
Subject: Question

Posted by [Infinint](#) on Fri, 04 Jul 2003 14:08:21 GMT

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i think i might be asking a dumb question but has there ever been an attempt to make a new single players campian for renegade?

Subject: Question

Posted by [PsycoArmy](#) on Fri, 04 Jul 2003 15:34:44 GMT

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yes i have talked to a few people about this, but the main problem is were all too lazy.

Subject: Question

Posted by [Infinint](#) on Fri, 04 Jul 2003 15:37:58 GMT

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so when my new mod comes out it will be a first for modding?

Subject: Question

Posted by [kawolsky](#) on Fri, 04 Jul 2003 18:26:45 GMT

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Infinintso when my new mod comes out it will be a first for modding?

no,there is a nod campaine

Subject: Question

Posted by [Infinint](#) on Fri, 04 Jul 2003 18:33:18 GMT

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then this will be the first non C&C campian?

Subject: Question

Posted by [Vitaminous](#) on Fri, 04 Jul 2003 19:00:40 GMT

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Subject: Question

Posted by [Infinint](#) on Fri, 04 Jul 2003 19:05:15 GMT

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you in this topic too!?!?!? stop following me!!!!

Subject: Question

Posted by [Dante](#) on Sun, 06 Jul 2003 06:37:23 GMT

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Infinint then this will be the first non C&C campaign?

who gives a fuck if your the first?

honestly...

you actually finish a full functioning original SP map, and i will give you props... btw, make it at least have a plot as well, not kill everything and you win :/

Subject: Question

Posted by [Infinint](#) on Sun, 06 Jul 2003 06:42:47 GMT

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you want the story line??

Subject: Question

Posted by [YSLMuffins](#) on Sun, 06 Jul 2003 08:13:31 GMT

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Every good campaign does.

Subject: Question

Posted by [Infinint](#) on Sun, 06 Jul 2003 08:15:13 GMT

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any one want a copy of the story line just e-mail me or post

Subject: Question

Posted by [Blazer](#) on Sun, 06 Jul 2003 10:42:12 GMT

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Inf, please reduce the size/length of your sig as per the "guidelines" sticky post. A signature by definition is a small signoff message. Your sig is 90% longer than most of your posts.

Subject: Question

Posted by [General Havoc](#) on Sun, 06 Jul 2003 10:48:19 GMT

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Yeah that's what I told him around 2 weeks ago. The Tiberian Evolution logo is way too big. It's simple to crop that image and then make both pictures fit on the same line if there similat sizes. Just put two [IMG] tages with no space after each other and they will be on the same line. Crop the big logo to the height of the other one making sure you keep the aspect ratio when you do it. It will save space.

_General Havoc

Subject: Question

Posted by [Infinint](#) on Mon, 07 Jul 2003 17:13:59 GMT

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ok thats fine ill get rid of the TBevo pic

Subject: Question

Posted by [Infinint](#) on Mon, 07 Jul 2003 17:16:10 GMT

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but i have another question whats with the signiturs that are longer than this hole page

Subject: Question

Posted by [bigwig992](#) on Mon, 07 Jul 2003 18:35:17 GMT

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I would love to start making single player maps. I just need to know if there's anything special to do. Set up "Commando Spawners" instead of MP GDI and Nod spawners maybe? Export differently? Change some of the level setting? And how would I load it up in Renegade? "Load Game"? Or still LAN?

Those are all the questions that have puzzled me about single player maps.

Subject: Question

Posted by [laeubi](#) on Mon, 07 Jul 2003 19:00:05 GMT

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I can do a single player mission no Problem but one thing you must think about:

SP need a MASSIVE amount of time and has a very less use, ask your self how often would you play a SP?? One time, maybe two...

Subject: Question

Posted by [spreegem](#) on Mon, 07 Jul 2003 22:04:03 GMT

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Check out my siggy

Subject: Question

Posted by [\[REHT\]Spirit](#) on Mon, 07 Jul 2003 22:14:11 GMT

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bigwig9921 would love to start making single player maps. I just need to know if there's anything special to do. Set up "Commando Spawners" instead of MP GDI and Nod spawners maybe? Export differently? Change some of the level setting? And how would I load it up in Renegade? "Load Game"? Or still LAN?

Those are all the questions that have puzzled me about single player maps.

Set up the commando spawners and either edit the campaign(cantspell).ini file to point it to your mix map or overwrite one of the official SP maps.

Subject: Question

Posted by [TheMouse](#) on Mon, 07 Jul 2003 23:00:12 GMT

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kawolskyInfinintso when my new mod comes out it will be a first for modding?

no,there is a nod campaign

where is this downloadable?

Subject: Question

Posted by [Infinint](#) on Tue, 08 Jul 2003 00:15:26 GMT

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you know after thinking about it i really dont need an sp campaign with my mod maybe just a movie

explaining the concept.

ill have a talk with the other members but we still need help with the mod

and um that sig speegems got is just as big as mine so why you ask me to shorten mine and not his????

Subject: Question

Posted by [spreegem](#) on Tue, 08 Jul 2003 00:51:29 GMT

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My siggy is big isn't it ohh well I'm not shortening it. I will shorten it if Crimson, or a Moderator asks me to though. And actually I think my siggy is bigger than yours

Subject: Question

Posted by [Infinint](#) on Tue, 08 Jul 2003 01:09:59 GMT

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my sig is smaller than your becuse i shortend it cuz some people would not stop bothering me over it

Subject: Question

Posted by [TheMouse](#) on Tue, 08 Jul 2003 01:10:48 GMT

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and now back to the topic....

Subject: Question

Posted by [Infinint](#) on Tue, 08 Jul 2003 01:13:40 GMT

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i think this topic is done with
i changed my sig back

Subject: Question

Posted by [spreegem](#) on Tue, 08 Jul 2003 01:25:44 GMT

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I think m siggy is just a tiny bit bigger than yours.

Subject: Question
Posted by [Infinint](#) on Tue, 08 Jul 2003 21:22:12 GMT
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umm ok... thats nice
