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Subject: new mod idea

Posted by [WaffleBoy13](#) on Sat, 28 Jun 2003 18:46:08 GMT

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Hey i got a new mod idea. Why doesnt somebody make a mod pack that had a few new level, maybe wit flying too, but they could update the buildings so that they were the 1 player versions. also they could add the new buildings like repair pad and tib. silo.

There could also be part of the mod wit skins, not skins that would make it easy to cheat, but skins just to make a change to the game. there could even be a skin to make the pistol a little less ugly.

But the best new thing that the could add is a huge tib. field, wit green and blue tiberium, + they could add the 3 tib mutants and also they could make a tib fiend, tib floater, and bigger adult visteriods, like the 1s from tib. sun.

Now, i dont have a modding program, so i couldnt make it, but it would be really cool if someone else could...

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Subject: Re: new mod idea

Posted by [Captkurt](#) on Sat, 28 Jun 2003 18:54:49 GMT

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In a sense, that's what I've done, check these building out.

weapons Factory is here <http://modx.the-pitts.net/showthread.php?s=&threadid=386>

Air Strip is here <http://modx.the-pitts.net/showthread.php?s=&threadid=389>

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Subject: new mod idea

Posted by [boma57](#) on Sat, 28 Jun 2003 18:59:34 GMT

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A lot of maps have had Repair Pads, Helipads, Silos, etc, but if you make the buildings the Single Player versions, it creates way too much trouble

Elevators lag too bad online, and the buildings are huge. It's really hard to make it to the MCT, and even harder to find a beacon.

The Tiberium would be cool though

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Subject: new mod idea

Posted by [Sir Phoenixx](#) on Sat, 28 Jun 2003 19:00:32 GMT

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New mod idea? Now how is any part of that new? There is already at least 2 Tiberian Sun mods that I know of (that might or might not include those features listed) that are for Renegade. Almost all mods have a few new levels or more, most of them are flying maps, and I'm sure someone has already done maps/mods that used the single player versions of the buildings in multi-player maps. The repair pad is already in Renegade Alert and the Tiberian Sun mods probably already have tiberium silos (just for decoration maybe). All mods already add new skins and most of them have replaced the default Renegade pistol. Everything you've listed except for the Tiberian mutants stuff has already been done by Renegade mods.

It's like going into Pizza Hut tomorrow and suggesting to them that they should: make different kinds of pizzas and bread sticks; sell their pizzas in different sizes such as small medium and large; and deliver their pizzas if requested.

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Subject: new mod idea

Posted by [WaffleBoy13](#) on Sat, 28 Jun 2003 23:35:08 GMT

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well, have you seen a map with it all in 1, oh and the elevators with ramps to stop lagging problems. :twisted:

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Subject: new mod idea

Posted by [Joey-Y](#) on Sun, 29 Jun 2003 03:16:48 GMT

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i need the hand of nod, SP, inside AND outside bones/graphics/models/lights so on, for my Inside\_DM pack im making. If anyone would be kind enough to get it for me please let me know.

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Subject: new mod idea

Posted by [Captkurt](#) on Sun, 29 Jun 2003 03:19:10 GMT

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You can get it yourself here <ftp://ftp.westwood.com/pub/renegade/tools/>

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Subject: new mod idea

Posted by [Joey-Y](#) on Sun, 29 Jun 2003 03:50:57 GMT

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i got that dude, told you befor that i had it. the singeplayer hand of nod is NOT there. the SP one is with a added woer leel, but not all the levels like in SP.

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Subject: new mod idea

Posted by [Joey-Y](#) on Sun, 29 Jun 2003 06:06:10 GMT

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nm found out that all the building interiors (except the unused one like gdi comcenter) are IN Command level editor.... they coulda told me this in the first place!

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Subject: new mod idea

Posted by [pulverizer](#) on Sun, 29 Jun 2003 15:27:52 GMT

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Quote:nm found out that all the building interiors (except the unused one like gdi comcenter) are IN Command level editor.... they coulda told me this in the first place!

They are not in the commando level editor. some parts are in there, but not the whole interior or exterior.

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Subject: new mod idea

Posted by [Joey-Y](#) on Sun, 29 Jun 2003 20:44:43 GMT

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the hole interior IS there for me, but some stuff sitll wont load... like LVL4 interior loads, but the deck WONT. "unable to split node" im getting pissed at that thing...

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