Subject: [FULL Release] Nitro mod has been fully released! Posted by Reaver11 on Wed, 04 Feb 2009 02:24:49 GMT

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It is finally there the full version of the nitro mod!

Check out the thread in renegadecommunitynews. Since I also want to know what you guys think of it I made a post here plus I can add a bunch of screenies.

But first things first.

If you want to use any content from the Nitro then that is no problem but I want it that you will ask me first. (I can help you out with problems or have the gmax files ready).

The Nitro is full of beta content and extra. Some of the betacontent is from westwood somne stuff isnt and is handmade by me. So if you want to use it contact me first!

The HUD will be available later. It isnt finished currently. Then you might wonder why did you release the mod already?

Simpel Nitro is a pkg file which I made with the purpose to not force people to have to open a different program when they want to play it. (like reborn,apb)

This HUD will require players using the 3.4.4 scripts. Which Im not fond of beeing forced to use that. (Atm the HUD doesnt resize with the change of resolution and more things to fix) [So do not pm me for an earlier release of the HUD]

The Nitro is open to download at -> http://www.renz0r-gaming.com/forum/faq.php?faq=nitro

This page will also answer your question about what kind of infantry is there in the nitro and what guns etc.

There is also a Public event comming up for comming Sunday at 21.00 PM (+1 GMT). Everyone is allowed to come and join the fun. Dont forget to download the mod first

The server is located in the USA.

The official Nitro server will be open on Sunday when the event starts!!

Warning do not use Renguard Nitro is beeing validated soon!

Nitro contains:

4 hours of music

30 maps

Different vehicles and chars. (Mostly consistent out of beta models)

Now I will cut the chatter and give you some screenies!
Happy hunting guys!
I hope to see you guys in the Nitro server on Sunday! -Reaver11-
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