Subject: THOSE MODS.... Posted by thrash300 on Sat, 21 Oct 2006 00:39:14 GMT View Forum Message <> Reply to Message

## DOES ANYBODY KNOW OF A MOD THAT ALLWOYS YOU TO DRIVE THE HARVESTORS, OR A MOD THAT CONSITENTLY PARADROPS SOLDIERS INTO YOUR BASE? THANK YOU IN ADVANCE!

Subject: Re: THOSE MODS.... Posted by Jerad2142 on Sat, 21 Oct 2006 01:17:32 GMT View Forum Message <> Reply to Message

Yes, any other people who will be playing the same mod as you will at least have to have the same mod .pkg file. I have played mods that allow you to drive and harvest with harvesters, but I can't think on the names of any right now.

Subject: Re: THOSE MODS.... Posted by Goztow on Sat, 21 Oct 2006 06:30:50 GMT View Forum Message <> Reply to Message

The map mutation redux has a purchasable harv in it.

The map is fun for a 16+ players game, we play it now and then in our I-CW.

Subject: Re: THOSE MODS.... Posted by Jerad2142 on Sat, 21 Oct 2006 06:34:25 GMT View Forum Message <> Reply to Message

I suppose "Ren Alert" does to, but it is a complete conversion for Renegade (changes all of Renegade's units with Red Alert's units)!

Subject: Re: THOSE MODS.... Posted by danpaul88 on Sat, 21 Oct 2006 10:23:56 GMT View Forum Message <> Reply to Message

thrash300 wrote on Sat, 21 October 2006 01:39EDIT: Im still a bit confused on those MODS, say that I have a mod that will allow flying vehicles on all of the original Westwood maps, will people HAVE to have the same exact MOD

Yes, if your hosting it on your server. If your joining other servers their maps won't be 'modded' to allow flying vehicles anyway, so it won't make a difference

Subject: Re: THOSE MODS.... Posted by thrash300 on Sat, 21 Oct 2006 19:33:37 GMT View Forum Message <> Reply to Message

Goztow wrote on Sat, 21 October 2006 01:30The map mutation redux has a purchasable harv in it.

The map is fun for a 16+ players game, we play it now and then in our I-CW.

Subject: Re: THOSE MODS.... Posted by Ryu on Sat, 21 Oct 2006 19:41:34 GMT View Forum Message <> Reply to Message

APB - A Path Beyond is a "Full Conversion Mod" And yes, You can drive the harvy.

If you want some Soldier's to drop in, www.Renegadezone.com and look for cnc130drop Stuff.

Subject: Re: THOSE MODS.... Posted by AmunRa on Sat, 21 Oct 2006 19:53:02 GMT View Forum Message <> Reply to Message

thrash300 wrote on Sat, 21 October 2006 15:33Goztow wrote on Sat, 21 October 2006 01:30The map mutation redux has a purchasable harv in it.

The map is fun for a 16+ players game, we play it now and then in our I-CW.

Subject: Re: THOSE MODS.... Posted by thrash300 on Sat, 21 Oct 2006 19:54:52 GMT View Forum Message <> Reply to Message Alex wrote on Sat, 21 October 2006 14:41APB - A Path Beyond is a "Full Conversion Mod" And yes, You can drive the harvy.

If you want some Soldier's to drop in, www.Renegadezone.com and look for cnc130drop Stuff.

OOOOWWW Yes I know this website, great website, but I need a MOD that allows EVERYBODY to drive it even if they don't have the same MOD. By the way, do you know any tutorials on how to make MODS?

Subject: Re: THOSE MODS.... Posted by danpaul88 on Sat, 21 Oct 2006 20:36:56 GMT View Forum Message <> Reply to Message

\*sigh\*

Mutation redux allows you to drive it, as gozy said, but you need everyone to download the map

APB also allows everyone to drive it, but again only players with APB can drive the harvy (or join the game for that matter)

AFAIK you cannot make a vehicle drivable from server-side.

Subject: Re: THOSE MODS.... Posted by thrash300 on Sun, 22 Oct 2006 18:21:16 GMT View Forum Message <> Reply to Message

THANKS

Subject: Re: THOSE MODS.... Posted by Spice on Sun, 22 Oct 2006 19:15:02 GMT View Forum Message <> Reply to Message

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