
Subject: Scud Storm Mod Released

Posted by [OWA](#) on Sat, 02 Sep 2006 18:35:10 GMT

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The Scud Storm mod has been released and you can get it from <http://www.laeubi.de/>

This is a total conversion to C&C Generals.

You dont need Renegade to play. Its standalone like APB.

I just thought I would bring this to the community's attention. The graphics really do suck as most of the stuff has been ripped from C&C Generals. But some of it is quite interesting. The scripts are really quite inventive. Here is a quick list of features.

Capturable Oil Derricks

Working construction dozers that build base defences (different base defence depending on which character you are.)

Buildable AI supply trucks/chinooks

Upgradeable vehicles. (includes battle drones and all the overlord upgrades, black napalm ect)

Targetable Superweapons. (No more beacon, you get a target spawned which your character enters and then you fly it over the target and fire to inflict damage)

Planes are VTOL, they were previously thought to be on some kind of new system.

Deployable units.

This mod has quite a clever script that stops people from buying more supply trucks and planes when another is in the build zone.

I thought that this script could be handy for APB and its helipads/naval factorys.

I really hate it when my sub gets crushed by an oblivious n00b who cant wait til i'm clear of the build zone.

There are a lot of issues with it at the moment. For example when you kill another player the game crashes for everyone except the host. The level edit file is up on Laeubi's site as well, If anyone would like to finish it.

Anyway, try it out because some of this stuff is pretty cool.

Subject: Re: Scud Storm Mod Released

Posted by [LR01](#) on Sat, 02 Sep 2006 18:46:51 GMT

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Yes, but a TS needs Renegade right?

Subject: Re: Scud Storm Mod Released

Posted by [futura83](#) on Sat, 02 Sep 2006 18:58:02 GMT

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how do you upgrade vehs? i cant understand the language.

Subject: Re: Scud Storm Mod Released

Posted by [Oblivion165](#) on Sat, 02 Sep 2006 19:12:22 GMT

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LR01 wrote on Sat, 02 September 2006 14:46 Yes, but a TS needs Renegade right?

Negative, to playone you will have to enter your original renegade serial however. Simple regkey setup.

Subject: Re: Scud Storm Mod Released

Posted by [futura83](#) on Sat, 02 Sep 2006 19:36:29 GMT

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is it ironic that the mod is called scud storm yet you cant go the GLA(?)

Subject: Re: Scud Storm Mod Released

Posted by [OWA](#) on Sat, 02 Sep 2006 20:08:32 GMT

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To upgrade your vehicle use either 1, 2, 3, 4, 5 or 6. Look at the blue text when you enter a vehicle closely and it will tell you.

Yeah it is ironic isnt it

Subject: Re: Scud Storm Mod Released

Posted by [cmatt42](#) on Sat, 02 Sep 2006 20:55:22 GMT

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one winged angel wrote on Sat, 02 September 2006 15:08 To upgrade your vehicle use either 1, 2, 3, 4, 5 or 6. Look at the blue text when you enter a vehicle closely and it will tell you.

We don't all speak German.

Subject: Re: Scud Storm Mod Released
Posted by [OWA](#) on Sat, 02 Sep 2006 21:42:15 GMT
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Ok. I only speak basic german, so most of it is just guesses. But point taken cmatt42.

Subject: Re: Scud Storm Mod Released
Posted by [LR01](#) on Sun, 03 Sep 2006 10:02:30 GMT
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I'm dutch, German is pretty much the same, so I can understand it a little

Subject: Re: Scud Storm Mod Released
Posted by [StealthEye](#) on Sun, 03 Sep 2006 10:20:10 GMT
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Dutch here too, can understand most of it...

I must say it has some interesting stuff. I heard about this before, but not much in detail. The upgrades, generals, superweapons, capturing etc are very nice
EvilWhiteDragon and I played a 2 player lan game to test it, and we did not seem to have killed each other, as we did not even see that bug, lol

Subject: Re: Scud Storm Mod Released
Posted by [futura83](#) on Sun, 03 Sep 2006 10:44:31 GMT
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i tipped up a hummvee and the game ended on me

Subject: Re: Scud Storm Mod Released
Posted by [StealthEye](#) on Sun, 03 Sep 2006 10:51:37 GMT
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Hmm, EWD did kill me... He drove me over with a superweapon It did not crash though

Subject: Re: Scud Storm Mod Released

Posted by [LR01](#) on Sun, 03 Sep 2006 10:53:20 GMT

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Won't this be fun online?

