

---

Subject: C&C Modern Combat

Posted by [Urimas](#) on Fri, 12 Oct 2007 15:23:11 GMT

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---

this mod is only 1player atm but it contains these weapons and vechs (for the moment)

~WEAPONS~

M16

M16+M203

Famas F1

Styer Aug

G36K

Ak 47

G36K Extended

P90

M249 SAW

Jackhammer Shotgun

RPG

LAW

M24 Sniper Rifle

SVD-Dragunov

Wrench

Landmines

Remote c4

Timed c4

Glock

~VECHS~

Challinger Tank

MRLS

Hummvee

Longbow Apache

F16

Mig

A10 Thunderbolt

Artillery

(still to be added pump shotgun/Uzi/medkit/hind D/antiair guns-missles)

NOTE:to make jets/planes realistic dont let go of the W key

now the File!

<http://www.fileden.com/files/2007/5/25/1111692/cncmoderncombat.zip>

---

---

Subject: Re: C&C Modern Combat

Posted by [Di3HardNL](#) on Fri, 12 Oct 2007 16:01:40 GMT

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---

looking good!

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---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Fri, 12 Oct 2007 16:29:26 GMT

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i might redo some animations to be better (ive already redone the g36k reload animation)

---

---

Subject: Re: C&C Modern Combat  
Posted by [IronWarrior](#) on Fri, 12 Oct 2007 17:26:54 GMT

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---

Awesome, downloading.

Will host it on game-maps.net soon.

Would you be releasing the weapons by themselves to be used in Renegade or do you mind if others did this?

---

---

Subject: Re: C&C Modern Combat  
Posted by [mr£ÄŞÄ-z](#) on Fri, 12 Oct 2007 17:38:35 GMT

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make a total conversion (much better)

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Fri, 12 Oct 2007 18:16:50 GMT

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---

well im only 1 person i cant make a total conversion by myself and i might release the weapons but first i need a Mapper (as you can see in demo im not very good at it) i need help with buildings (that you can enter and use as cover)

please give feed back on what could be improved

---

---

Subject: Re: C&C Modern Combat  
Posted by [IronWarrior](#) on Fri, 12 Oct 2007 18:43:37 GMT

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Mod is now hosted here: Game-Maps.NET

---

---

Subject: Re: C&C Modern Combat  
Posted by [u6795](#) on Fri, 12 Oct 2007 19:25:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Awesome! It's nice to see this completed. Good work, Urimas.

---

---

Subject: Re: C&C Modern Combat  
Posted by [IronWarrior](#) on Fri, 12 Oct 2007 19:54:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah it is, been looking forward to this for a long time.

---

---

Subject: Re: C&C Modern Combat  
Posted by [IronWarrior](#) on Sat, 13 Oct 2007 06:35:52 GMT  
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---

Well played it eailer today for about 30 minutes, it's alot of fun.

The vehicles do insane damage but slow reload, so is fun, lol.

The jet models and tank models are pretty cool, the new weapons are lots of fun.

The weapons are the best thing in the mod, would be awesome to use in normal Renegade.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Scrin](#) on Sat, 13 Oct 2007 07:03:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

great!

---

---

Subject: Re: C&C Modern Combat  
Posted by [u6795](#) on Sat, 13 Oct 2007 13:22:28 GMT  
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---

If you don't want to do it yourself, you really need someone to create a Nod base with PTs for them. This would be such a great map for DM, I can even see it being hosted on a server possibly.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Sat, 13 Oct 2007 13:25:01 GMT  
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---

ok i'll make a new map made for both teams and (proper air combat ) ok since you liked it so much i'll get started

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Sat, 13 Oct 2007 14:04:15 GMT  
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---

will this map do?

<http://img154.imageshack.us/img154/8991/mapgg6.png>  
(if you can texture good can you do it i suck at texturing) anyway i still have to add tunnels and buildings (each team gets a hanger and airfield)

---

---

Subject: Re: C&C Modern Combat  
Posted by [u6795](#) on Sat, 13 Oct 2007 14:16:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Whoooah. That was fast.

Hell yeah, that'll definitely do.

---

---

Subject: Re: C&C Modern Combat  
Posted by [IronWarrior](#) on Sat, 13 Oct 2007 18:33:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol, Yeah that was fast.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Sat, 13 Oct 2007 18:55:28 GMT  
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---

well i still have to add the sturctures rocks trees and if i can find any plants.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Veyrdite](#) on Sat, 13 Oct 2007 23:41:51 GMT  
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---

Get the texture for the mig missiles, it really lowers the fps on some computers if the Westwood no-texture found texture is there.

