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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Fri, 04 Jul 2003 17:01:05 GMT

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Mod team for "rise of the Aliens" starting.

we still need boners for the character in the movies

also we need moders for movie character and game character

if can help use that would be great just e-mail me at [infinintmail@earthlink.net](mailto:infinintmail@earthlink.net)

ill have a link for the story line plot soon

also we can use mappers and modelers for about anything

if you want a copy of the story line now just e-mail me at [infinintmail@earthlink.net](mailto:infinintmail@earthlink.net) and label it

storyline you will be sent a copy of the up to date story line (its not finnished yet but you can get a good ideas what it will be like)

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Vitaminous](#) on Fri, 04 Jul 2003 17:12:47 GMT

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If we don't fucking email you that's because we don't fucking want to help you.

Stop advertising for that piece of trash that you call "mod".

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Fri, 04 Jul 2003 17:28:43 GMT

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and your problem is...

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [kawolsky](#) on Fri, 04 Jul 2003 18:22:22 GMT

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Aprimelf we don't fucking email you that's because we don't fucking want to help you.

Stop advertising for that piece of trash that you call "mod".

hey hes just trying to make a mod,no need to get like that,  
you sound like ACK

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Fri, 04 Jul 2003 18:36:55 GMT

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yes if you dont want to help just leave the forum instaed of insulting it  
ITS NOT NICE!!!!!!!

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Subject: Help need for "Rise of the Aliens" mod SP and MP  
Posted by [Vitaminous](#) on Fri, 04 Jul 2003 18:52:55 GMT  
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Still, dude, you're posting that damn thing all the time.

If you simply don't get any emails, that's because nobody wants to help.

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Subject: Help need for "Rise of the Aliens" mod SP and MP  
Posted by [Infinint](#) on Fri, 04 Jul 2003 19:04:05 GMT  
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um this is the first time i ever posted about this

thats a totoly diffent team and mod all together

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Subject: Help need for "Rise of the Aliens" mod SP and MP  
Posted by [SpartnII](#) on Fri, 04 Jul 2003 20:07:51 GMT  
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ignore him

But it would help if you posted what the mod was about =O)

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Subject: Help need for "Rise of the Aliens" mod SP and MP  
Posted by [Infinint](#) on Fri, 04 Jul 2003 20:16:26 GMT  
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i seid you could e-mail me if you wanted the story line of when to CnC database

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Subject: Help need for "Rise of the Aliens" mod SP and MP  
Posted by [Paingvr99](#) on Sat, 05 Jul 2003 00:06:00 GMT  
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The first rise of the aliens was me but that was before we joind so now this is a different mod for the story its about a Scientist who acidently calles upon aliens and sends them a messege asking for war the aliens attack and lead a speacial ops team to try and kill them, all the normal people

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will be replaced with new models including the tanks and there will be new technology with them.  
<<-- thats not the full story, thats barely a quarter of it but im not in charge so...

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Sat, 05 Jul 2003 00:34:33 GMT

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you in charge just as much as i am Paingvr99 that was part of the team merging agreement.  
:mrgreen:

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Vitaminous](#) on Sat, 05 Jul 2003 00:53:00 GMT

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LIES!

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Sat, 05 Jul 2003 01:01:03 GMT

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Aprime you got some seruse issuis can you please share them with your shrnk and not use  
please and why do you all of a suddun choise to go to my topice and reak havoc!

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Dante](#) on Sun, 06 Jul 2003 06:40:39 GMT

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tell me this, and i will tell you your ETA on your mod...

how do you load a custom SP mission in Renegade with custom loadscreen, text, title, and color.  
as well as how do you "unshroud" the map during game play.

answer these, and i will tell you your ETA on your mod...

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Sun, 06 Jul 2003 06:47:17 GMT

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uhhh well want i would do but i havent tryed this yet was over write the original missoin maps with the new ones the loading screens are held in the mix files and we would just have a modify mix file to replace the old i dont know what you mean by "unshroud" the map.

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [PsycoArmy](#) on Sun, 06 Jul 2003 06:56:43 GMT

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Dante i know how

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Sun, 06 Jul 2003 07:03:12 GMT

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ok...

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Paingvr99](#) on Sun, 06 Jul 2003 14:37:59 GMT

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"unshroud" i have hered of the shroud of war in renegade! or are you talking about something else?

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Titan1x77](#) on Sun, 06 Jul 2003 20:40:53 GMT

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SP levels arent fun....they are to easy and after you beat it once...are they going to get played again.

If your part of the tib evo team...please be involved somewhat..you can be part of other mod's but dont take a title unless your serious about mapping for us...Mod's need people to activly fill there position.

Just trying to help you and my our mod team.

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Mon, 07 Jul 2003 17:25:52 GMT

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i am going to map for TBevo but i still need some questions anserd and you seem to be running away so here :  
your the level edit guy right so if i made some buildings with some break lines in them would be be able to make it so the building has health and you could shoot at it and make it eventuly fall to the ground, i want to use it on a map in a city. you can blow up the buildings.

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Mon, 07 Jul 2003 17:27:36 GMT

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also if i did this with the regular C&C buildings could that work.  
also can you have a damige zone be turned on for a second in side the building so it kills every thing in it so you dont just get stuck in it.

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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Mon, 07 Jul 2003 17:40:56 GMT

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and Titan whats your MSN/AIM messeger

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