Subject: Re: Scud Storm Mod Released

Posted by [danpaul88](#) on Sun, 03 Sep 2006 11:05:53 GMT

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imo the base defenses are over powered, they take out aircraft in 2 hits, and even an overlord struggles to take down even a single patriot battery. I know it's true to Generals in that sense, but for the FPS genre it does not really work.

I love the superweapon targetting though

Subject: Re: Scud Storm Mod Released

Posted by [EvilWhiteDragon](#) on Sun, 03 Sep 2006 11:08:08 GMT

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If you could kill people sure

If you want it to be somewhat more english you can download the source of the scripts.dll and get the scripts from there or you can get it here :

<http://blackintel.igotfree.com/files/blackintel.scudstorm.scripts.en.zip>

Subject: Re: Scud Storm Mod Released

Posted by [OWA](#) on Sun, 03 Sep 2006 11:40:50 GMT

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Thanks. And yeah this would be pretty fun online with a big game.

Subject: Re: Scud Storm Mod Released

Posted by [idebo](#) on Sun, 03 Sep 2006 12:01:50 GMT

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Vehicle upgrades won't work.

Subject: Re: Scud Storm Mod Released

Posted by [OWA](#) on Sun, 03 Sep 2006 12:03:27 GMT

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Well. They do work.

Subject: Re: Scud Storm Mod Released
Posted by [idebo](#) on Sun, 03 Sep 2006 12:13:23 GMT

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Yes they work now... Well, the drones do.

Subject: Re: Scud Storm Mod Released
Posted by [futura83](#) on Sun, 03 Sep 2006 13:38:12 GMT

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buy a hummvee, upgrade it, and right click is the tow missile

Subject: Re: Scud Storm Mod Released
Posted by [idebo](#) on Sun, 03 Sep 2006 13:44:10 GMT

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the17doctor wrote on Sun, 03 September 2006 15:38buy a hummvee, upgrade it, and right click is the tow missile
Well, duh.

Subject: Re: Scud Storm Mod Released
Posted by [OWA](#) on Sun, 03 Sep 2006 15:13:00 GMT

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Or get napalm for the flame units.

Subject: Re: Scud Storm Mod Released
Posted by [futura83](#) on Sun, 03 Sep 2006 15:54:02 GMT

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it would have been nice if the GLA bases had veh spawners in them.

i'd have liked to have driven a toxic tractor

Subject: Re: Scud Storm Mod Released

Posted by [OWA](#) on Sun, 03 Sep 2006 16:16:23 GMT

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Try making a map. The level edit folder is up for download.

Subject: Re: Scud Storm Mod Released

Posted by [EvilWhiteDragon](#) on Sun, 03 Sep 2006 17:00:17 GMT

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StealthEye and me like this quite a lot so maybe really really maybe we will take a look at some of the bugs that are in there .

Subject: Re: Scud Storm Mod Released

Posted by [laeubi](#) on Sun, 03 Sep 2006 17:31:35 GMT

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If you like to work on this mod, let me know, so I can give you acces to the AdminControlpanel for this, you then can upload Screens/informations, I even can provide you a Forum sections if you like... just let me know

Subject: Re: Scud Storm Mod Released

Posted by [futura83](#) on Sun, 03 Sep 2006 18:26:20 GMT

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if i could get a team together i'd be happy enough to work on it at weekends.

Subject: Re: Scud Storm Mod Released

Posted by [StealthEye](#) on Sun, 03 Sep 2006 19:33:16 GMT

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(one of) the crashes seems to occur in BHS.dll, I hope I can upgrade it without problems

Subject: Re: Scud Storm Mod Released

Posted by [futura83](#) on Sun, 03 Sep 2006 19:51:03 GMT

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i can do the leveledit part; im quite good with level edit

Subject: Re: Scud Storm Mod Released

Posted by [OWA](#) on Sun, 03 Sep 2006 20:56:47 GMT

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Laeubi has another Gens/ZH mod. Maybe you should ask him for some of the stuff from that. Most of it seems to be redone.

Subject: Re: Scud Storm Mod Released

Posted by [StealthEye](#) on Sun, 03 Sep 2006 22:13:34 GMT

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Ok, I've upgraded the scripts.dll to 2.9.2. I've quickly packaged the scripts.dll + bhs.dll, but am too lazy to do the source now. I will probably package it tomorrow. I took the SCUD_Scripts_EN folder from the scripts.dll sources and upgraded it to 2.9.2. I hope this will solve some crashes, but if it does not we will have an improved crashdump, and I can probably build a debug release later on by changing some build settings which might make debugging easier.

