
Subject: Cool mod!

Posted by [forsaken](#) on Tue, 04 Mar 2003 01:40:29 GMT

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Hi guys go to dante's site for GunRun mod 1.2

Features high jump, infinite sniper ammo, a bunch of cool extra vecs (every vec has flying capabilities aka ultimate dog fight mod :twisted:), strat guide for some levels if any newbs to the game need some advice, a mutant ravenshaw drop text, and GunRun's favorite song 'Tank' from anime Cowboy Bebop.

<http://modx.renevo.com/showthread.php?s=&threadid=125>

be sure to read the read-me!

And be expecting more drops from gunrun!

Subject: Cool mod!

Posted by [forsaken](#) on Tue, 04 Mar 2003 18:36:41 GMT

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^^^

<BUMP>

Subject: Cool mod!

Posted by [Sk8rRIMuk](#) on Tue, 04 Mar 2003 19:39:31 GMT

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Just gonna play it now but it sounds ace...

-Sk8rRIMuk

Subject: Cool mod!

Posted by [forsaken](#) on Tue, 04 Mar 2003 22:23:06 GMT

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ok you can give an overview

Subject: Cool mod!

Posted by [Sk8rRIMuk](#) on Tue, 04 Mar 2003 22:59:46 GMT

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Now this mod is super kool:

You get 1 ace new character for GDI with the most asweome weapon ever I will not give it away as it isa suprise.

For GDI & Nod you get several new vechiles including a Flying harvester N.M.L & Portable Ion Cannon they all rule.

It is best to play the mod on walls flying to start with and the mutant ravehaw drop script wen't wrong for me instead of dropping 1 after a vechile it dropped 1 afer another so I had 300 mutant raveshaws on the airstrip..

I suggest you leave that script out...

Some of the vechiles require you to jump up to get in because there so far off the floor oh and the jumping is ace you jump higher than the planes can go and you keep kicking so it looks like your trying to start a motorbike...

Thers loads more stuff but I don't wan't to spoil so go get it...

If you do not understand how to install all you do is run the game load up the advanced game listings minimize Renegade and then extract the aproprate files to the data folder and carry on with Renegade...

I couldn't seem to get the run script to work though and don't by the cargo plane or gunboat thjey get stuck on the airstrip...

In the end this mod rocks and I think WNxTilly & WNxBad Boy would love this as they are always messing around anyways...

Go get it now and have fun .

-Sk8rRIMuk

Subject: Cool mod!

Posted by [forsaken](#) on Wed, 05 Mar 2003 02:11:49 GMT

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Yup good overview, and about the ravenshaws thats just a little extra thing that was thrown in there you don't have to use it with the mod. and the reason sometimes they come one after the other is when ever you put it in before a level or after you destroy harv.

Subject: Cool mod!

Posted by [Griever92](#) on Wed, 05 Mar 2003 03:41:11 GMT

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um, that zip file is empty

Subject: Cool mod!

Posted by [forsaken](#) on Wed, 05 Mar 2003 05:02:02 GMT

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ok for all of you who haven't downloaded from one of dante's mod sites you had to right click on dl link and click Save Target As...

Subject: Cool mod!

Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 10:26:15 GMT

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forsakenYup good overview, and about the ravenshaws thats just a little extra thing that was thrown in there you don't have to use it with the mod. and the reason sometimes they come one after the other is when ever you put it in before a level or after you destroy harv.

Thank you .

-Sk8rRIMuk

Subject: Cool mod!

Posted by [forsaken](#) on Wed, 05 Mar 2003 17:12:42 GMT

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"Thank you"
no prob

Subject: Cool mod!

Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 20:24:51 GMT

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forsaken"Thank you"
no prob

I have put a link to your site in my teams website...

Go here then click links in the navbar to see...

While you there vist the Rengeade section click mods and I reviewed the Gun Ron Mod .

-Sk8rRIMuk

Subject: Cool mod!

Posted by [forsaken](#) on Wed, 05 Mar 2003 22:47:25 GMT

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Sweet ty! be afraid of the chicken indeed! lol

though the chicken if you haven't noticed has a weakness. It cannot shot infantry that are airborne!

My favorite unit is the sedan and its kamakahzi sedan missiles. It has 5 shots though the reload is tidiously though thats b/c you would own to easily with it if it wasn't

Its nice to get some recognition this mod has been out since about the first time dante got up the new mod site (older one that was around october).

Though not many people knew of the site only the in depth community modders.

probably the best this mod has done so far is on RenGen it has over 500 downloads but thats the older version that doesn't include the rave drop or that song featured in 1.2.

