
Subject: Tiberium Evolution

Posted by [Hudeth](#) on Tue, 24 Jun 2003 20:44:01 GMT

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I may not be as smart as I wish, but I have been with Renegade since the beginning. What i am wondering(Since i have been out of town for a while)is where I can find the site of the famous mods Tiberium Evolution. If you will please inform me of where this site is, I would greatly appreciate it.

Subject: Tiberium Evolution

Posted by [Aircraftkiller](#) on Tue, 24 Jun 2003 20:46:01 GMT

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Famous, no. Infamous, yes.

It was an incredibly horrible game modification that was not worth anyone's time. I cannot believe Pothead_Ike even worked on it for as long as he did, because all Ike did was steal things and toss them into his potluck of sewage that he called "Tiberium Evolution."

Subject: Tiberium Evolution

Posted by [Hudeth](#) on Tue, 24 Jun 2003 20:51:36 GMT

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Aircraft, you are a smart gamer, that is for sure. I didn't know that he stole others ideas, i hate people who do that, so scratch that idea. Why don't some people reply to this and say whether they liked it or no. Oh, and Aircraft, the reason I posted this was to find some mods to have a little more fun with the game as i currently reinstalled it last week. Do you have any good mods that you made recently?[/quote]

Subject: Tiberium Evolution

Posted by [Sir Phoenixx](#) on Tue, 24 Jun 2003 21:14:52 GMT

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Subject: Tiberium Evolution

Posted by [General Havoc](#) on Tue, 24 Jun 2003 22:17:02 GMT

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Infamous maybe but it is one of the few mods that we have actually gotten to play. If you take an overall view, how many mods can you say such as Ren Alert, Reborn and Tiberian Evolution have actually been released and been played. Sure there are small mods but Tiberian Evolution was

actually quite fun for a while despite the buggy graphics and things. You have to give it credit for being one of the first major modifications for Renegade.

_General Havoc

Subject: Tiberium Evolution
Posted by [Havoc 89](#) on Tue, 24 Jun 2003 23:05:46 GMT
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ike didnt steal anything... i was the modeler of tiberium evo. and i know those models kinda suxed cause well i was crap back than...

if ike stayed than the next version was going to have walking mechs but he left...

Subject: Tiberium Evolution
Posted by [OrcaPilot26](#) on Tue, 24 Jun 2003 23:32:09 GMT
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Aircraftkiller
and toss them into his potluck of sewage

lol

Subject: Tiberium Evolution
Posted by [Imdgr8one](#) on Tue, 24 Jun 2003 23:44:13 GMT
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It doesn't matter how crappy it was. It was the first mod with funtional new units, all with new maps. It went through 14 versions, all of them being PLAYED. This is the only mod so far to do this I can remember(not for long).....it was histroy no matter how horrible it was.

Subject: Tiberium Evolution
Posted by [Havoc 89](#) on Tue, 24 Jun 2003 23:51:03 GMT
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Imdgr8oneIt doesn't matter how crappy it was. It was the first mod with funtional new units, all with new maps. It went through 14 versions, all of them being PLAYED. This is the only mod so far to do this I can remember(not for long).....it was histroy no matter how horrible it was.

u made me feel special "tears of joy"

Subject: Tiberium Evolution

Posted by [forsaken](#) on Wed, 25 Jun 2003 00:20:47 GMT

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that Rocketeer VTOL was my favorite vec., you could dodge enemy fire very effectively

Also think of the old mod exchange site, there were so many members with ideas, models, and pictures, to bad, it would be fun to browse through all that history once more, I even remember seeing Havoc 89's models he did at that site, remember visiting the tibo forums and keeping up with it's progress daily. That was the good thing about Tiberium Evolution, that it delivered all of it's progress frequently till it fell apart.

Subject: Tiberium Evolution

Posted by [Havoc 89](#) on Wed, 25 Jun 2003 01:51:34 GMT

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yeah... those were the good o'l days.. hmm.. i getting idea to remake it...

Subject: Tiberium Evolution

Posted by [mike9292](#) on Wed, 25 Jun 2003 05:33:00 GMT

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i still have it in my renegade folder

Subject: Tiberium Evolution

Posted by [forsaken](#) on Wed, 25 Jun 2003 06:27:25 GMT

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Who would help you make it, and will it be like the old one where it is just new maps and units from a variety of cnc games?

Subject: Tiberium Evolution

Posted by [CNCWarpath](#) on Wed, 25 Jun 2003 10:23:18 GMT

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Hey Tib Evo Is a Good modification some of the maps are preety good and the models are good but the only problem the team had was lacking on skins.

I remember Renegademods.info where u could browse images,mods and whatever , but times change and this case for the worst.

Great mods are coming out such as Renalert,Reborn And Warpath , yea to be honest im sick of

people coming to me asking for betas well we are currently workin on maps and buildings along with alot of vehicles being made so lookout!

It seems that when mods are being created they all of a sudden end because of their incapability of creating things such as Soldiers which Warpath\Reborn\Renalert was luckily enough to get staff that can do this.

If you cant create soldiers just edit the skins on current ones! and id auggest lookin at fans in other Game Communitys that would like to help out.

Tib Evo is played alot on WOL and atleast is fun, i mean thats what counts isnt it, good gameplay?

Genocide

Subject: Tiberium Evolution
Posted by [General Havoc](#) on Wed, 25 Jun 2003 12:47:02 GMT
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Speaking of which, how is Warpath coming along? At one stage you guys were doing really well and the progress was quite fast because I remember the beta your realeased. That had some quite impressive graphics and the vehicles were quite good. It just seemed to me that it fell apart a little since then, I may be wrong?

_General Havoc

Subject: Tiberium Evolution
Posted by [CNCWarpath](#) on Wed, 25 Jun 2003 12:57:23 GMT
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You mean the Mini Stalingrad map? yea i made all that by myself because i needed to show we were alive , actually we may be a little quiet lately but were finishing up a few maps and alot of extensive work is going into our buildings that are coming along Very nice, the warpath forums discusses how were going and its updated everyday so the best thing is to go there , like here is our lumber mill which we finished yesterday:

I yet to add the logs and some finishing touches (by the way this is a map prop)

And The Version 1 Of The Warpath Allied Jeep:

So yea , were coming along fine as we have the best devlopers we have ever had.

Subject: Tiberium Evolution

Posted by [Havoc 89](#) on Thu, 26 Jun 2003 03:32:49 GMT

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forsakenWho would help you make it, and will it be like the old one where it is just new maps and units from a variety of cnc games?

i dont know for sure... but i really wanna make a way better version of it... with awesome skins and awesome models and might include my M4A1 and Ak47 with 100% working hand positing...

TODAY WAS MY LAST DAY OF SCHOOL!!! so i can mod and model like u've never seen me model before.

Subject: Tiberium Evolution

Posted by [Aircraftkiller](#) on Thu, 26 Jun 2003 06:15:54 GMT

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Looks like the Renegade Alert Ranger just ripped off and some things changed on it... It had better not be, that's all I've got to say.

Subject: Tiberium Evolution

Posted by [Nodbugger](#) on Thu, 26 Jun 2003 07:58:19 GMT

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ACK...maybe it looks like it because they are both jeeps. I can assure you that is in no way the Renalert jeep.
