
Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:13:00 GMT

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ftp://ftp.westwood.com/pub/reneade/tools/Multiplayerlevels.zipftp://ftp.westwood.com/pub/reneade/tools/RenegadeToolsInstaller.exeftp://ftp.westwood.com/pub/reneade/tools/VehicleModels.zip
There are new docsAnd Some Tanks in gmax format and Some Levels In Lvl formatThe editor it self is like the same tough still doesn't find the scripts.dll it self and still crashes much[April 27, 2002: Message edited by: thebuzzer]

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:15:00 GMT

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where?

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:16:00 GMT

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...And where does it say they were updataded?

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:17:00 GMT

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where?

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:18:00 GMT

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Im downloading it from westwoods ftp...needed to reinstall anyway...**** errors...but there is nothing in any of the forums or on the front page.

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:19:00 GMT

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begins a mad rush for the mod tools

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:20:00 GMT

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quote:Originally posted by Trestkon:*begins a mad rush for the mod tools*nods with agreement!

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:20:00 GMT

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I think the size has gone up by a mb?

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:21:00 GMT

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Im on a T3....I doubt im making you lag.(at friends house...I only have sds!)I used the link form the front page Mod Tools section.

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:22:00 GMT

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R the updated tools on the same link the old ones were??[April 27, 2002: Message edited by: mikcjk]

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:24:00 GMT

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they need to release stuff so we can code.

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:24:00 GMT

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I have downloaded it, it's roughly 0.3mb bigger

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:28:00 GMT

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downloaded and installed here

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:32:00 GMT

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The added size seems to be fix to scripts.dll and a word doc at this location C:\Program Files\RenegadePublicTools\HowTo\YourFirstMap1 have yet to read this but I suspect I am well passed it. Will take a gander tho.

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:33:00 GMT

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OMG - it's much more basic than equaliser's and I can find no extra .lvl files as promised.

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:38:00 GMT

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maybe they are still adding parts?

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:40:00 GMT

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thebuzzer? 3 files, I downloaded from the mod tools page and only saw the old links. Does this mean I need to download gmax again or are you referring to more/information or different programs and if so where can I find them.

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:47:00 GMT

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3 files- RenegadePublicTools- veheclesmodels- multiplayermaps

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:49:00 GMT

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what new vehicle models are there, and multiplayer maps?

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:53:00 GMT

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yea, the How-tos are alot better.

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:12:00 GMT

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Well scripts.dll still need to be copied in your mod folder it seems, that only the docs have been updated, so far i still got the same bugs i had with the first version...oh well if you dont need docs, i dont think you need to update the tools, even renX still has the meaterial editor bug. The most usefull files to download would be the mutliplayer levels and vehicules models

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:19:00 GMT

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^ ___BUMP___ ^

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:28:00 GMT

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hmpff how long are they on the ftp? did they put it up today? and they are always late with the news , look at the aircraftpatch and the mod tools we downloaded it 6-7 hours earlyer before the wrote the news

Subject: New Mod Tools

Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:43:00 GMT

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ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.ziphe have all multiplayer lvl in .lvl file for commandos editor, not gmax

file...ftp://ftp.westwood.com/pub/renegade/tools/VehicleModels.zip5 vehicles in gmax file (commanche, humvee, boat, a-10...)and one new tutorial included.... basic map[April 27, 2002: Message edited by: Francois]

Subject: New Mod Tools
Posted by [Anonymous](#) on Sat, 27 Apr 2002 10:50:00 GMT
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where do we extract everything

Subject: New Mod Tools
Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:06:00 GMT
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1. overwrote the Renegade tool installer.2. then I took the multiplayer levels and extracted them to C:\Program Files\RenegadePublicTools\LevelEdit\testing\Levels3. Then I took the Vehicle models zip and extracted it to : C:\Program Files\RenegadePublicTools\HowTo\Vehicles,when I extracted this file, it made its own folders for each separate vehicles.Everything worked for me. the levels are great to look at for making changes or corrections on your levels.Hope this little bit helped. TY WW!! tutorials are great also.

Subject: New Mod Tools
Posted by [Anonymous](#) on Sat, 27 Apr 2002 11:17:00 GMT
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^__BUMP__^ need to keep this topic at the top so it doesn't have to be answered again so soon

Subject: New Mod Tools
Posted by [Anonymous](#) on Sat, 27 Apr 2002 13:10:00 GMT
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BUMP just incase someone missed the release

Subject: New Mod Tools
Posted by [Anonymous](#) on Sat, 27 Apr 2002 13:15:00 GMT
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bump