Download SCUD Storm scripts.dll 2.9.2

[edit]

Note that this has not been tested thoroughly, as I just finished it and haven't got time to test it, I doubt it will be less stable than the default one though

Subject: Re: Scud Storm Mod Released

Posted by [danpaul88](#) on Mon, 04 Sep 2006 07:59:14 GMT

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Couple of bugs with the new scripts...

USA don't get patriots anymore, and if you try to build any turrets it tells you that you are at the turret limit, even though there are none. China seems to be unaffected.

Oil derricks show an insane amount of them on the map! See attached screenshot.

File Attachments

1) [ss_3.jpg](#), downloaded 487 times

Host: Actual Game Stat:

Host: Oil Derricks ingame:1031981909 USA:0 CHINA:0

Host: Generalse ingame : USA=1 CHINA=0

Host: Energiestatus : USA=online CHINA=online

Team
1 USA
0 China
* Player
1. DANDESK



Subject: Re: Scud Storm Mod Released

Posted by [Jonty](#) on Mon, 04 Sep 2006 11:53:45 GMT

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I might be the only person to notice, but if you start a server with this mod there's a Reborn test .pkg there! It has cool Wolverines and not-working Artilleries.

Subject: Re: Scud Storm Mod Released

Posted by [EvilWhiteDragon](#) on Mon, 04 Sep 2006 12:36:42 GMT

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danpaul88 wrote on Mon, 04 September 2006 09:59 Couple of bugs with the new scripts...

USA don't get patriots anymore, and if you try to build any turrets it tells you that you are at the turret limit, even though there are none. China seems to be unaffected.

Oil derricks show an insane amount of them on the map! See attached screenshot.
the insane amount of oil derricks where also in the old scripts.dll

Subject: Re: Scud Storm Mod Released

Posted by [danpaul88](#) on Mon, 04 Sep 2006 13:02:47 GMT

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Odd, they always seemed to show correctly before, but I didn't try switching to the english version, perhaps the bug is not present in the german scripts? could be something to look into.

Anyway, glad to see someone working on some of the bugs, did you fix being able to kill other people?

Subject: Re: Scud Storm Mod Released

Posted by [StealthEye](#) on Mon, 04 Sep 2006 13:20:00 GMT

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Comparing the english source files to the german ones show some changes apart from the different language... It's hard to locate those due to the language changes though

I haven't fixed anything yet, apart from upgrading. The crashdump indicated something in bhs.dll though, so it might have been fixed...

Subject: Re: Scud Storm Mod Released

Posted by [LR01](#) on Mon, 04 Sep 2006 15:48:40 GMT

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Jonty wrote on Mon, 04 September 2006 13:53 I might be the only person to notice, but if you start

a server with this mod there's a Reborn test .pkg there! It has cool Wolverines and not-working Artilleries.

No, you are not, I noticed it to
Who tried playing this online?

Subject: Re: Scud Storm Mod Released
Posted by [Spice](#) on Mon, 04 Sep 2006 15:59:19 GMT
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He wrote our walking script, That was an earlier version of it.

Subject: Re: Scud Storm Mod Released
Posted by [\[DA\]Liz](#) on Mon, 04 Sep 2006 17:14:46 GMT
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yah it would be fun to play i bet but i dont have the kind of computer to dl it....7 hrs of dling??? no way!

Subject: Re: Scud Storm Mod Released
Posted by [danpaul88](#) on Mon, 04 Sep 2006 17:57:23 GMT
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took less than 20 minutes to download for me... speed averaged about 300 kbps, hit 460 every now and then

Subject: Re: Scud Storm Mod Released
Posted by [Jaspah](#) on Mon, 04 Sep 2006 18:57:29 GMT
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hey this actually looks fun

Subject: Re: Scud Storm Mod Released
Posted by [OWA](#) on Mon, 04 Sep 2006 19:52:45 GMT
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I found something else out whilst testing. If you buy a general and get into a vehicle (depending on which general and which vehicle) It changes the vehicle. So Tank General + Overlord = Emperor Overlord. Its pretty neat.

Subject: Re: Scud Storm Mod Released
Posted by [EvilWhiteDragon](#) on Mon, 04 Sep 2006 21:23:44 GMT
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Yes, we saw it too.

