
Subject: Changing Unit Size

Posted by [ssjskipp](#) on Wed, 11 Jan 2006 00:46:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

How would I go about aking a mod that changes the size of units? Like, making solders, shotgun troopes, anything either smaller or bigger?

Subject: Re: Changing Unit Size

Posted by [Aprime](#) on Wed, 11 Jan 2006 00:56:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

OH GEE I WONDER WHAT KIND OF CREATIVE WORK YOU'LL COME UP WITH IF WE GIVE YOU THE INFORMATION YOU ARE SEEKING FOR!

Subject: Re: Changing Unit Size

Posted by [ssjskipp](#) on Wed, 11 Jan 2006 00:59:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

As much as I love starting idiot arguments, you've outdone even the best of us.

Subject: Re: Changing Unit Size

Posted by [Titan1x77](#) on Wed, 11 Jan 2006 03:11:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

1st of all you could just make maps that are smaller or bigger in comparison to he units used in the game.

or you could go and scale everything to the size you want and start from there.....but I dont think you want to do that.

Go with the scaling of the map..

Subject: Re: Changing Unit Size

Posted by [WNxCABAL](#) on Wed, 11 Jan 2006 12:27:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

or camera views

Subject: Re: Changing Unit Size

Posted by [MrWiggles](#) on Thu, 12 Jan 2006 18:29:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

wnx is good at renegade

Subject: Re: Changing Unit Size
Posted by [WNxCABAL](#) on Thu, 12 Jan 2006 21:07:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

me personally or the clan?

Subject: Re: Changing Unit Size
Posted by [bisen11](#) on Thu, 12 Jan 2006 21:20:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make a new model... And make it smaller or bigger....

Subject: Re: Changing Unit Size
Posted by [\\$c0p3](#) on Thu, 12 Jan 2006 22:43:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

changing unit size, hmm...

no wonder everybody in this renegade community sucks, unlike us at www.clanwars.cc - where the best, and only the best (unlike you retards), play.

Subject: Re: Changing Unit Size
Posted by [JeepRubi](#) on Thu, 12 Jan 2006 22:48:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

\$c0p3 wrote on Thu, 12 January 2006 16:43 unlike us at www.clanwars.cc - where the best, and only the best (unlike you retards), play.

Is that why your here? Not good enough?

Subject: Re: Changing Unit Size
Posted by [IceSword7](#) on Fri, 13 Jan 2006 01:40:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:changing unit size, hmm...

no wonder everybody in this renegade community sucks, unlike us at www.clanwars.cc - where the best, and only the best (unlike you retards), play.

Smile

Shut up

Subject: Re: Changing Unit Size
Posted by [Viking](#) on Fri, 13 Jan 2006 02:07:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok better not be trying to make an ai...m... ya know what im talking about...

Subject: Re: Changing Unit Size
Posted by [WNxCABAL](#) on Fri, 13 Jan 2006 09:28:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

\$c0p3 wrote on Thu, 12 January 2006 22:43changing unit size, hmm...

no wonder everybody in this renegade community sucks, unlike us at www.clanwars.cc - we're the best, and only the best (unlike you retards), play.

Not too good at spelling though!

Subject: Re: Changing Unit Size
Posted by [EA-DamageEverything](#) on Sat, 14 Jan 2006 04:11:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

1 year ago I found this on the web=

But unfortunately I don't know anymore where I DLed it and who made this MiniMammy...

File Attachments

1) [MiniMammy.jpg](#), downloaded 623 times



Subject: Re: Changing Unit Size
Posted by [bandie63](#) on Sat, 14 Jan 2006 05:07:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awww... so cute!

Subject: Re: Changing Unit Size
Posted by [Oblivion165](#) on Sat, 14 Jan 2006 05:36:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

\$c0p3 wrote on Thu, 12 January 2006 17:43changing unit size, hmm...

Geee that doesnt sound like a shamless plug for a website.

PS: Wiat for roleplay 2 there is going to be a RC-car shop!
As in tiny cars! Real tiny!

that reticle looks like the TK2 logo, you might want to ask around on their forums -> <http://www.thekoss2.org/forum/>

It is, lol.

He's too stupid to know what Warrior Nation is.

Subject: Re: Changing Unit Size
Posted by [JeepRubi](#) on Sat, 14 Jan 2006 19:23:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I felt like trying it out.....

.....my masterpice. Quite cute aint it?

and the w3d is there too if you want to see it for yourself.

File Attachments

- 1) [v_gdi_humvee.W3D](#), downloaded 124 times
- 2) [game2 2005-12-14 14-18-03-45.jpg](#), downloaded 559 times



Subject: Re: Changing Unit Size
Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 00:27:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

haha, well done!

Subject: Re: Changing Unit Size
Posted by [cmatt42](#) on Sun, 15 Jan 2006 00:35:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

EA-DamageEverything wrote on Fri, 13 January 2006 22:11 I found this on the web=

But unfortunately I don't know anymore where I DLed it and who made this MiniMammy...
I want that reticle. Anyone know where to get it?

Subject: Re: Changing Unit Size
Posted by [JeepRubi](#) on Sun, 15 Jan 2006 00:57:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

WNxCABAL wrote on Sat, 14 January 2006 19:27haha, well done!

It only took me about 10 min.

Subject: Re: Changing Unit Size
Posted by [Oblivion165](#) on Sun, 15 Jan 2006 03:42:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

EA-DamageEverything wrote on Fri, 13 January 2006 22:11 I want that reticle. Anyone know where to get it?

<http://renhelp.co.uk/?tut=51>

A + B

File Attachments

1) [Cursor.png](#), downloaded 394 times

