
Subject: More campaign abilities.

Posted by [GEORGE ZIMMER](#) on Thu, 14 Aug 2008 03:55:13 GMT

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One thing I always wanted to see in Renegade was atleast the ability to make more campaign missions. Like, different ones for different teams. One for GDI, and one for Nod.

So I was wondering, if possible, make some sort of "blank missions", that aren't quite accessible through Renegade normally. But, they would, if a modder decided to allow them, make it possible to add Nod campaign missions. Just the same number as the GDI ones, and yeah.

What would this accomplish? Well, it would allow modders to possibly make a singleplayer campaign for both GDI and Nod. Which would be amazing.

Again, not a priority thing, but perhaps something to add eventually.

Subject: Re: More campaign abilities.

Posted by [bisen11](#) on Thu, 14 Aug 2008 04:26:49 GMT

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I don't think that's the kind of stuff they work on. They fix bugs n stuff...

Subject: Re: More campaign abilities.

Posted by [liquidv2](#) on Thu, 14 Aug 2008 06:14:48 GMT

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i like to forget renegade had a single player mode

Subject: Re: More campaign abilities.

Posted by [Craziac](#) on Thu, 14 Aug 2008 07:17:23 GMT

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I played SP not too long ago. The storyline isn't too bad. It's just WAY TOO RIDICULOUSLY EASY.

Subject: Re: More campaign abilities.

Posted by [TD](#) on Thu, 14 Aug 2008 08:21:22 GMT

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I am proud to tell you all I have completed Renegade on commando difficulty in one day.

Subject: Re: More campaign abilities.

Posted by [Jamie or NuneGa](#) on Thu, 14 Aug 2008 08:40:16 GMT

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I love how the botsa go down in one body shot from a sniper

Subject: Re: More campaign abilities.

Posted by [CarrierII](#) on Thu, 14 Aug 2008 08:45:35 GMT

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Nune wrote on Thu, 14 August 2008 09:40I love how the botsa go down in one body shot from a sniper

If you got hit by a sniper in the body, you wouldn't be fighting fit...

Subject: Re: More campaign abilities.

Posted by [EvilWhiteDragon](#) on Thu, 14 Aug 2008 11:02:50 GMT

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Though I am not fully sure, I think that we will not do ANYTHING on the single player at this point in time. If we do think it is worth the effort at a later time we might.

For now we're working hard on fixing either general bugs (SP and MP) or just MP bugs. This because this is the way Renegade get's played most of the time.

If a modder needs some kind of extra stuff in SP he will most likely have to do it himself.

Subject: Re: More campaign abilities.

Posted by [Ghostshaw](#) on Thu, 14 Aug 2008 11:08:08 GMT

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For now nothing will be done to SP except making sure it works (and some bugs or glitches might be fixed due to fixes in the MP). AS to making SP campaigns, I think we would have to come up with some sort of format to allow programming maps in order or something since I think the SP campaign is somewhat hard coded.

Subject: Re: More campaign abilities.

Posted by [mr£Ä\\$Ä-z](#) on Thu, 14 Aug 2008 20:52:41 GMT

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You can already do your own SP maps with objectives etc. just

check the scripts.dll

Subject: Re: More campaign abilities.
Posted by [Canadacdn](#) on Sat, 16 Aug 2008 01:34:45 GMT
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I want a civilian campaign!

Subject: Re: More campaign abilities.
Posted by [sadukar09](#) on Sat, 16 Aug 2008 13:33:02 GMT
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CarrierII wrote on Thu, 14 August 2008 03:45Nune wrote on Thu, 14 August 2008 09:40I love how the botsa go down in one body shot from a sniper

If you got hit by a sniper in the body, you wouldn't be fighting fit...
You'd really have a huge hole behind wherever the bullet hit.

Subject: Re: More campaign abilities.
Posted by [trooprm02](#) on Sat, 16 Aug 2008 20:36:03 GMT
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Fuck SP, it was the main reason this game is so underated, leaving it dead is already more than it deserves (tho I didn't mind it). And too much work for a very small group of people...