Some others :

airforce gen + raptor = kingraptor

aurora +airforce gen = more armor

aurora + superweapons gen = ion strike or something (does more damage ;P

crusader + laser gen = laser crusader

nuke gen + battlemaster = nuke battle master

overlord + tank gen = emperor overlord

That are all I know

Subject: Re: Scud Storm Mod Released
Posted by [danpaul88](#) on Mon, 04 Sep 2006 22:23:56 GMT
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nuke gen + mig allows you to buy nuke upgrade instead of black napalm upgrade, does more damage.

Subject: Re: Scud Storm Mod Released
Posted by [Halo38](#) on Tue, 05 Sep 2006 10:14:41 GMT
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Sounds like alot of effort has been put into this mod it would be nice to see it finished

Subject: Re: Scud Storm Mod Released
Posted by [OWA](#) on Tue, 05 Sep 2006 10:20:34 GMT
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Infantry General + Troop carrier = Assault Troop Carrier

Infantry General + Outpost = Assault Outpost

Superweapon General + Aurora = Alpha Aurora

Airforce Genral + Comanche = Stealth Commanche

Subject: Re: Scud Storm Mod Released
Posted by [futura83](#) on Tue, 05 Sep 2006 11:50:36 GMT
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laser general + crusader = laser crusader

Subject: Re: Scud Storm Mod Released
Posted by [danpaul88](#) on Tue, 05 Sep 2006 12:56:18 GMT
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has anyone noticed using the paladin tends to crash the game when it gets killed? even when killed by base defenses etc..

Subject: Re: Scud Storm Mod Released
Posted by [LR01](#) on Tue, 05 Sep 2006 15:44:38 GMT
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Does it?
anyway the game is nice

Subject: Re: Scud Storm Mod Released
Posted by [danpaul88](#) on Tue, 05 Sep 2006 15:55:13 GMT
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it does for me, I had to stop using it as every time it died renegade crashed... I hope it's not just me getting that problem >.<

Subject: Re: Scud Storm Mod Released
Posted by [StealthEye](#) on Tue, 05 Sep 2006 16:10:24 GMT
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Doesn't seem to happen, with what infantry/strategy/upgrades does it happen for you? Do you have a crashdump?

I've translated some of the still german messages, fixed some little things and fixed the oil derrick thing. This will probably not fix the paladin bug though.

Updated version

Subject: Re: Scud Storm Mod Released
Posted by [danpaul88](#) on Tue, 05 Sep 2006 18:55:01 GMT
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Hmm, well it would have had the battledrone upgrade (I always buy that), and probably with the

superweapons general, although can't be sure, will do some more testing and let you know. Perhaps that bug was specific to the german version... havn't tried it on the new scripts yet. Will get back to you on this.

Subject: Re: Scud Storm Mod Released
Posted by [danpaul88](#) on Tue, 05 Sep 2006 20:47:44 GMT
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ok, the paladin problem appears to be gone. The patriots are still missing, although I noticed when you load the game you hear an explosion and there are scorch marks on the ground where they should be, so they appear to be dying instantly when the game starts. Don't know if this will help you fix them.

Subject: Re: Scud Storm Mod Released
Posted by [StealthEye](#) on Wed, 06 Sep 2006 07:44:34 GMT
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Ok, it was basically the same problem as the oil derricks had, which made it exceed the turret limit. Should be fixed now.
Note that this (and the one I released yesterday) are debug builds, which should make it easier to find the causes of some crashes which might occur. If anyone can't start them due to missing libraries or something, let me know and I'll build a release build too...

SCUD Storm - Patriots fix

[edit]
Yes, information like that certainly helped me fix it!

[edit2]
fixed the link

Subject: Re: Scud Storm Mod Released
Posted by [nopol10](#) on Wed, 06 Sep 2006 09:07:07 GMT
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Someone work on a full fix for every glitch in-game and release it quick. Tipping your own Humm-Vee over crashes the game too..

Subject: Re: Scud Storm Mod Released
Posted by [danpaul88](#) on Wed, 06 Sep 2006 09:16:58 GMT
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The patriots fix link is not working just redirects to blackintel's website saying the page cannot be found.

EDIT: Compared it to the previous links you posted, and realised it's missing the /files/ part of the link.

