Subject: Re: [MapPack]-4.0- server online
Posted by iRANian on Fri, 09 Mar 2012 07:29:47 GMT
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havoc9826 wrote on Thu, 08 March 2012 21:40Jerad Gray wrote on Thu, 08 March 2012
12:20Aircraftkiller wrote on Wed, 07 March 2012 18:10Your idea of "strange vehicle, structure and
infantry" modifications is, well, strange. You are aware that this is a C&C game, and that the
changes I developed are - get this - based on Command & Conquer?  Do you have a problem
with Command & Conquer?

Make the nod arty extremely inaccurate, medium ranged, and a lot of projectile arc! Then add the
SSM in to make up for it!
I believe the Sole Survivor mod did that.  Patch to v1.02 here. Also, here's their promotional video.
 Too bad this mod never took off, despite being such a huge TC mod created so early in
Renegade's history.

Gen_Blacky wrote on Thu, 08 March 2012 20:24halo2pac wrote on Thu, 08 March 2012
21:03crazfulla wrote on Thu, 08 March 2012 15:46Don't forget the flying toilet.
Lol, the flying toilet was 100% my creation

lies

Gen_Blacky speaks the truth.  Black-Cell did this as early as November 3, 2005.  Here's another
one from May 13, 2006 for good measure (sorry about BrentLHS' annoying voice on Teamspeak
though)
did you ever record WhiteDragon changing the player model of a player to the terrain of another
map?