
Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 07:41:00 GMT

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Terrorist Suppression Website!!!***UPDATE***Alpha test is completed!Download it and try it out!! have a server up and running.*****Kind of a cross between GrandTheftAuto3 and CounterStrike.Features:GDI Police versus Nod gangSet in modern day times: modern weapons/character models/vehiclesGDI Police: Like a SWAT team, has police helicopters & cop cars.Nod Gang: Some stronger "illegal" weapons. Has machine gun Hum-vee.Gameplay: Slower than Renegade because its much easier to die. Weapons hold less ammo too.Deathmatch/CTF: no vehicle creation or C&C ModeCity Environment: skyscrapes, roads, citizen vehicles to steal all over.Different Maps with different objectives:1)Protect the CapitolGDI starts in police station, Nod in gang hideout.GDI must protect the Captiol from being nuked by Nod. Nod tries to nuke Capitol.2)Jail BreakGDI starts in policestation, Nod in Prison.GDI must race to the prison and keep the Nod gang under control. Nod must run to the prison weapons storage and try to force/sneak out of Prison, and possibly nuke the nearby town.3)SkyscrapreGDI starts on roof of skyscrapre. Nod outside at bottom. They will "meet" in the middle.4)Data ExchangeGDI starts in PD, Nod in hideout.This is a "Capure the Flag" Game. GDI tries to steal Nod secret information and bring it back to base, and Nod tries to steal GDI secret information and bring it back to base.5)AlcatrazThe only map where you can build a vehicle.GDI starts in SanFransico. They can build boats to get across to Alcatraz Prison Island. Nod starts on the island, they will fight off GDI and maybe even steal a boat to get to SanFran.6)Drug BustLike the Captiol. Nod must protect the drug warehouse, GDI must lon-Cannon it.Downloads and screenshots on the website now. [September 19, 2002, 19:31: Message edited by: TechVW]

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 07:50:00 GMT

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It sounds great. When will it be finished? Do you need a Beta tester ? you can contact me on zelord@e-mail.dk .

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 08:19:00 GMT

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Yeah, if you need a tester, Here is my e-mail

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 08:38:00 GMT

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i will proudly accept a copy if u do not mind email me at csman2500@yahoo.com

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 08:39:00 GMT
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oh by the way I LOVE GTA3 AND RENEGADE SO I WOULD LOVE A COPY I BEG U

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 08:50:00 GMT
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I'll test it for you!

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 09:00:00 GMT
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Heck yeah I wanna play! Sounds great!

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 09:28:00 GMT
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it sound awsome ill beta test if u wantor ill take a copy mathew.gross@cox.net

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 10:34:00 GMT
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Hey are you guys forgetting C&C_Liberty_City ????

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 10:44:00 GMT
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Yes Shaun, you said you stopped working on it. Mine isnt specifically a GTA3 themed mod so dont worry.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 10:45:00 GMT

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ok, But I was keeping it secret but hell to that I am still making it!

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 15:45:00 GMT

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Ill beta test it! m_gianino@hotmail.com

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 16:00:00 GMT

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I like the idea!!! Sounds like the best mod going, if all this is true.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 17:46:00 GMT

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sounds pretty well thought out. I'd play it.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 18:46:00 GMT

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Wow bro this sounds wicked fun.....this should hold me over until GTA:Vice City comes out for ps2 in october(or itll amuse me for a while lol)good luck with ther rest of it!bye

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 19:55:00 GMT

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When Is the due date?

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Fri, 09 Aug 2002 22:22:00 GMT

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can you give us some picture/screenshot?

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Sat, 10 Aug 2002 01:43:00 GMT
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dude you dont even understand ..when i was reading that it sounds o go**** fun im getting horny
wow i really want to play that oooo man o god

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Sat, 10 Aug 2002 04:26:00 GMT
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Hey the official site for Gta3:Vice city is www.Kentpaul.com don't ask me why they have that URL
I really don't know, they have 3 screenshots; one over looking a river/sea with the sunset and one
of a roller blader, plus one looking up on a building and if the textures are going to be like that in
the game ==> Edit: Wait there's more! Just look thru most of the sections and theres quite a
few screenshots [August 10, 2002, 04:29: Message edited by: Planetshaun.co.uk]

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Sat, 10 Aug 2002 08:29:00 GMT
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Quote from KentPaul.com:"A proper geezer from Kent, not some idiot from Essex" I'm from essex,
WTF do they mean by saying that?!?!?!?

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Sat, 10 Aug 2002 10:40:00 GMT
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Ill test yandydna11@hotmail.com!

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Sat, 10 Aug 2002 15:43:00 GMT
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When is mod RELEASE DATE?