Brilliant. I noticed the glock is deadly when clicking rapidly, which is counter-acted by it having limited ammo.

Just plop in a nod base and you're done for online.  
Anyone up for hosting?

---

---

Subject: Re: C&C Modern Combat  
Posted by [GEORGE ZIMMER](#) on Sun, 14 Oct 2007 05:52:45 GMT  
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---

Awesome, 'cept the fact that the Mig missile FPS lags like crazy (atleast for me).

Also, for that map, try not to plop object on top of eachother. It doesn't look so smooth, and, as I can tell from that screenshot, the meshes will collide visually since they're on the same Z height.

If I wasn't so lazy I'd make a few maps for you.

Maybe I'll get around to it sometime. But otherwise, awesome.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Veyrdite](#) on Sun, 14 Oct 2007 06:38:28 GMT  
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---

Mig missile=Lag=no texture for them  
Near the vehicle building theres a lagspot round back i can't get rid of  
Cabal8616 wrote on Sun, 14 October 2007 15:52Awesome, 'cept the fact that the Mig missile FPS lags like crazy (atleast for me).

Since when did fps lag go crazy? Only Online data transfer does that.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Sun, 14 Oct 2007 14:01:59 GMT  
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---

ok i'll try to redo the missles but i really need a mapper XD

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Sun, 14 Oct 2007 14:34:40 GMT  
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---

ok heres the new first map i'll be using (yes i know its already a C&C map but its ready to use) i added more infantry barriers (for infantry to use as cover while defending the base + ill add some bunkers to so just sit tight and ill hurry as fast as i can

<http://img228.imageshack.us/img228/3389/newmapcn5.png>

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Sun, 14 Oct 2007 17:12:12 GMT  
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---

ok you know the CTRL + 1 2 3 4 5 radio comands well i found them and im gona replace them with modern like radio commands for instance

- 1: I need a medic!
- 2: I need a enginer!
- 3: Enemy vechile spotted!
- 4: Enemy infantry spotted!
- 5: Cover me im moving in!
- 6: Planting explosives cover me! <-used for the demo expert and enginer (timed C4/landmines will now take time to plant like the beacons did)
- 7: Enginer follow me!
- 8: Medic follow me!

and many more!!! ^\_^

adding 2 types of rocks and 2 types of trees as cover (quite a few of them )

---

Subject: Re: C&C Modern Combat  
Posted by [Starbuzz](#) on Sun, 14 Oct 2007 19:15:45 GMT  
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---

Good job, Urimas! Quality work from you as usual!

I was hoping you would make a radio command that alerts your teammates against enemy snipers.

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Sun, 14 Oct 2007 21:27:21 GMT  
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---

yep snipers anti-tankers anti-air lots but im done for today i estimate a multiplayer-able map in 2-3 days 4 tops (and the radio commands may sound funny cuz there gona be by my voice XD)

---

---

Subject: Re: C&C Modern Combat  
Posted by [bat66wat6](#) on Sun, 14 Oct 2007 22:47:28 GMT  
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---

My bro downloaded that mod from the link you provided and it does not work...he said that it comes up with the pkg thing file or somthin like that he want`s to know how to get it working for renegade? E.G.Where does he have 2 place the file.

thank you

Reply plze 2 get stp bro from annoying me

---

---

Subject: Re: C&C Modern Combat  
Posted by [sadukar09](#) on Sun, 14 Oct 2007 23:04:01 GMT  
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---

I need to slap your brother...aka you. (Renegade data folder...)

---

---

Subject: Re: C&C Modern Combat  
Posted by [Scrin](#) on Mon, 15 Oct 2007 07:04:22 GMT  
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---

sadukar09 wrote on Sun, 14 October 2007 18:04I need to slap your brother...aka you. (Renegade data folder...)

aak aka...

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Mon, 15 Oct 2007 09:32:39 GMT  
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---

-. ok..... well today im going to do the pump action shotgun (these are a pain to animate xD) if anyone has a good firstaid kit i can use for the medic (even med needles) please post them

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Mon, 15 Oct 2007 12:26:30 GMT  
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---

since i could not add a buyable Javlin launcher i made a usable javlin bunker and its savage (long

---

range only)

<http://img85.imageshack.us/img85/158/javlinbunkerqi2.png>  
also added the M4A1 carbine to

---

---

Subject: Re: C&C Modern Combat  
Posted by [bat66wat6](#) on Mon, 15 Oct 2007 14:57:52 GMT  
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---

What u mean slap my bro? He type all of that post...i can't prove it no but still it does not change the fact that he downloaded and placed it in the Renegade Data Folder (PKG File)

And guess what, it did fuck all when he loaded LAN and selected the mod with a few maps he had to put in it(There were no maps)

So go ahead and slap him, i do not like him!  
If i could get him to make an account i would be he is so fucking Stubborn!!!

