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Subject: The Powers of Renegade  
Posted by [ProMakeShift](#) on Fri, 19 Dec 2003 10:26:28 GMT  
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I'm considering to choose Renegade for my experimental mod.  
But the documentation is quite slim or alternatively I'm unable to find anything. Either way I hope someone could help me with what is not possible to edit in Renegade.

Correct me if I'm wrong, in Renegade you can make custom maps with custom buildings. Create new models or in other words characters, weapons and vehicles.

Can you alter the cursors or other commands? is there a QuakeC like language? or is everything done with scripts? and if so were could I find more tutorials?

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Subject: The Powers of Renegade  
Posted by [Sir Phoenixx](#) on Fri, 19 Dec 2003 10:39:47 GMT  
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There is no source code of any kind that you can edit.

You can make custom scripts, huds, menus, crosshairs, weapons, vehicles, buildings, maps, settings, music, sounds, etc., etc.

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Subject: Actually, there is source code to edit  
Posted by [jonwil](#) on Fri, 19 Dec 2003 22:54:15 GMT  
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Have a look at the custom scripts.dll which is in C++.

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Subject: The Powers of Renegade  
Posted by [Sir Phoenixx](#) on Sat, 20 Dec 2003 01:13:07 GMT  
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Source code, as in EA releasing the source code that they used to compile Renegade's engine.

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Subject: Co-op?  
Posted by [ProMakeShift](#) on Sun, 21 Dec 2003 21:15:25 GMT  
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Sir PhoenixxYou can make custom scripts, huds, menus, crosshairs, weapons, vehicles, buildings, maps, settings, music, sounds, etc., etc.

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Thx, for your efforts.

I do not currently have time to get into detail with every option.

Therefore any links or howtos directly, with actual descriptions, are more than welcome...

(Unfortunately, some quick-found tutorials didn't include some of the promised features, not at least with a quick skim-thru...)

Is it possible to create co-op "single" player campaigns?

And what is not possible to edit? Restrictions help me more at this point than possibilities.

Possibilities are, as we all know, endless!

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Subject: The Powers of Renegade

Posted by [Cpo64](#) on Sun, 21 Dec 2003 21:30:17 GMT

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Single player campaigns, where everyone is on the same team working together are not possible without major alterations...

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Subject: Custom campaigns?

Posted by [ProMakeShift](#) on Sun, 21 Dec 2003 21:33:21 GMT

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Cpo64Single player campaigns, where everyone is on the same team working together are not possible without major alterations...

Ok, what about custom campaigns? is it possible to create an alter-ego for Havoc? or is it just not possible?

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Subject: The Powers of Renegade

Posted by [Cpo64](#) on Sun, 21 Dec 2003 21:37:33 GMT

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Creating new Single Player missions is possible.

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Subject: Multi Player Campaigns?

Posted by [ProMakeShift](#) on Sun, 21 Dec 2003 21:44:21 GMT

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Is it possible to create multi player campaigns? or a multi player map with different objectives for different players?

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Subject: The Powers of Renegade  
Posted by [OrcaPilot26](#) on Sun, 21 Dec 2003 22:21:25 GMT  
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It's possible to create an assault mode type map, where one side needs to defend something and the other needs to attack it.

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Subject: The Powers of Renegade  
Posted by [Deafwasp](#) on Mon, 22 Dec 2003 05:22:52 GMT  
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You CAN create multiplayer missions.

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Subject: The Powers of Renegade  
Posted by [\[REHT\]Spirit](#) on Mon, 22 Dec 2003 15:45:34 GMT  
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Renegade is a very flexible engine, should you know how to bend it. Sometimes it just takes a little time, 90% of creating stuff here is out of creativity and not pro-modding-skillz. The engine does lack somethings but most of em you won't need too much (it's nice to have them but you can probably live without em). GUIs can be edited to a limited extent but I dont think you can make like a new PT screen. You also can't make things like flashlights.

You can make co-op maps. Just put the enemies on the Mutant team and the players on Nod and GDI. Pokeable stuff (walk up and press E) will not work without the host, though. Some script functions also don't work without the host. But there are looooooooooots of fun things to play with. Weapons, characters, etc, in Level Edit can usually be created a lot quicker then you could if you were editing the pure code of the game, and you're less likely to make an error that causes the whole game to blow up in your face.

The scripts.dll also adds more flexibility. Although you do need to release your source for it. It's at: <http://sourceforge.net/projects/rentools/>

The main limit is your creativity. Mechs, deploying, base construction, multi-objectives, etc.....all that's possible. A few may have a graphical issue or 2 but it won't mean much (before someone comments.....you can stop the leg animation.....). Just have fun!

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Subject: The Powers of Renegade  
Posted by [Ferhago](#) on Tue, 23 Dec 2003 10:25:10 GMT  
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all the resources needed to do so like models and such

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