Corrected Patriot Fix Link

Subject: Re: Scud Storm Mod Released
Posted by [EvilWhiteDragon](#) on Wed, 06 Sep 2006 12:42:27 GMT
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nopol10 wrote on Wed, 06 September 2006 11:07Someone work on a full fix for every glitch in-game and release it quick. Tipping your own Humm-Vee over crashes the game too.. Well it isnt that easy to fix a scripts.dll totally different from any other scripts.dll so... And besides it has a lot of unknown bug s

Subject: Re: Scud Storm Mod Released
Posted by [OWA](#) on Wed, 06 Sep 2006 14:22:13 GMT
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But still a blast to play

Subject: Re: Scud Storm Mod Released
Posted by [EvilWhiteDragon](#) on Wed, 06 Sep 2006 14:49:53 GMT
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yeah, to bad the original maker stopped. Makes me wonder why, since it shouldn't have been to hard to find help for this project I did say.

Subject: Re: Scud Storm Mod Released
Posted by [StealthEye](#) on Wed, 06 Sep 2006 15:57:08 GMT
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Quote:Tipping your own Humm-Vee over crashes the game too..
I can't reproduce this? Could you tell me exactly when this happens?

I fixed the bad link in my original post too

Subject: Re: Scud Storm Mod Released

Posted by [VinGummi2](#) on Wed, 06 Sep 2006 18:58:46 GMT

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I have noticed that in the game status, the number of generals ingame continues to increase everytime you buy a new, and don't decrease when you buy another unit or die. That way I ended up with having 10 generals in the end of a game, although I played alone.

Subject: Re: Scud Storm Mod Released

Posted by [OWA](#) on Wed, 06 Sep 2006 21:01:52 GMT

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I have bundled up a few maps from the Level Edit File for everyone to piss about on. Some of these maps are better than others, some are unfinished, and some are just plain crap. I put a GLA Vehicle map in there for people to play about on with some GLA stuff. Hope you like it.

<http://ar.cnc-source.com/Files/Scud%20Storm%20Map%20Pack.zip>

Subject: Re: Scud Storm Mod Released

Posted by [Zion](#) on Wed, 06 Sep 2006 21:37:51 GMT

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Great, wanna game anyone?

Subject: Re: Scud Storm Mod Released

Posted by [Theboom69](#) on Wed, 06 Sep 2006 23:02:38 GMT

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Ok all i have a Forum and a website and i love this mod.

If you can get a team to gather i will be part of it.

Than we can finish this i think very fast.

Up to you guy's im in all the way i am home schooled so im on every day.

Here will be the site it is not done cus idk if you guy's will be a team.

<http://www.freewebs.com/scud-storm/>

Subject: Re: Scud Storm Mod Released

Posted by [nopol10](#) on Thu, 07 Sep 2006 12:20:10 GMT

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StealthEye wrote on Wed, 06 September 2006 23:57Quote:Tipping your own Humm-Vee over crashes the game too..

I can't reproduce this? Could you tell me exactly when this happens?

I fixed the bad link in my original post too

Play around with C&C_Hills and you'll see. Plus the battle drone also falls side ways as you tip over...Heheh

Subject: Re: Scud Storm Mod Released

Posted by [danpaul88](#) on Thu, 07 Sep 2006 13:00:22 GMT

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I once managed to get a humvee to roll over twice (landing on its wheels again after), and the drone went spinning around with it, going through the floor haha

Subject: Re: Scud Storm Mod Released

Posted by [StealthEye](#) on Thu, 07 Sep 2006 13:02:34 GMT

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I just flipped over twice and had no crash. Do you need to have some general or tactic for it to crash? Does it always crash or sometimes, do you know a way to reproduce this? I tried with and without battle drone and neither crashed, I tried it a few times on another map before, and never had trouble... Do you have the newest dll I posted here? Do you have a crashdump?

[edit]

Quote:I once managed to get a humvee to roll over twice (landing on its wheels again after), and the drone went spinning around with it, going through the floor Very Happy haha
lol

Subject: Re: Scud Storm Mod Released

Posted by [danpaul88](#) on Thu, 07 Sep 2006 14:39:56 GMT

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Ok, I tried it as well and I managed to roll a humvee on it's roof a few times, but the game never crashed because of it..

Subject: Re: Scud Storm Mod Released

Posted by [futura83](#) on Thu, 07 Sep 2006 14:44:49 GMT

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Theboom69 wrote on Thu, 07 September 2006 00:02Ok all i have a Forum and a website and i

love this mod.

If you can get a team to gather i will be part of it.

Than we can finish this i think very fast.

Up to you guy's im in all the way i am home schooled so im on every day.

Here will be the site it is not done cus idk if you guy's will be a team.