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Mon, 15 Oct 2007 16:07:09 GMT  
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---

once in the data folder load ren go to lan and put max players to 1 that should let you play with only you in the game 2+ players leaves it at gameplay pending and the map is called Training map GDI only.

<http://img137.imageshack.us/img137/6458/ssgw7.png>

---

---

Subject: Re: C&C Modern Combat  
Posted by [bat66wat6](#) on Mon, 15 Oct 2007 16:48:21 GMT  
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---

kk, thanx, he has stopped whyning now it works, thanx for the info man...

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Mon, 15 Oct 2007 17:01:24 GMT  
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---

Your welcome.  
ok im done for today i added  
Hind D  
Pump shotgun



M4a1 Carbine  
Javlin Bunker  
and fixed the Mig (YAY!!!)

tommorow  
Medic soldier  
medkit/injection needle (if i cant find a good med kit)  
btw is there any scripts so only medics heal infantry and engis repair tanks?  
both enginer and medic will have the smaller version of the mp5 the MP5k instead of a handgun if  
you guys want i'll turn the glock into the berretta

---

---

Subject: Re: C&C Modern Combat  
Posted by [IronWarrior](#) on Mon, 15 Oct 2007 17:19:36 GMT  
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---

lol @ Javlin Bunker.

---

---

Subject: Re: C&C Modern Combat  
Posted by [HORQWER](#) on Mon, 15 Oct 2007 19:18:31 GMT  
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---

guys there are some problems with the texturing in this mod.  
can u let me fix them.  
and i could help

---

---

Subject: Re: C&C Modern Combat  
Posted by [sadukar09](#) on Mon, 15 Oct 2007 19:24:21 GMT  
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---

HORQWER wrote on Mon, 15 October 2007 14:18guys there are some problems with the  
texturing in this mod.  
can u let me fix them.  
and i could help  
No.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Mon, 15 Oct 2007 19:38:58 GMT  
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---

well to me GFX / texture is not the big issue to me.  
its the gameplay and what it has to offer well im off to watch DBZ/GT episodes (i have over  
13gigs of episodes thats over 400 xD)

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Tue, 16 Oct 2007 16:23:08 GMT  
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---

progress report

added

2 transport chopper 1 for each team the Huey for gdi and the halo for nod  
both teams get an apc  
nod has its own tank the t80  
nod get the comanche  
gdi get the stealth bomber  
mp5k added (engineer/medic weapon)

problems

cant find a medkit model/injection needle

to be added

sams/aa guns

---

---

Subject: Re: C&C Modern Combat  
Posted by [The Elite Officer](#) on Tue, 16 Oct 2007 16:48:14 GMT  
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---

MadRockz wrote on Fri, 12 October 2007 13:38make a total conversion (much better)

I agree, go for it!

EDIT:

Where can we get the latset download?

---

---

Subject: Re: C&C Modern Combat  
Posted by [Starbuzz](#) on Tue, 16 Oct 2007 16:55:54 GMT  
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---

TO URIMAS:

I found a free injection model at Turbosquid. Will it help you?

Link: <http://www.turbosquid.com/FullPreview/Index.cfm/ID/359369>

But it looks like high poly.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Tue, 16 Oct 2007 18:55:09 GMT  
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---

yeah i say that one to but it is high poly i'll build my own one (cheaply xD)

the next version will have a multiplayerable map so please wait 2-3 more days

---

---

Subject: Re: C&C Modern Combat  
Posted by [The Elite Officer](#) on Tue, 16 Oct 2007 18:56:50 GMT  
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---

Starbuzz wrote on Tue, 16 October 2007 12:55TO URIMAS:

I found a free injection model at Turbosquid. Will it help you?

Link: <http://www.turbosquid.com/FullPreview/Index.cfm/ID/359369>

But it looks like high poly.

Wow, still a great model, very good. Darn pollys

---

---

Subject: Re: C&C Modern Combat  
Posted by [sadukar09](#) on Tue, 16 Oct 2007 19:21:25 GMT  
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---

The Elite Officer wrote on Tue, 16 October 2007 13:56Starbuzz wrote on Tue, 16 October 2007 12:55TO URIMAS:

I found a free injection model at Turbosquid. Will it help you?

