
Subject: Stand alone total conversion?

Posted by [Infinint](#) on Mon, 21 Jul 2003 06:05:09 GMT

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My team and I have been thinking about how much easier it would be if we just made our mod stand alone and not need renegade to run, do you think this is a good idea?

Subject: Stand alone total conversion?

Posted by [xSeth2k2x](#) on Mon, 21 Jul 2003 06:12:46 GMT

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you mean as a .exe?

Subject: Stand alone total conversion?

Posted by [PiMuRho](#) on Mon, 21 Jul 2003 07:31:27 GMT

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That's called "making your own commercial game". You couldn't use any of the assets (textures/models/maps) from Renegade to do it.

Subject: Stand alone total conversion?

Posted by [PsycoArmy](#) on Mon, 21 Jul 2003 10:08:53 GMT

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that would be good except I'm worried about download size.

Subject: Stand alone total conversion?

Posted by [Imdgr8one](#) on Mon, 21 Jul 2003 17:13:13 GMT

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I believe you are talking about an expansion pack? That would be making a copy of all the things renegade runs on, like Ren Alert does.

Subject: Stand alone total conversion?

Posted by [Infinint](#) on Mon, 21 Jul 2003 17:30:42 GMT

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ya that's it. you would start up renegade and you would choose which you wanted to run; original renegade or the expansion pack. but is that legal?

Subject: Stand alone total conversion?

Posted by [PiMuRho](#) on Mon, 21 Jul 2003 17:33:21 GMT

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As long as it won't run unless Renegade is installed, yes.

Subject: Stand alone total conversion?

Posted by [pulverizer](#) on Mon, 21 Jul 2003 18:10:34 GMT

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well, umm... isn't it a bit too big to download?

and why would you do it? I don't see the point... normally, just put your mod into the renegade data folder, and then insert the renegade play disc... and play the mod.. so why would you do it?

Subject: Stand alone total conversion?

Posted by [Infinint](#) on Mon, 21 Jul 2003 18:18:45 GMT

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It's easier to change everything like if we just have a pkg mod file we would have to put in hundreds of pics with it for the menus and movies and single player and whenever the player wants to change back he would have to delete all the files with an expansion you install it and it's easy to change back just choose an option from the menu

Subject: Stand alone total conversion?

Posted by [Jaspah](#) on Mon, 21 Jul 2003 18:26:00 GMT

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Love to see this happen... If it ever does...

(Doubt it)

Subject: Stand alone total conversion?

Posted by [pulverizer](#) on Mon, 21 Jul 2003 18:27:06 GMT

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Quote:and whenever the player wants to change back he would have to delete all the files with an expansion you install it and it's easy to change back just choose an option from the menu

that's no problem, you can make that easy with a pkg file. just search a program which can make

.exe files. like wise install master.

Subject: Stand alone total conversion?

Posted by [NeoX](#) on Mon, 21 Jul 2003 18:59:09 GMT

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Infinite i suggest you wait because it cost Ren Alert \$3000 (Dante) to make the expansion thing. Once i have the knowledge i need i will e writing a program which will patch the pkg file.

Subject: Stand alone total conversion?

Posted by [warstompy](#) on Mon, 21 Jul 2003 19:22:10 GMT

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im in the mod and i know video game stuff like C++ so im gonna be helping them

Subject: Stand alone total conversion?

Posted by [xSeth2k2x](#) on Mon, 21 Jul 2003 19:40:55 GMT

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why would you want it to stand alone?

it really wouldnt be called a mod anymore

and you could jsut make a .bat to do all the work

:rolleyes:

Subject: Stand alone total conversion?

Posted by [Try_lee](#) on Mon, 21 Jul 2003 21:40:18 GMT

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It cost them \$3000! Jesus baheebus!

Subject: Stand alone total conversion?

Posted by [Madtone](#) on Mon, 21 Jul 2003 21:54:10 GMT

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makes me proud to be on the RenAlert mod team!!!

Subject: Stand alone total conversion?

Posted by [Infinint](#) on Mon, 21 Jul 2003 22:46:20 GMT

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NeoX"Infinit i suggest you wait because it cost Ren Alert \$3000 (Dante) to make the expansion thing. Once i have the knowledge i need i will e writing a program which will patchthe pkg file."

What in Ren Alert cost Dante \$3000 ?

Subject: Stand alone total conversion?

Posted by [Dante](#) on Tue, 22 Jul 2003 00:21:07 GMT

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the patching core & developer tools to use them in my apps

Subject: Stand alone total conversion?

Posted by [Wild1](#) on Tue, 22 Jul 2003 00:40:47 GMT

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Geez, I didn't know you were that hardcore. :shocked:

Subject: Stand alone total conversion?

Posted by [kopaka649](#) on Tue, 22 Jul 2003 01:05:51 GMT

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holy crap... you spent 3000 bucks on a mod for a \$15 game?

Subject: Stand alone total conversion?

Posted by [Jaspah](#) on Tue, 22 Jul 2003 02:18:24 GMT

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kopaka649holy crap... you spent 3000 bucks on a mod for a \$15 game?

Is \$11.99 here.

