#) on Fri, 25 Apr 2003 08:46:36 GMT
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Quote:Nightma13 wrote:
ill help in mapping the only problem is..... how do we get USA CHINA and GLA when we only have and

was i counted as a mapper??? as i think many people only really read the bit about GDI and NOD

yes, you are in the team, but can you add me to your msn?

Subject: New mod: renegade --> generals
Posted by [pulverizer](#) on Fri, 25 Apr 2003 08:51:09 GMT
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Quote:I can model aslso I can model in G-max Ren-X and 3D Studio Max
I have version 5 of 3D Studio

ok, you're in too. can you also add me to your msn?.

I need a second modeler, if somebody is interested, then please contact me on msn or reply on this post. slayer143@hotmail.com

Subject: New mod: renegade --> generals
Posted by [PiMuRho](#) on Fri, 25 Apr 2003 09:15:45 GMT
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OrcaPilot26You won't need to model buildings, just use the Generals ones as they are as detailed or possibly more detailed (polygon wise) than the ones in Renegade, of course you'll have to model the interiors.

The Generals buildings will have significantly lower polycounts than the Renegade ones, plus you'd have to totally retexture them if you did use them - models in Generals are designed to be viewed from a distant camera, not close up.
