**Subject: JeepRubiMod 0.4!**
Posted by JeepRubi on Mon, 05 Nov 2007 21:33:04 GMT
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Ever want to feel like you're in charge of a match of c&c Renegade? Well now you can... sorta.

That's right, version 0.4 of JeepRubiMod is released! Download now!
Includes Vehicles, Infantry, Aircraft, and a building!

http://mods.moddb.com/gallery/image/69606/
http://mods.moddb.com/gallery/image/69605/


JeepRubiMod on Mod DB

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**Subject: Re: JeepRubiMod 0.4!**
Posted by Dave Anderson on Mon, 05 Nov 2007 21:36:42 GMT
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It's too bad I don't have a computer to play games on, because that looks like it would be a lot of fun.

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**Subject: Re: JeepRubiMod 0.4!**
Posted by terminator 101 on Mon, 05 Nov 2007 21:58:23 GMT
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The link for "JeepRubiMod on Mod DB", does not work.

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**Subject: Re: JeepRubiMod 0.4!**
Posted by OWA on Mon, 05 Nov 2007 22:10:58 GMT
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Epic

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**Subject: Re: JeepRubiMod 0.4!**
Posted by Slave on Mon, 05 Nov 2007 22:11:52 GMT
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looks pretty pro

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Subject: Re: JeepRubiMod 0.4!
Posted by JeepRubi on Mon, 05 Nov 2007 22:22:33 GMT
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Well, it was supposed to link to http://jeeprubimod.moddb.com but I can't edit my post now.

Subject: Re: JeepRubiMod 0.4!
Posted by Jerad2142 on Mon, 05 Nov 2007 22:34:41 GMT
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LOL, awesome all those little Renegade units. It looks great Jeep Rubi! Is there a nod arty?

Subject: Re: JeepRubiMod 0.4!
Posted by trooprm02 on Mon, 05 Nov 2007 22:37:20 GMT
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Wow, when you first showed me that I was like "......", it's sick, its make C&C3 like 500% more worthwhile, great work!

Subject: Re: JeepRubiMod 0.4!
Posted by terminator 101 on Mon, 05 Nov 2007 22:49:06 GMT
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trooprm02 wrote on Mon, 05 November 2007 17:37its make C&C3 like 500% more worthwhile
Why?

Subject: Re: JeepRubiMod 0.4!
Posted by Starbuzz on Mon, 05 Nov 2007 23:32:22 GMT
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trooprm02 wrote on Mon, 05 November 2007 16:37Wow, when you first showed me that I was like "......", it's sick, its make C&C3 like 500% more worthwhile, great work!

lol I agree! After seeing this, I plan on buying C&C3 next week. ROFL!

@ JeepRubi
Nicely done and thank you. Do you plan on making it include other vehicles and buildings too?

And I have a question too: Those are 3D models and not voxels right?

Subject: Re: JeepRubiMod 0.4!
Posted by Jerad2142 on Mon, 05 Nov 2007 23:42:19 GMT
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Starbuzz wrote on Mon, 05 November 2007 16:32trooprm02 wrote on Mon, 05 November 2007 16:37Wow, when you first showed me that I was like "......", it's sick, its make C&C3 like 500% more worthwhile, great work!

lol I agree! After seeing this, I plan on buying C&C3 next week. ROFL!

I actually do think they make the game look a lot better, now if you guys replace those big ugly holes with tib trees I will proclaim this the best CnC mod for CnC3.

Subject: Re: JeepRubiMod 0.4!
Posted by sadukar09 on Mon, 05 Nov 2007 23:52:17 GMT
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Very nice, too bad my CNC3 is really fucked, and I can't run it

Subject: Re: JeepRubiMod 0.4!
Posted by zeratul2400 on Mon, 05 Nov 2007 23:59:39 GMT
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lemme go play some of that mod
i love it

Subject: Re: JeepRubiMod 0.4!
Posted by BlueThen on Tue, 06 Nov 2007 00:01:46 GMT
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zeratul2400 wrote on Mon, 05 November 2007 17:59lemme go play some of that mod
i love it
No!
You'll make it look bad!


and get off of that account. Thou shall not impersonate legendary persons.

Subject: Re: JeepRubiMod 0.4!
Posted by JeepRubi on Tue, 06 Nov 2007 00:28:22 GMT

Starbuzz wrote on Mon, 05 November 2007 17:32Those are 3D models and not voxels right?

