
Subject: Nitro Mod

Posted by [The Executor](#) on Mon, 25 Feb 2008 17:57:19 GMT

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Does anybody know where I can get the renzOr mod from? I can't find their site and the exact link. Can somebody help me out.

Subject: Re: Nitro Mod

Posted by [Zion](#) on Mon, 25 Feb 2008 18:02:46 GMT

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<http://www.renz0r-gaming.com>

Navigate to the forums, and it'll be in there.

Subject: Re: Nitro Mod

Posted by [The Elite Officer](#) on Mon, 25 Feb 2008 20:36:05 GMT

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My brother say thanks, he was to busy to post.

Subject: Re: Nitro Mod

Posted by [renalpha](#) on Mon, 25 Feb 2008 21:02:19 GMT

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should be on the homepage over there
there is a enormous button over there

Subject: Re: Nitro Mod

Posted by [Reaver11](#) on Mon, 25 Feb 2008 21:34:05 GMT

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renalpha wrote on Mon, 25 February 2008 15:02 should be on the homepage over there
there is a enormous button over there

Yeah indeed how can you miss the button

Anyways here is a directlink to the download.

I will announce new versions on the renegade forums seems nitro is getting a fan base

<http://www.renz0r-gaming.com/Nitro/Renz0rmod.zip>

There is a server hosted or you can play it as a 1 person langame.

Renz0r.com Nitro aow (renz0r004)

Subject: Re: Nitro Mod
Posted by [Muad Dib15](#) on Tue, 26 Feb 2008 00:54:19 GMT
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What is the nitro mod?

Subject: Re: Nitro Mod
Posted by [Reaver11](#) on Tue, 26 Feb 2008 01:12:13 GMT
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Muad Dib15 wrote on Mon, 25 February 2008 18:54What is the nitro mod?

The nitro mod is basically a mod that puts old westwood assets together.

Here a example this is the E3 Light Tank (fixed by exdeath)

It is just renegade but more made of stuff of how ren should be

Just download and play it!

Subject: Re: Nitro Mod
Posted by [The Executor](#) on Tue, 26 Feb 2008 16:38:15 GMT
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Is there a way to play this mod without a .pkg?

Subject: Re: Nitro Mod
Posted by [The Elite Officer](#) on Tue, 26 Feb 2008 16:43:04 GMT
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You gonna copy this to the flash drive?

Subject: Re: Nitro Mod
Posted by [Reaver11](#) on Tue, 26 Feb 2008 17:24:33 GMT

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Well you have to use the pkg my goal was to make a different mod not really a total conversion.

Subject: Re: Nitro Mod

Posted by [Gen_Blacky](#) on Thu, 28 Feb 2008 04:12:11 GMT

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surprising its one of the simplest mods and one of the best in my opinion

Subject: Re: Nitro Mod

Posted by [rrutk](#) on Wed, 12 Mar 2008 15:47:18 GMT

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Great seeing all the E3/Beta-Stuff working, e.g. driving the buggy is pretty cool.

Also great seeing some Renegade-2-Stuff, like the BigWalls.

But I would prefer having all this original Westwood-stuff without the other personal modifications. Most of them are very low in quality, low resolution textures and so on.

Also a lot of beta-stuff was not used, e.g. the old refinery, the old harvesters, old silos...

Would be nice to have a mod simply and purely using original fixed WW-Stuff.

Subject: Re: Nitro Mod

Posted by [Reaver11](#) on Wed, 12 Mar 2008 16:51:47 GMT

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If I would purely use westwood stuff then the gameplay will get some punches, my aim was more to use as much old westwood stuff as I can + making it fun to play not just to see.

Sometimes you need to take a detour because a vehicle is so glitched. (like the light tank now(next version it will be fixed though)

DieHardNL fixed the harvesters so the next version will have the old ones!

The old beta ref isnt used for several reason ->

Point 1: It is to big for MP

Point 2: Too much to fix on it

I would only use it together with the singleplayer buildings in a gigantic map with bots and such. Only I dont have time for that.

Anyways if you have any suggestions just post them (or have some old beta files I miss, preferably weaponmodels)

Subject: Re: Nitro Mod

Posted by [rrutk](#) on Wed, 12 Mar 2008 17:20:19 GMT

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I only know this stuff:

E.g. I would use the E3-Hand fixed by ACK for the Mod.

- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/aggmod.zip
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/betacutfiles.zip
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/commandold.zip
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/ren2_modelpack.rar
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Renegade_Beta_Vehicles.rar
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/renasset.zip
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/SBHs_Lazer_rifle.zip
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/underbeta.zip
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/assets.zip
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/betamodelvehicles.rar
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/oldhud.zip
- www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Beta_Pistol_Texture.zip
- http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/B_GDIAirstrip.zip
- http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/G_Refinery01.zip
- http://www.cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDI_Beta_Console.zip
- http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/NOD_PT_original.zip
- http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDI_PP.zip
- http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/pimpmymap.zip
- http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/e3_hand.zip
- http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/GDIGuardTower.zip
- http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Betapistol.zip
- http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/E3_Nod_Light_Tank.rar
- http://cncbrotherhood.com/CnC_All/CnC_Ren/Mods/Bradly_LightTank_Clientside.zip

http://planetcnc.gamespy.com/View.php?view=renegade.list&game=4&category_show_all=1

plus the released Renegade-2-Stuff.

How to bind a fixed Betavehicle in a Renegade-standard-map?

Subject: Re: Nitro Mod
Posted by [Di3HardNL](#) on Wed, 12 Mar 2008 17:39:35 GMT
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nitro mod is awesome, keep it up reaver! lets talk on msn about stuff?

Subject: Re: Nitro Mod
Posted by [Reaver11](#) on Wed, 12 Mar 2008 17:46:36 GMT
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Sure will there is a lot to do

Subject: Re: Nitro Mod
Posted by [The Executor](#) on Fri, 14 Mar 2008 16:12:22 GMT
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Join [DWC] toady and behold your eyes upon replace commands.