I'll also submit a drop made by GunRun for you pleasure that features indestruckable vecs (yes you heard right), and it will include: every vec mammoth to nod recon bike, as well as drops for every infantry unit (though they won't attack just sit there :\), and can drop every weapon and power up (not new ones still tinkering with those such as stealth armour), and some neat sounds (voices) to put in with the drop so everytime a vec drop example>

m00bmsf_kill0003i1gbmg_snd havoc saying, "It's a fine day for science."

m00bnaf_kill0053i1gbmg_snd Locke saying, "Kill him my pet kill him slowly"

"Kill him my pet kill him slowly" was supposed to go with the mutant raves. if i'm not mistaken it might still be in the drop though you might have to play it over LAN to hear it.

Anyways thanks again!

More will be coming down the pipe soon.

Oh yeah, what's you WOL name? We can play it together sometime.

Subject: Cool mod!

Posted by [conman231](#) on Wed, 05 Mar 2003 23:22:32 GMT

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Posted by [conman231](#) on Wed, 05 Mar 2003 23:28:01 GMT

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Subject: Cool mod!

Posted by [dead4ayear2](#) on Wed, 05 Mar 2003 23:30:26 GMT

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Anyways thanks again!

More will be coming down the pipe soon.

Oh yeah, what's your WOL name? We can play it together sometime. i think you should not let it by seriously you shouldn't let it by
^^ spam ^^

BAN HIM!!!

Subject: Cool mod!

Posted by [conman231](#) on Wed, 05 Mar 2003 23:38:08 GMT

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dead4ayear2conman231conman231forsakenSweet ty! be afraid of the chicken indeed! lol

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^^ spam ^^

BAN HIM!!! this guy writes more spam than I do, I just let it by from the frustration of it

Subject: Cool mod!
Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 23:38:15 GMT
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My WOL name is either Sk8rRIMuk/RIM2128 I use RIM2128 for sniper games and SK8rRIMuk for all of them...

What's your WOL name and which server do you play on.

-Sk8rRIMuk

Subject: Cool mod!
Posted by [snipefrag](#) on Wed, 05 Mar 2003 23:57:56 GMT
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Lmao that's funny

Subject: Cool mod!
Posted by [forsaken](#) on Thu, 06 Mar 2003 00:38:32 GMT
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:oops:

Well if it's seriously not wanted then I'll just keep it to myselfhate to see a cool text go to waste, it's not like there isn't already text like this somewhere out there. I think it's fun especially for racing (think sedans that can't be destroyed) or you can have a point match where you can get recons and have a shoot out, since each shot inflicted upon the bike is worth 10X as much as usual. This can be manipulated into several cool game modes. Don't you see, because this is text host is the only one that has to have it. A.k.a this can be played on official maps (any maps) you alone can change what kind of game play you want just by minimizing Renegade and copy and paste something into a script! With this the people who don't really look into new mods/maps can enjoy new interesting things, I'm just trying to help put some more fun into the game. Just because they can't be destroyed doesn't mean you should think evil or cheap just by what it can do. I mean look at our community guys it's to the point where most of the n00bs are eradicated and it's rare you find a n00b involved in this forum and in this modding community. Even if there was some n00b that use this for abuse especially if you already know they are a n00b, are you going to join their game? Uh don't think so (only reason I would is because I would report them to n00bstories then people will not join that person's game, it's that simple). I think the modders here are

responsible enough not to use this for strick abuse, I trust them unlike you. They might even create a mod/map with this script implemented in it, and I know a couple right now.... If there is still opposition in the release of this I'll hand pick some modders to give this to enjoy rather than the whole modding community. You decide.....

or join War games 20+ players i'm mostly seen in sspoo servers, pitts (hope pitts servers are up soon), or any other server i can't get into thats big like 32+, though it stinks i get negotiating

post your comments on rather i should release the texts to community.

Subject: Cool mod!

Posted by [Havocman](#) on Thu, 06 Mar 2003 03:00:06 GMT

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Side note

Havoman Tested.. and Approved

Subject: Cool mod!

Posted by [forsaken](#) on Thu, 06 Mar 2003 03:47:57 GMT

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Subject: Cool mod!

Posted by [forsaken](#) on Fri, 07 Mar 2003 02:31:22 GMT

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Because of the lack of votes when i said,

"post your comments on rather i should release the texts to community."

I decided to release them to the community, and now you are able to download them here:

<http://modx.renevo.com/showthread.php?s=&threadid=131>

Now remember on Dante's site you have to right click and click

Save Target As.... and then save to where you want it and then go open it.

The vehicles are the highlight in this one. Try out stank or recon first just to get the feel of it.

Hope you guys like tinkering with it.

Subject: Cool mod!

Posted by [Griever92](#) on Fri, 07 Mar 2003 03:20:55 GMT

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Great mod, wish it was actually a .pkg, not a text mod

Subject: Cool mod!

Posted by [forsaken](#) on Fri, 07 Mar 2003 04:21:57 GMT

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which the gunrunmod or the drop mod?