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Sun, 11 Aug 2002 00:16:00 GMT
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Sounds awesome, all 3 games r ^ there on my top list, so i'll test it for ya if ya need me
2!Pherexio@Cox.net

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Sun, 11 Aug 2002 00:22:00 GMT
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quote:Originally posted by npsmith82:Quote from KentPaul.com:"A proper geezer from Kent, not some idiot from Essex" I'm from essex, WTF do they mean by saying that?!?!?!? I'm from Kent

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 14 Aug 2002 05:41:00 GMT
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Here is a preview screen:<http://www.gtx.org/~dsims/images/preview.gif> should have a very rough version of the capitol game done within a week. Then I will create a webpage and take spots for testers.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 14 Aug 2002 05:49:00 GMT
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Any chance I could have your gmax model of the capitol? I would like it in case I ever finish my "Dimension Rip" mod, which is based in Washington DC. I have a .3ds of the capitol building allready...I was going to put some basic hallways and an MCT in it similar to the refinery.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 14 Aug 2002 08:43:00 GMT
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Yeah Blazer, you can have it when im done with it. It doesnt really have an interior or anything like that. I'll probably post it and some other stuff up on my webpage when im ready to give it out.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 14 Aug 2002 09:45:00 GMT
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Is this for Renegade or GTA3

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 14 Aug 2002 10:06:00 GMT
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This is a mod for Renegade.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 14 Aug 2002 19:59:00 GMT
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Ohh goody.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Thu, 15 Aug 2002 11:20:00 GMT
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GET THIS OUT ASAP! or else.... em eh.. i... will... not download it there see lol

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Thu, 19 Sep 2002 19:33:00 GMT
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Terrorist Suppression Mod Website!!!Download the alpha test!Screenshots!Beer!(sorry, no beer)

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Thu, 19 Sep 2002 19:45:00 GMT
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Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Thu, 19 Sep 2002 20:25:00 GMT
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Nice. Can't wait for the next one!

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Sun, 20 Oct 2002 03:06:00 GMT
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I don't see the public server up...but I wish to do the alpha test, got the mod, nowhere to play it, that's all.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Tue, 22 Oct 2002 06:58:00 GMT
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Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 23 Oct 2002 07:29:00 GMT
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I had a server up for a couple weeks, but no one ever played, so its not up anymore.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 23 Oct 2002 07:56:00 GMT
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Oh...well everyone claims that they like the maps, wanna play it, but anybody plays out there? I really wanted to try this map.Btw do the vehicles respawn?Yeah the black humm-vees are cool.Wonder why I'm Kane all the time unless I switch to flamethrower. lol

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Anonymous](#) on Wed, 23 Oct 2002 08:25:00 GMT
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Hmm, well, the problem is that people only join dedicated servers if there are already people there to play. If no one is there to play, then they leave. So what I may do is just start a non-dedicated server, so that people can play, even if they are the only one playing. Then more people are likely to join in.As for the progress of the mod, I'm thinking about dropping the "Terrorist" side of the mod, and making it strictly a Grand Theft Auto mod. Just two opposing gangs in Liberty City, with civilians walking around. Ammo would be found at AmmoNation of course, and Nukes at 8-ball. Or maybe I could keep it gang versus the police... i dunno.

Subject: Renegade: GTA3 - Counterstrike Mod

Posted by [Anonymous](#) on Fri, 01 Nov 2002 14:06:00 GMT

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maybe i could help make some maps

Subject: Renegade: GTA3 - Counterstrike Mod

Posted by [Madtone](#) on Mon, 20 Sep 2004 14:42:56 GMT

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Damn... Anyone still got a copy of this.. NpSmith?

Subject: Renegade: GTA3 - Counterstrike Mod

Posted by [Blazea58](#) on Mon, 20 Sep 2004 22:41:20 GMT

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Yea i just came to the topic as well, but all the links are unavailable. One of them just links me to some cristian homepage, and the other links to some other wierd site, which has no information on this mod.

I myself, was making a Gta styled map, but i gave up due to a tremendous amount of texturing, and other things which just made it to complicated. If you need any buildings, i already have ammuation shop complete, as well as the police station , and several others. If would like them, i can post because i have no use for them anymore.

All of the buildings i created were started from scratch, have full interiors, and all the objects inside were custom. So texturing would be quite a large task.

How much of liberty city do you have created, whats your status? perhaps you can post a direct link to the alpha? I would really like to see how it is atm.

Only posting incase you decide you need help of any sort.

Subject: Re: Renegade: GTA3 - Counterstrike Mod

Posted by [Blazea58](#) on Mon, 20 Sep 2004 22:47:04 GMT

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. Ammo would be found at AmmoNation of course, and Nukes at 8-ball. Or maybe I could keep it gang versus the police... i dunno.[/quote]

Just thought id post the inside of the ammoNation which i had modeled. All of mine are within 2000 polygons, nothing to complex , but serves its purpose.

Either way id like to see the progress of your mod, as im really interested in this type of modification.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Spice](#) on Mon, 20 Sep 2004 23:06:04 GMT
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This topic is very old. People seem to think it's funny to revive year old topic's.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [icedog90](#) on Tue, 21 Sep 2004 03:44:58 GMT
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EXdeath7This topic is very old. People seem to think it's funny to revive year old topic's.

Two year old topic, you mean.

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [sniper12345](#) on Wed, 22 Sep 2004 09:30:07 GMT
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Are you people planning to just do an island or all of them?

Subject: Renegade: GTA3 - Counterstrike Mod
Posted by [Madtone](#) on Wed, 22 Sep 2004 11:45:24 GMT
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EXdeath7This topic is very old. People seem to think it's funny to revive year old topic's.

I revived this for an authentic reason, i wanted a bit of public knowledge from some of the people who might have the beta of this.
