Subject: tactic mod
Posted by Anonymous on Sun, 30 Jun 2002 23:37:00 GMT
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one more question, what mod make your renegade better. like i use the greed stealth mod and i have changed my crosshairs. i know you gona say its cheating but, its not like i am using a god mod right. clip van monrowdooby brothers clan[DB]ps renegade needs more blood

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Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 08:33:00 GMT
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ur cheating! u cheating B45T3RD!!!

Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 10:28:00 GMT
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Do you mena covert ops.. or is it a nexspansion differnt thatn covert ops?Funny I rememner reading WW catologs but never saw that...

Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 10:31:00 GMT
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opps wrong post... lol

Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 10:38:00 GMT
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Every hear of deletion??

Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 12:36:00 GMT
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Lock to turret is the best but it is still fun to kill newbs without lock to turret in mammys when ur in a buggy

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Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 12:40:00 GMT
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LOL.....yup...been there.It's even funner sneaking up behind them in a stealth tank and blasting them.......and then staying behind them......i even had one poor sap get out and try to repair the mammy after i quit shooting at him and just stood still......I ran over him   Eric.

Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 12:43:00 GMT
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Lock to turret.A definite for dogfight in ORCA or Apache.Useful for MRLS to trick newbie as the rocket launched away from them then seek and killed them.Driving backwards while in a tank is just fun.

Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 17:00:00 GMT
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I don't lock my camera to the turret because you can lock it by holding "V". I find the turret camera harder to drive with.

Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 20:27:00 GMT
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monroe what file did you use to change the crosshairs [and what do you mean by greed stealth]aimbot1@hotmail.com

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Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 21:38:00 GMT
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I try to play in the DomServ and Devinochs house, and i can't!! it keeps giving me the port negotiation failed, is there any way i can get around this? i called my router's tech support and they showed me how to forward the port, e-mailed westwood, and all they're doin is asking me for my DxDiag.txt crap, and NO ANSWERS, PLEASE HELP ME i need the port numbers so i can play, can someone PLEASE HELP ME???Dev!! PLEASE TELL ME

Subject: tactic mod
Posted by Anonymous on Mon, 01 Jul 2002 21:55:00 GMT
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sorry i ment to say green stealth mod.   the stealth dude/tank become more visible when they come up close to you. and make then harder to disapair. the hud the i use i have no clue were i got it most likly it was http://www.renegademods.comi was thinking if some one made a lag reducing mod it make palying better, personaly i think the steath mod and hud make up for the lag.CLIP it, CLIP it good, you can CLIP it, CLIP it good

Subject: tactic mod
Posted by Anonymous on Tue, 02 Jul 2002 08:14:00 GMT
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i myself have a router. but that doesnt happened to me. IT somethimes happens but i usally get passed by it.http://westwood.ea.com/games/ccuniverse/redalert2/english/tech_set.html

Subject: tactic mod
Posted by Anonymous on Tue, 02 Jul 2002 10:03:00 GMT
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no i meant the file that changes how the crosshairs look. what type of file is it (a .dds file?) and what is it namedwith green stealth did you just mean the stealth effect is green? i created my own to be greenaimbot1@hotmail.com

Subject: tactic mod
Posted by Anonymous on Tue, 02 Jul 2002 10:14:00 GMT
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off memory im pretty sure it was reticle.ddsim not to sure bout the ddsbut im not on my home comp at the momenti got 2 new crosshairsthe X and the +they both pretty goodand i downloaded a red stealth effect, but after seeing what it does it is SUCH a cheat and i deleted it

Subject: tactic mod
Posted by Anonymous on Tue, 02 Jul 2002 14:41:00 GMT
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YA IT HAPPENS TO ME ON SOME SERVERS BUT OTHERS ARE FINE. it makes no sense i do have a router, relatively new and it happened beofore i installed teh router and ww wont answer my emails. so i am stuck playing 24ppl games instead of 40 any suggestings?

Subject: tactic mod
Posted by Anonymous on Tue, 02 Jul 2002 16:55:00 GMT
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ya, they wont answer my emails either... its crap.

Subject: tactic mod
Posted by Anonymous on Wed, 03 Jul 2002 14:02:00 GMT
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turret camera is always better. It gives you soooo much of an advantage over people who have to turn their whole tank to get a better shot. It also opens up better firing positions for Nod; their artillery, light tank, and even buggy can fire with the majority of the vehicle behind cover. It also lets the MRLS shoot around corners and aircraft see what's coming up behind them.It's not even that much harder to drive with it on, so there's really no advantage to restricting your field of view with chassis lock, even if you're just a passenger.

