
Subject: Renegade Chaos Edition 2.0

Posted by [Jerad2142](#) on Tue, 11 Feb 2025 15:17:38 GMT

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Have you gotten tired of the same old C&C Renegade? Why not make things a bit chaotic!

YouTube vids:

<https://youtu.be/-0Qc9urMjNQ>

<https://youtu.be/A5ilxUyg2uQ>

This is a newer version of the old Renegade Chaos Edition (I thought I had released it but I guess it never got uploaded) It has more settings like allowing you to reuse seed values and stuff like that.

Config Overview:

; The directory of the clean un-mixed Renegade files

SOURCE_DIRECTORY "C:\Program Files (x86)\XCC\Utilities\Renegade"

; The directory that the mixed files should be written out to

OUTPUT_DIRECTORY "C:\Westwood\Renegade - Copy\Data"

RAND_SEED_OVERRIDE -1 ; The seed to use to randomize the textures, -1 allows for random at app launch

MIX_DDS_FILES YES ; Should .DDS files be mixed

MIX_TGA_FILES YES ; Should .DDS files be mixed

MIX_WAV_FILES YES ; Should .WAV files be mixed

MIX_MP3_FILES YES ; Should .MP3 files be mixed

MIX_TXT_FILES NO ; Should .TXT files be mixed (WARNING: This can be game breaking)

IGNORE_RETICLE_CURSOR YES ; Should textures for the mouse pointer and reticle be ignored

IGNORE_HUD_FILES YES ; Should textures used for the HUD be ignored

IGNORE_DAZZLE_FILES YES ; Should textures used for the dazzle effects be ignored

IGNORE_FONT_FILES YES ; Should textures used for the fonts be ignored

CHAOS_REDUCTION YES ; HUD, loading screens, and objective pogs will be filtered out of the texture pool

; Use the following to reduce the chaos further

; EXCLUDE Exclude these files from the mix

; INNER_MIX Only mix the files in this grouping

; FULLMIX Mix them with all the rest of the textures/sounds

MIX_VOICES_AND_SOUNDS INNER_MIX ; Mix standard named dialog files be mixed with all the other sounds.

MIX_WITH_POWERUP_TEXTURES INNER_MIX ; Mix the texture powerups in with all the other textures.

MIX_WITH_VEHICLE_TEXTURES INNER_MIX ; Mix the vehicle textures in with all the other textures.

MIX_WITH_WEAPONS_TEXTURES INNER_MIX ; Mix the weapon textures in with all the other textures.

MIX_WITH_CHARACTER_TEXTURES INNER_MIX ; Mix the character textures in with all the

other textures.

REUSE_ALL_TEXTURES NO ; Allow the textures that were used in the previous categories to show up again in other spots.

REUSE_ALL_SOUNDS YES ; Allow the sounds that were used in the previous categories to show up again in other spots.

File Attachments

1) [Screenshot.426.png](#), downloaded 917 times



- 2) [RenegadeChaosEdition.zip](#), downloaded 240 times
- 3) [1.png](#), downloaded 906 times



4) [Untitled.png](#), downloaded 923 times

