
Subject: Super Run Mod

Posted by [IceSword7](#) on Sun, 25 Jul 2004 23:56:02 GMT

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Hey does anyone know where to find that Mod that makes you run super fast? I had it before but i deleted.

TY

Edit: maybe i should of put this in the mod forum...but then again ack would probably just delete it :rolleyes:

Subject: Super Run Mod

Posted by [Naamloos](#) on Mon, 26 Jul 2004 00:01:57 GMT

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Sounds more like a cheat to me... lol.

Subject: Super Run Mod

Posted by [spreegem](#) on Mon, 26 Jul 2004 01:10:13 GMT

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You mean this?

<http://egames.servegame.com/DownloadFiles/Renegade/Misc/Speed%20Hack.zip>

Subject: Re: Super Run Mod

Posted by [Crimson](#) on Mon, 26 Jul 2004 01:32:37 GMT

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IceSword7Hey does anyone know where to find that Mod that makes you run super fast? I had it before but i deleted.

TY

Edit: maybe i should of put this in the mod forum...but then again ack would probably just delete it :rolleyes:

Uhh... ACK hasn't had mod privileges in that forum for MONTHS. :rolleyes:

Subject: Super Run Mod

Posted by [IceSword7](#) on Mon, 26 Jul 2004 01:44:46 GMT

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spreegemYou mean this?

<http://egames.servegame.com/DownloadFiles/Renegade/Misc/Speed%20Hack.zip>

Yea thats it...i just wish someone would actually make a mod like that that works for both and when you fall down a tiny bit you dont die.

And o Sorry i didnt know ack didnt have admin.

Subject: Super Run Mod

Posted by [spreegem](#) on Mon, 26 Jul 2004 01:55:00 GMT

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I didn't change the falling distance on it, I don't know what's wrong, it was just always like that, I'll try increasing the fall distance and see if that does anything though. . . OT: Anyone know how to import an objects.ddb file into the Renegade editor? I don't have teh original .pkg anymore

Subject: Super Run Mod

Posted by [z310](#) on Mon, 26 Jul 2004 19:12:19 GMT

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spreegemI didn't change the falling distance on it, I don't know what's wrong, it was just always like that, I'll try increasing the fall distance and see if that does anything though. . . OT: Anyone know how to import an objects.ddb file into the Renegade editor? I don't have teh original .pkg anymore

Create a new mod package and put the existing objects.ddb in the presents folder.

Subject: Super Run Mod

Posted by [spreegem](#) on Mon, 26 Jul 2004 19:20:16 GMT

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OK, thanks I'll play around with the jump height damage stuff or whatever it is later, I know I saw it before. When I was editing the player speeds.

Subject: Super Run Mod

Posted by [Anonymous](#) on Thu, 29 Jul 2004 02:15:28 GMT

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I just play, I don't know how to do this mumbo jumbo, so can someone tell me how to edit player speeds and hieght jumping ability online plz.

Subject: Super Run Mod

Posted by [spreegem](#) on Thu, 29 Jul 2004 02:18:08 GMT

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Ok sw33t, here's what to do if you want to know so badly (I am in no way responsible for any cheats you make with this, I am doing this for modding purposes only . . . though I did make the super run mod, but that give major lagg, and won't work in RenGuard servers . . .) First get the Renegade tools, and install them, also get XCC Mixer so you can extract the objects.ddb file out of the pkg.

Now start the renegade editor and create a new mod package, name it whatever in the hell you want to name it. Now on the tool thign to the right, press Presets. Now go down to Global Settings, and press the +, now Purchase Settings and press the +. (Beacon price in team purchase settings instead of just Purcahse Settings near the top as well as the 4 free soldiers) These are both the GDI, Nod, Mutant, and secret purchase setings for characters and tanks, and stuff, you can edit their prices here, and will need to find out the character or vehicle preset used in multiplayer here so that you can modify it for online play. Click GDI, or Nod, for the character classes, vehciles, equipment, or whatever. Now press Mod down near the bottom, looks like a hammer. Now click Settings. You shoudl now see some stuff that looks like the below . . . I did Character Classes (GDI) Here is the first one.

Name

IDS_Enc_Char_GDI_MinigunnerOfficer_Name

Texture

hud_cnc_GOffShot.tga

Object

CnC_GDI_MiniGunner_1Off

You will need to find out the object of the character or vehicle you want to modify it, and remember it. Now go to Object and press the +, then Solder and press then + (Vehicles obviousley (SP?) under Vehicle instead of soldier), and then Soldier Presets and press then +, then find CnC_GDI_MiniGunner_1Off under the Soldier Presets. It isn'te there is it? Closet thing is GDI_Minigunner_1Off, lets press the + and see what comes out below it shall we? Ohh look! I found CnC_GDI_Minigunner_1Off!!!. . . Now press it and click Mod (Hammer) Now click physics model and mess around with all that, pretty slef explanatory from there on out . . . Now save the mod package and put it into your Renegade Data Directory, open XCC mixer, let it scan, find your .pkg, select it, find objects .ddb in there, right click > Extract, yes, start up renegade, your all set. . . Make sure you doo al this extracting and saving into the proper directories, objects, and your .pkg both need to be in your Renegade data directory.I will fix this up later, but this was hastily and poorly written, if you understand this, great Hope this helps you all, ecpecially sw33t, and hopefully he will no longer bother me. If anyone else needs help with this sort of a thing, I'll see what I can do, but I'm not into modding Renegade so I probably won't be of much help.

Umm . . . Crimson, could you please install the phpBB Spelling mod, I don't like having to keep reading through my posts find all the errors . . . It only takes 3 minutes for the coding, or less if your fast, and then about 5 - 10 minutes to upload the word list, this is all on my extremely slow server though, so yours should go quicker . . .

Subject: Super Run Mod

Posted by [Anonymous](#) on Thu, 29 Jul 2004 06:19:43 GMT

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Where do I get the tools and the xcc from?

Subject: Super Run Mod

Posted by [spreegem](#) on Thu, 29 Jul 2004 13:11:56 GMT

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Tools on my site here, files are in alphabetical order. . .

http://egames.servegame.com/Main/Renegade/Renegade_misc.htm

XCC Mixer on my site here. . .

http://www.egmods.com/DownloadFiles/Renegade/utilities/XCC_Mixer-1.36.zip