Subject: tactic mod
Posted by Anonymous on Thu, 04 Jul 2002 11:02:00 GMT
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ya, i also have that problem long time ago... But i did suceed _once_ and could get in to play in Dev's house. Only once... Probably some firewall restrictions.

Subject: tactic mod
Posted by Anonymous on Fri, 05 Jul 2002 09:18:00 GMT
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Do you have port 4848 open in your personal firewall thingy? We are now using port 4848 for all our renegade traffic. If that works tell me plz.Proud member of the dominion-guild.chapter founder.

Subject: tactic mod
Posted by Anonymous on Fri, 05 Jul 2002 09:23:00 GMT
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Strange I had that same error message. I have a router as well. I ran Norton Utilities "Windoctor", and it fixed some problems. I rebooted my system, went back on-line and played some games no problems. BTW: My OS is WinXP Home.

Subject: tactic mod

Posted by Anonymous on Fri, 05 Jul 2002 10:33:00 GMT
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Although some people don't know how to use this and bang into walls and don't even know it! It's funny when they fall off cliffs because they were too busy looking at you! (GET COORDINATED)

Subject: tactic mod
Posted by Anonymous on Fri, 05 Jul 2002 11:23:00 GMT
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it is pretty funny... I guess they're too afraid that they'll move the big, slow turret off target while they take 1/2 second to look the other way.

Subject: tactic mod
Posted by Anonymous on Fri, 05 Jul 2002 11:38:00 GMT
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the crosshairs are cool.The stealth mod...that should be classed as illegal, as it gives GDI a huge advantage. Stealth units are called that because they are supposed to be hard to locate.

Subject: tactic mod
Posted by Anonymous on Fri, 05 Jul 2002 16:41:00 GMT
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All he has are skins, the crosshairs are perfectly innocent, they just replace the g.ay circle with a more traditional targeting reticle that you would see in most FPS. Doesn't make it any easier to aim, the dots in the same place.The stealth "mod" only changes the color of the effect when the tank/trooper gets hit or fires a weapon. It does not make the stealth dudes any easier to see, just changes the color when they are supposed to be visible. This can be found.These two files can be found at CnCmatrix I believe, not sure though. The guy isn't cheating, and I use the same skins he does except the hue my stealth guys give off is red. Anyone know where I can find a blue effect? That seems like it would look cooler.

Subject: tactic mod
Posted by Anonymous on Fri, 05 Jul 2002 21:21:00 GMT
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the only way I know how to do this is limit turret and full turret.Limited turret I have it set to. It follows the turret but only about 180 degress and won't scan fully upwards.I can hold the V key to have full turret movment, but I have to keep the V key down.Is there a way to lock the V key so I don't have to keep holding it?

Subject: tactic mod
Posted by Anonymous on Sun, 07 Jul 2002 15:17:00 GMT
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Interesting... I didn't realize this was even an option... What happens if you're the driver and your passenger is gunner? Is your view locked to their movements?

Subject: tactic mod
Posted by Anonymous on Sun, 07 Jul 2002 18:42:00 GMT
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no....your view is totally independant from the gunners.Which leaves you the option to back up

backwards just as good as you can forward with the view locked to the turret......just make quick glances behind you every once in a while.This allows you to return fire while backing in a driver/gunner situation during a retreat and avoid obstacles behind you.Eric.

Subject: tactic mod
Posted by Anonymous on Sun, 07 Jul 2002 18:51:00 GMT
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using the locked to turret camera option makes the whole feel of battle different.This is one option will definately improve any players kill percentages due to the fact that you have a wider targeting area,a better point of view on a few vehicles,and total mobility.....you just have to look where you're going.Eric.

Subject: tactic mod
Posted by Anonymous on Mon, 08 Jul 2002 10:31:00 GMT
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Sorry, Im a newbie to the game,but how do you lock your camera to the turret.

Subject: tactic mod
Posted by Anonymous on Mon, 08 Jul 2002 10:37:00 GMT
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you can select this option in the option menu....or press V in the game excuse me but i m belgian and i don t speak english very well   )

Subject: tactic mod

Posted by Anonymous on Mon, 08 Jul 2002 10:58:00 GMT
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Thanks

Subject: tactic mod
Posted by Anonymous on Mon, 08 Jul 2002 20:30:00 GMT
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i was thinking i use another tactic mod that is the "nuke countdown" i find it real handy and i was wondering is the c4 countdown was any good(has it save your as s?)

Subject: tactic mod
Posted by Anonymous on Thu, 11 Jul 2002 10:46:00 GMT
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ur english isnt that bad