<http://www.freewebs.com/scud-storm/>

if i can get 3ds max i'll learn to use it properly and maybe create some maps in it for the mod for you.

Subject: Re: Scud Storm Mod Released
Posted by [LR01](#) on Thu, 07 Sep 2006 15:02:45 GMT
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getting 3ds max is no problem....

but using it more then 30 days is a bigger point

Subject: Re: Scud Storm Mod Released
Posted by [futura83](#) on Thu, 07 Sep 2006 15:03:16 GMT
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i'll find a way

where can i download the latest from?

Subject: Re: Scud Storm Mod Released
Posted by [LR01](#) on Thu, 07 Sep 2006 15:12:57 GMT
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this is its site:

<http://usa.autodesk.com/adsk/servlet/index?id=5659302&siteID=123112>

have fun!

(and note this: <http://www.renegadeforums.com/index.php?t=msg&th=20390&start=0&rid=40>(if you have it))

Subject: Re: Scud Storm Mod Released
Posted by [futura83](#) on Thu, 07 Sep 2006 15:45:25 GMT
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thanks for that.

will learn it straight away

Subject: Re: Scud Storm Mod Released
Posted by [LR01](#) on Thu, 07 Sep 2006 15:55:49 GMT
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np

Subject: Re: Scud Storm Mod Released
Posted by [Theboom69](#) on Thu, 07 Sep 2006 18:16:41 GMT
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I have 3D max,Renx,Gamx and im good with them all i do my mapping in 3D max than export it as a 3d and import it into gamx than save it than open Renx and texture it.

I realy think we need a team cus all the hard work you do probly will not get you cridet for the mod if you help me and ur not in the team i will still give you ur cridet for helping.

I like this mod alot i know some ppl are trying to take it over to well i have everything we will need just no team to help out.

Subject: Re: Scud Storm Mod Released
Posted by [OWA](#) on Thu, 07 Sep 2006 19:33:03 GMT
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Ask Laeubi. The mod was hosted at his site and so is another Zerohour mod with redone buildings ect. <http://www.laeubi.de>

Edit: Nameme99 has started to do something with this mod. He registered it on moddb and got all rights from Laeubi. It is officially his mod now.

Subject: Re: Scud Storm Mod Released
Posted by [LR01](#) on Sat, 09 Sep 2006 08:30:38 GMT
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what is the point of the SP in this mod?
I tried it and it looks like the bots respawn endless

Subject: Re: Scud Storm Mod Released
Posted by [futura83](#) on Sat, 09 Sep 2006 08:31:41 GMT
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i think the point of it is practise.

cos people rarely play online, at least you get to see what killing people is like.

Subject: Re: Scud Storm Mod Released
Posted by [StealthEye](#) on Sat, 09 Sep 2006 09:36:46 GMT
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Quote:what is the point of the SP in this mod?
I tried it and it looks like the bots respawn endless

No, I killed all of them, but I didn't see any end of the level or something I think it's just made for fun. Maybe just to try and practice a little with making a SP map...

Subject: Re: Scud Storm Mod Released
Posted by [LR01](#) on Sat, 09 Sep 2006 11:00:07 GMT
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but why are there more than M0*.mix files then?

Subject: Re: Scud Storm Mod Released
Posted by [OWA](#) on Sat, 09 Sep 2006 14:43:47 GMT
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Maybe they forgot to take out the old mission files from renegade. If not get a mission unlocker for it.

Subject: Re: Scud Storm Mod Released
Posted by [LR01](#) on Sun, 10 Sep 2006 07:56:39 GMT
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that is a nice idea, I wonder what the others are

Subject: Re: Scud Storm Mod Released
Posted by [Achmed](#) on Thu, 20 Nov 2008 20:33:09 GMT
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Can you be GLA and Can you use the GLA terminals in the oasis map?

Subject: Re: Scud Storm Mod Released
Posted by [cnc95fan](#) on Thu, 20 Nov 2008 20:50:27 GMT
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You did not just register, ruin an great old thread, and use that as your first message.
JESUS.

Subject: Re: Scud Storm Mod Released
Posted by [u6795](#) on Thu, 20 Nov 2008 22:03:14 GMT
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Achmed wrote on Thu, 20 November 2008 15:33Can you be GLA and Can you use the GLA terminals in the oasis map?
No, and no not really as far as I know.

Welcome to the Renegade Forums. Feel free to ignore anyone you deem an asshole, it gets you places.