I don't even recall remembering it when it was \$50 dollars.

Subject: Stand alone total conversion?

Posted by [Imdgr8one](#) on Tue, 22 Jul 2003 02:19:29 GMT

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Dante are you serious!

Subject: Stand alone total conversion?

Posted by [exnyte](#) on Tue, 22 Jul 2003 03:42:11 GMT

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I love that Dante. You know, strictly in that brother-to-brother sort of way.

Subject: Stand alone total conversion?

Posted by [Infinint](#) on Tue, 22 Jul 2003 05:24:32 GMT

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i dont know what to reply so um WOW thats alot of money
and i have seen renegade as 1-5 bucks some places i dont know if thats a good or a bad thing

Subject: Stand alone total conversion?

Posted by [Deactivated](#) on Tue, 22 Jul 2003 09:37:40 GMT

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Dante the patching core & developer tools to use them in my apps

Was it RTPatch? No wonder why it cost 3000.

Subject: Stand alone total conversion?

Posted by [Infinint](#) on Tue, 22 Jul 2003 09:47:50 GMT

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this really isnt my feild in the mod but what are the differnt patch's and whats the diffence?

this is Warstompper's and Advanse/Data's department

Subject: Stand alone total conversion?

Posted by [Imdgr8one](#) on Tue, 22 Jul 2003 16:54:17 GMT

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Version 1.037 changes (01-23-2003)

- =====
- Fixed a crash to desktop in client and FDS.

Version 1.036 changes (12-10-2002)

- =====
- Fixes bug in WOL Gamelist that caused a crash when viewing a server with custom maps/mods.
 - Fixed a bug in the dedicated server map rotation code.
 - Fixed several bugs in the Glacier Flying map.
 - Added GTH_CTF_Object2 script which supercedes old CTF script.

Version 1.035 changes (10-31-2002)

- =====
- Users Sitting idle at team selection screen for too long will now be kicked.
 - Being kicked three times in a row results in a ban(WOL mode).
 - New 'allow' console command to remove a WOL ban.
 - Map rotation limit now set to 100.
 - Added new flying multiplayer map Glacier.
 - Servers running maps that the client doesn't have now show up in the game list.

Version 1.034 changes (09-09-2002)

- =====
- FDS Console logging to disk.
 - FDS Changes to player list format. If you have a program that parses the player list, you will need to change it to work with this build.
 - Ban works in WOL mode.
 - FDS Fix for can't create channel bug.
 - FDS Fix for servers losing connection to Westwood Online without realizing it.
 - FDS Fix for crash caused by receiving a page while in Westwood Online mode.

Version 1.033 changes (07-22-2002)

- =====
- Fixed bug causing mod data to be used when the user played a single-player game after playing a multiplayer mod game
 - The edit_vehicle command now only works in single-play or 1-player multiplayer games.

Version 1.031 changes (06-25-2002)

=====

- fixed the superweapon->quit exploit
- mods now support editing of armor.ini, strings.tdb
- buildings can be made of tiles in addition to terrain
- added the "edit_vehicle" console command for physics tweaking

Version 1.030 changes (04-15-2002)

=====

- Two maps and flying vehicles have been added to the game. Flying units are only available on the maps that support flying vehicles: walls air and city air.

Flying vehicle controls

- Jump to go up: default is <Spacebar>
 - Crouch to move down: default is <c>
 - Hold down Ctrl key while pressing <a> or <d> to strafe
-
- Fixed a bug where the harvester lost its pathfinding information and could be found driving into walls.
 - Fixed a problem with flickering meshes on ATI cards.
 - Fixed a number of chat bugs on Westwood online.
 - Added support for the mod community.
 - Multiplay hosting: The host can now choose a Mod package as the multiplayer game. Note that you cannot host a ladder game using a Mod package.
 - Includes several performance enhancements that should remove occasional stuttering and pauses.
 - Added support to hosting via GameSpy. The host now has the ability to kick, ban and set up passworded games. At console type "kick" or "ban" followed by their nickname.

Subject: Stand alone total conversion?

Posted by [NeoX](#) on Tue, 22 Jul 2003 17:40:40 GMT

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Patching Would Decrease the Download size and enable to fix errors in a quick and easier manner the first download would be large about 100mb to 200mb for a TC and then the rest would be smaller depending on the seriousness (sorry bad english) of a problem or depending on if the patch will patch in new weapons, maps ect. So it would be about 10-50mb to patch. But... If its just a couple script problems an update may only be 1mb or so.

Subject: Stand alone total conversion?

Posted by [NeoX](#) on Tue, 22 Jul 2003 17:44:34 GMT

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O ya and Imdgr8one this would patch the .pkg file not the game.

Subject: Stand alone total conversion?

Posted by [Infinint](#) on Wed, 23 Jul 2003 06:00:04 GMT

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i dont think thats the anser to my qestion or as asked the wroung question or something

Subject: Stand alone total conversion?

Posted by [Dante](#) on Wed, 23 Jul 2003 07:33:51 GMT

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SeaManDantethe patching core & developer tools to use them in my apps

Was it RTPatch? No wonder why it cost 3000.

yes, 7.0 developer edition