Yea, they are 3D models, nothing uses voxels anymore.

---

Subject: Re: JeepRubiMod 0.4!
Posted by Muad Dib15 on Tue, 06 Nov 2007 02:12:06 GMT

Now make Tiberian Sun.  go do it biatch.

@first post A building lol

small question, don't flame me plz.

Did you take those 3d models of the people from Renegade and put them in as the infantry?

---

Subject: Re: JeepRubiMod 0.4!
Posted by JeepRubi on Tue, 06 Nov 2007 12:18:54 GMT

Yes

---

Subject: Re: JeepRubiMod 0.4!
Posted by AoBfrost on Tue, 06 Nov 2007 14:23:52 GMT

I love how the engineer still holds his hat when running, he looks more detailed now, I like it, I think the mr ls is over powered though, it has armor of a pred tank, I think I should be the pitbull but with double armor. And how come the ammoth tank doesnt have the rockets on the sides, I miss that.

---

Subject: Re: JeepRubiMod 0.4!
Posted by mrchance1 on Tue, 06 Nov 2007 17:01:29 GMT

Reinstalling C&C3 right now...

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Subject: Re: JeepRubiMod 0.4!

---

Posted by Starbuzz on Tue, 06 Nov 2007 17:18:39 GMT
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mrchance1 wrote on Tue, 06 November 2007 11:01Reinstalling C&C3 right now...

lol...I will my own copy of C&C3 in 72 hours! lalalalalalalalala!!!!!!!

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Subject: Re: JeepRubiMod 0.4!
Posted by Jonty on Tue, 06 Nov 2007 21:20:55 GMT
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Wow, that's awesome!  Too bad I don't have 5GB of HD free to install C&C3.   (Orange Box stole all my space!)

---

Subject: Re: JeepRubiMod 0.4!
Posted by Blazea58 on Tue, 06 Nov 2007 23:41:19 GMT
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Wow that's really awsome man, i hope to see this as a full mod with every single thing included one day hehe. I still gotta reinstall c&c3 but i am about to now.

 Can you actually build all the structures? do they replace the entire set of buildings or just the power plants, and can you actually build walls?

---

Subject: Re: JeepRubiMod 0.4!
Posted by Sn1per74* on Wed, 07 Nov 2007 00:53:35 GMT
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Blazea58 wrote on Tue, 06 November 2007 17:41Wow that's really awsome man, i hope to see this as a full mod with every single thing included one day hehe. I still gotta reinstall c&c3 but i am about to now.

 Can you actually build all the structures? do they replace the entire set of buildings or just the power plants, and can you actually build walls?

You KNOW something's good if Blazea comes out of hiding and tells you so!

---

Subject: Re: JeepRubiMod 0.4!
Posted by JeepRubi on Thu, 08 Nov 2007 03:14:05 GMT

Only the power plant and turret for now. But walls are buildable

---

Subject: Re: JeepRubiMod 0.4!
Posted by AoBfrost on Fri, 09 Nov 2007 02:15:57 GMT

Some sound should be done, like using some of the sounds in always.dat as the vehicle driver's voice.

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Subject: Re: JeepRubiMod 0.4!
Posted by JeepRubi on Fri, 16 Nov 2007 12:32:21 GMT

Bump

And I'm working on ripping the sound from TD as the voices, as they are pretty much generic and can be used for all vehicles/infantry.

---

Subject: Re: JeepRubiMod 0.4!
Posted by AoBfrost on Fri, 16 Nov 2007 14:31:28 GMT

Aww but the sounds from renegade are cooler.

Like the stealth tank, in always.dat there is a guy saying "stealth tanks ready brothers" which wiould fit the stanks.

---

Subject: Re: JeepRubiMod 0.4!
Posted by JeepRubi on Sat, 17 Nov 2007 04:12:04 GMT

There isn't enough variation, so you would hear the same thing again and again, and there isn't something for every unit, so it would be doubling up anyway, I just think it would be easier to rip em from TD, anyone know how to conver it's files to .wav?

---

Subject: Re: JeepRubiMod 0.4!
Posted by mrÃ£Ã§Ä·z on Sun, 18 Nov 2007 21:23:57 GMT

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The Powerplant is a bit to small ^_^