Link: <http://www.turbosquid.com/FullPreview/Index.cfm/ID/359369>

But it looks like high poly.

Wow, still a great model, very good. Darn pollys  
The " " Is a really retarded way to hijack a topic.

---

---

Subject: Re: C&C Modern Combat  
Posted by [The Elite Officer](#) on Wed, 17 Oct 2007 16:09:24 GMT  
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---

I know

---

---

Subject: Re: C&C Modern Combat  
Posted by [sadukar09](#) on Wed, 17 Oct 2007 16:11:29 GMT  
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---

The Elite Officer wrote on Wed, 17 October 2007 11:09I know  
Quit fucking spamming.

---

Subject: Re: C&C Modern Combat  
Posted by [The Elite Officer](#) on Wed, 17 Oct 2007 16:13:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sadukar09 wrote on Wed, 17 October 2007 12:11The Elite Officer wrote on Wed, 17 October  
2007 11:09I know  
Quit fucking spamming.

Stop fucking bothering me! I was agreeing with what is being said, leave me alone.

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Wed, 17 Oct 2007 18:27:14 GMT  
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---

please stop that im almost done all vechs and weapons are completed im just changing the radio  
commands now -.- (1-2 days left)

---

Subject: Re: C&C Modern Combat  
Posted by [sadukar09](#) on Wed, 17 Oct 2007 19:25:34 GMT  
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---

Urimas wrote on Wed, 17 October 2007 13:27please stop that im almost done all vechs and  
weapons are completed im just changing the radio commands now -.- (1-2 days left)  
YES! Your mod is t3h nais ^-^ After your done, you should work for APB, AR again

Off Topic: Officer, have some common sense then people won't be an ass to you.

---

Subject: Re: C&C Modern Combat  
Posted by [u6795](#) on Wed, 17 Oct 2007 19:35:07 GMT  
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---

Whoah, Sadukar, quit trolling the dude. You're the one attacking him for using a smiley. Leave the  
kid alone. It's like he killed your family or something.

Anyways...

Urimas, where ye be getting these sound files? If you're grabbing them from different sets they may sound a tad weirdorific if used together.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Thu, 18 Oct 2007 13:37:49 GMT  
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---

im gona record myself saying them but i cant with my family here the background noise would be awful if anyone else can (preferably male) i can send you a list of phrases i need.

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Thu, 18 Oct 2007 15:53:37 GMT  
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---

well theres a problem the wav files cuase ren to crash so im gona have to do radio commands with no sounds

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Thu, 18 Oct 2007 19:38:44 GMT  
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---

ok the time has come the multiplayer map is completed! i will post link here and in a new topic ^\_^

<http://www.fileden.com/files/2007/5/25/1111692/cncmoderncombatmultiplayer.zip>

<http://img150.imageshack.us/img150/2264/vechsdb3.png>

<http://img145.imageshack.us/img145/8273/turretsqa5.png>

---

---

Subject: Re: C&C Modern Combat  
Posted by [sadukar09](#) on Thu, 18 Oct 2007 19:46:11 GMT  
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---

Ugh, the Hind looks gay but otherwise...SEXY! ^\_^

---

---

Subject: Re: C&C Modern Combat  
Posted by [mrÅ£ÅŞÄ-z](#) on Thu, 18 Oct 2007 20:01:34 GMT  
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---

do u make alone this mod? its fucking awesome

---

---

Subject: Re: C&C Modern Combat  
Posted by [Starbuzz](#) on Thu, 18 Oct 2007 20:02:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sadukar09 wrote on Thu, 18 October 2007 14:46Ugh, the Hind looks gay but otherwise...SEXY!  
^\_^

Well, it's not the Hind model. It's the Mil Mi-28 Havoc.

I found a free 3d Hind model if you want:

<http://www.sharecg.com/v/5756/3d-model/Mi-24-Hind-soviet-gunship-free-3d-max-mod-el>

But to save time, you can simply rename it to Havoc instead of Hind. Havoc is still an awesome chopper but Hind is a true classic!

5 Stars for you, Urimas! Thank you for all your hard work!

P.S: Can't wait to fly the F-117!

---

---

Subject: Re: C&C Modern Combat  
Posted by [Urimas](#) on Thu, 18 Oct 2007 20:21:37 GMT  
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---

yes i did this alone no one helped me in this (except for model finding ) hope you enjoy this i hope to see servers up using this mod i will join them

oh yes the GDI also get a Huey Transport chopper forgot to add it to SS xD

---