
Subject: cools forgotten mods

Posted by [ben5015se](#) on Sat, 13 Aug 2005 05:25:05 GMT

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ok i guess im going back to ren

i just cant leave ren for good its adicting but i lost alot of mods ever since i messed up windows and couldnt backup anything.. hers the list

stick death mod

and there was another from the same person who made the stickdeath mod it was sooo fun it was like aargh or something

SAG beta you could drive ships.. its on renegadezone.com

solo survivor

theres one that im recruting a team for formula evolution v0.05 look it up on moddb i uploaded the newest version.. i got permission from the maker to do it

i forgot the others but i know they were good..

i was kinda hoping someone would have the stickdeath mod!

Subject: Re: cools forgotten mods

Posted by [Lijitsu](#) on Sat, 13 Aug 2005 10:28:22 GMT

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To take a line from DJM; Google it.

Subject: Re: cools forgotten mods

Posted by [zunnie](#) on Sat, 13 Aug 2005 15:15:11 GMT

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<http://www.multiplayermaps.net/pafiledb.php?action=category&id=74>

Renegade Alert 9.9.3

Renegade Sole Survivor

Two of the better mods around for Renegade.

In case you will be installing Sole Survivor i have to stress that you should make a copy of your Renegade directory and install Sole Survivor in that one.

If you dont, then you wont be able to play Renegade anymore.

Subject: Re: cools forgotten mods
Posted by [bigwig992](#) on Sat, 13 Aug 2005 16:13:32 GMT
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You wouldn't be able to play Renegade anymore only if you installed RenGaurd. It's files were never added to the 'okay' list.

Subject: Re: cools forgotten mods
Posted by [ben5015se](#) on Sun, 21 Aug 2005 22:53:07 GMT
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yea solo survivor is fun i learned from the mistake with out making a copy of my ren folder..
but i never found any servers for it
also i liked renalert 992 more then 3.. lol i liked the box looking vehicles...

Subject: Re: Cool Forgotten Mod
Posted by [tooncy](#) on Mon, 22 Aug 2005 17:41:56 GMT
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The best forgotten mod: Tech Assault

Why was it awesome? It was one of the first mods to make good use of the custom scripts.dll file, in that it allowed the Nod team to build a base. There would be an APC at one corner of the map that when destroyed would spawn a construction pad. From the construction pad you could spawn more APCs that built different structures like a bunker, a wall, some turrets, ect. and it all came together great. Playing it was a blast, and some of the best fun I've ever had playing Renegade. Unfortunately, Namehunter kind of dissapeared after its public release and the mod died. There are no mirriors of it right now, although I do I have a copy of it left, and could send it to anyone who is interested.

Subject: Re: Cool Forgotten Mod
Posted by [Lijitsu](#) on Mon, 22 Aug 2005 21:53:20 GMT
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tooncy wrote on Mon, 22 August 2005 13:41The best forgotten mod: Tech Assault

Why was it awesome? It was one of the first mods to make good use of the custom scripts.dll file, in that it allowed the Nod team to build a base. There would be an APC at one corner of the map that when destroyed would spawn a construction pad. From the construction pad you could spawn more APCs that built different structures like a bunker, a wall, some turrets, ect. and it all came together great. Playing it was a blast, and some of the best fun I've ever had playing Renegade. Unfortunately, Namehunter kind of dissapeared after its public release and the mod died. There are no mirriors of it right now, although I do I have a copy of it left, and could send it to anyone who is interested.

Thats sounds awesome. To bad Namehunter dissapeared, sounds like the mod could have made it to be more popular than 99% of all others.
Dont cuss me out for saying 99%, theres always that 1% chance.
And yes, i would like a copy of it, though i havent but a small clue as to how you would get it to me. The only way i know of, is through email.

Subject: Re: cools forgotten mods
Posted by [bisen11](#) on Tue, 23 Aug 2005 18:25:27 GMT
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Well it doesnt sound too hard to do. Couldn't you just make a pt that spawns the apc and deducts the creds when you use it. Then spawn the buildins and stuff on death. Ofcourse its always easier to say stuff than do it

Subject: Re: cools forgotten mods
Posted by [z310](#) on Tue, 23 Aug 2005 22:15:53 GMT
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Ben!

Subject: Re: cools forgotten mods
Posted by [ben5015se](#) on Thu, 25 Aug 2005 08:49:19 GMT
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makes me sad to know that alot of mods didnt even start (www.moddb.com)

Subject: Re: cools forgotten mods
Posted by [spreegem](#) on Wed, 31 Aug 2005 14:02:15 GMT
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Ok, I've uploaded Tech Assault to my server. Here's the link.
[http://egames.servegame.com/DownloadFiles/Renegade/Mods/Tech %20Assault.rar](http://egames.servegame.com/DownloadFiles/Renegade/Mods/Tech%20Assault.rar)

Subject: Re: cools forgotten mods
Posted by [ben5015se](#) on Wed, 31 Aug 2005 15:11:54 GMT
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thanks!

Subject: Re: cools forgotten mods
Posted by [Lijitsu](#) on Wed, 31 Aug 2005 22:19:38 GMT
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spreegem wrote on Wed, 31 August 2005 10:02Ok, I've uploaded Tech Assault to my server.
Here's the link.

<http://egames.servegame.com/DownloadFiles/Renegade/Mods/Tech %20Assault.rar>
Thank you.
