Subject: something odd happened while i was playing renegade...
Posted by TheMouse on Wed, 02 Jul 2003 20:49:53 GMT
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ok, so i was playing a LAN game today (just playing a few maps that no one uses online... i dunno.. westwood isn't working for me today.), and i started with river raid. i walked to the door and i stopped and saw this:

and i was like whoa... so i restarted the game, and i started river raid again, this time nod and i saw this:

... also, on the previous map, and on this one, one of the extras for GDI is now a chicken with and obelisk gun thing... plus the turrets now shoot chickens, and the gravity is really low. what the hell is going on? (no i didn't make a mod and post this just to get attention, because i totally suck at mods and stuff. is this the result of some strings file or something?)

Subject: something odd happened while i was playing renegade...
Posted by Ferhago on Wed, 02 Jul 2003 21:13:18 GMT
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LMFAO. Nice pics

Subject: something odd happened while i was playing renegade...
Posted by TheMouse on Wed, 02 Jul 2003 21:15:43 GMT
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FerhagoLMFAO. Nice pics

thanks.... the game kind sucks without the ground though.

Subject: something odd happened while i was playing renegade...
Posted by Try_lee on Wed, 02 Jul 2003 21:26:03 GMT
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I wanna play the chicken mod!

Subject: something odd happened while i was playing renegade...
Posted by Ferhago on Wed, 02 Jul 2003 21:31:06 GMT
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That isnt the chicken mod the turrets are shooting chickens

Subject: something odd happened while i was playing renegade...
Posted by TheGunrun on Wed, 02 Jul 2003 21:36:43 GMT
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hey same thing happend to me. but i never posted it up here. and also if the chiken mod is the one where u can jump really really high call it the gunrun mod. ask fosaken if u want to see the mod.

Subject: something odd happened while i was playing renegade...
Posted by SomeRhino on Wed, 02 Jul 2003 22:03:53 GMT
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River Raid uses a file called "terrain.w3d" for the terrain model. Many people name their terrain "terrain.w3d." Renegade doesn't read the file from the map's .mix first, whichever terrain.w3d it finds first, it uses. So, there is another map you have that contains a "terrain.w3d."

Subject: something odd happened while i was playing renegade...
Posted by General Havoc on Wed, 02 Jul 2003 22:07:39 GMT
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YEah this happened to me on glaicier flying too. The only thing i can think of is something is getting proxyed in form elsewhere. Not saying ACK has done anything wrong just that Westwood may have left some things in the map or certain names that proxy in things from other mods. After I removed around 70 of the maps from my directory it fixed it. Just a conflict with someone elses mod or map I think ans this can happen and has been known to especially when your call your terrain "terrain.w3d".

_General Havoc

Subject: something odd happened while i was playing renegade...
Posted by Try_lee on Wed, 02 Jul 2003 22:23:08 GMT
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I still wanna get my turrets to fire chickens though...

Subject: something odd happened while i was playing renegade...
Posted by General Havoc on Wed, 02 Jul 2003 22:25:17 GMT
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Extract the ckicken W3D from the always.dat and then rename it to tracer_gold.w3d and tracer_red.w3d and place them in your renegade data directory. Fire the raptor and see what your ammo is

_General Havoc

Subject: something odd happened while i was playing renegade...
Posted by Try_lee on Wed, 02 Jul 2003 22:42:43 GMT
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I found c_chicken.w3d and named it to those, but all that happened was my bullet projectiles became invisible.
I think I did it wrong.

Subject: something odd happened while i was playing renegade...
Posted by TheMouse on Wed, 02 Jul 2003 23:07:40 GMT
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General HavocYEah this happened to me on glaicier flying too. The only thing i can think of is something is getting proxied in form elsewhere. Not saying ACK has done anything wrong just that Westwood may have left some things in the map or certain names that proxy in things from other mods. After I removed around 70 of the maps from my directory it fixed it. Just a conflict with someone elses mod or map I think ans this can happen and has been known to especially when your call your terrain "terrain.w3d".

_General Havoc

so i should probably delete the maps i downloaded yesterday...

Subject: something odd happened while i was playing renegade...
Posted by General Havoc on Wed, 02 Jul 2003 23:27:48 GMT
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Yeah check out the maps you installed yesterday.

Here are the "chicken" bullets in a zip format fo those of you who wanted to fire chickens at your enemy http://www.renhelp.co.uk/chicken.zip around 40kb, just place the 3 files in your renegade data directory.

_General Havoc

Subject: something odd happened while i was playing renegade...

Posted by TheMouse on Thu, 03 Jul 2003 03:23:01 GMT
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yay me! i fixed everything except riverraid. special.

Subject: something odd happened while i was playing renegade...
Posted by gendres on Thu, 03 Jul 2003 05:05:30 GMT
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I get the same error with River Raid....[/quote]

Subject: something odd happened while i was playing renegade...
Posted by YSLMuffins on Thu, 03 Jul 2003 08:16:13 GMT
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LMAO, omg I haven't laughed this hard in a long time!

Quote:Extract the ckicken W3D from the always.dat and then rename it to tracer_gold.w3d and tracer_red.w3d and place them in your renegade data directory. Fire the raptor and see what your ammo is

That doesn't work for me either...

Edit, oops didn't see the link.

Subject: something odd happened while i was playing renegade...
Posted by Deactivated on Thu, 03 Jul 2003 10:01:05 GMT
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Havoc: "Killer squirrels!"