

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Mon, 04 Aug 2003 00:00:55 GMT  
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if it its possible i want to make a planetside conversion of renegade mean ill change the guns skins and characters ..... is it possible? and maybe the sounds too

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Subject: planetside renegade mod  
Posted by [spreegem](#) on Mon, 04 Aug 2003 00:18:14 GMT  
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---

THAT WOULD ROCK!!!!, but anyone working on it would be in some deep shit if you didn't get permission from SOE. If you do get permission to make it I would gladly help out as much as possible.

---

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Subject: planetside renegade mod  
Posted by [xSeth2k2x](#) on Mon, 04 Aug 2003 02:22:19 GMT  
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modding 101: anything is possible if you give you 100%

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Subject: planetside renegade mod  
Posted by [spreegem](#) on Mon, 04 Aug 2003 02:38:00 GMT  
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So does that mean ppl can make it without permission?? IF SO ME WILL MODEL FOR YOU!!!

---

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Subject: planetside renegade mod  
Posted by [Wild1](#) on Mon, 04 Aug 2003 02:57:51 GMT  
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How come Dante didn't do this...

Oh wait legal stuff. Go ahead and try, I dare you...

---

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Subject: planetside renegade mod  
Posted by [brent3000](#) on Mon, 04 Aug 2003 03:15:31 GMT  
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Wild1How come Dante didn't do this...

---

Oh wait legal stuff. Go ahead and try, I dare you...  
but you have to remember if you arnt allowed to do it you can be in some deep shit

---

---

Subject: planetside renegade mod  
Posted by [spreegem](#) on Mon, 04 Aug 2003 04:02:14 GMT  
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---

brent3000Wild1How come Dante didn't do this...

Oh wait legal stuff. Go ahead and try, I dare you...  
but you have to remember if you arnt allowed to do it you can be in some deep shit

That's what I said in the first post I made in this topic.

---

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Subject: planetside renegade mod  
Posted by [kopaka649](#) on Mon, 04 Aug 2003 04:18:00 GMT  
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isnt there some us decree thingie about how the owner of a web site can state if anyone isn't allowed to view the site (e.g employee of SOE). i think this was on some modding board a few years ago.

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Subject: planetside renegade mod  
Posted by [boma57](#) on Mon, 04 Aug 2003 04:23:23 GMT  
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kopaka649isnt there some us decree thingie about how the owner of a web site can state if anyone isn't allowed to view the site (e.g employee of SOE). i think this was on some modding board a few years ago.

That wouldn't stop a company from shutting down a mod they didn't want in progress.

---

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Subject: planetside renegade mod  
Posted by [brent3000](#) on Mon, 04 Aug 2003 05:33:06 GMT  
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spreegembrent3000Wild1How come Dante didn't do this...

Oh wait legal stuff. Go ahead and try, I dare you...  
but you have to remember if you arnt allowed to do it you can be in some deep shit

That's what I said in the first post I made in this topic.  
i know i am just saying what wild1 said

---

---

Subject: planetside renegade mod  
Posted by [PiMuRho](#) on Mon, 04 Aug 2003 06:41:48 GMT  
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Planetside is an MM game. All client-side files are checked and validated by the server when you connect. If you alter them, you won't be able to connect.

It's not designed to be modified. In fact, it's been designed to prevent modification.

---

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Mon, 04 Aug 2003 06:49:57 GMT  
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---

PiMuRhoPlanetside is an MM game. All client-side files are checked and validated by the server when you connect. If you alter them, you won't be able to connect.

It's not designed to be modified. In fact, it's been designed to prevent modification.  
we are talking about changing renegade

---

---

Subject: planetside renegade mod  
Posted by [PiMuRho](#) on Mon, 04 Aug 2003 07:55:17 GMT  
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---

Oops, my mistake.

It's true that you can't use SOE's intellectual property without permission, though. Sony aren't well-known for being lenient on such matters.

---

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Mon, 04 Aug 2003 07:59:46 GMT  
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---

PiMuRhoOops, my mistake.

It's true that you can't use SOE's intellectual property without permission, though. Sony aren't well-known for being lenient on such matters.  
next time read all of it before you post any think :rolleyes:

---

---

Subject: planetside renegade mod  
Posted by [PiMuRho](#) on Mon, 04 Aug 2003 08:02:31 GMT  
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---

Well, that's me told....

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Mon, 04 Aug 2003 08:48:56 GMT  
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---

PiMuRhoWell, that's me told....  
yeah

---

Subject: planetside renegade mod  
Posted by [PiMuRho](#) on Mon, 04 Aug 2003 08:51:47 GMT  
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---

It won't happen again, I assure you.

Can you ever find it in your heart to forgive me?

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Mon, 04 Aug 2003 08:59:43 GMT  
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---

PiMuRhoIt won't happen again, I assure you.

Can you ever find it in your heart to forgive me?  
every one gets a 2nd chance

---

Subject: planetside renegade mod  
Posted by [kawolsky](#) on Mon, 04 Aug 2003 09:28:29 GMT  
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---

as said by dante - shut up and mod

---

Subject: planetside renegade mod  
Posted by [kawolsky](#) on Mon, 04 Aug 2003 09:29:12 GMT  
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---

damn thats a good phrase

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Mon, 04 Aug 2003 09:48:54 GMT  
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---

kawolskyas said by dante - shut up and mod  
let me just say i am not on the team

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Mon, 04 Aug 2003 14:30:44 GMT  
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---

well lets see

-guass rifle -laser rifle -has same fire rate

-chaingun-laserchain-same style

-harraser-humvee-same assult buggy

-vanguard-med tank-same tank duh

-jackhammer or "noobhammer" what ever-shotgun

anymore ideas there too many and yes ill try to have a permit

---

Subject: planetside renegade mod  
Posted by [spreegem](#) on Mon, 04 Aug 2003 16:23:12 GMT  
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---

I'll model for you if you get permission.

---

Subject: planetside renegade mod  
Posted by [General Havoc](#) on Mon, 04 Aug 2003 17:44:42 GMT  
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---

An AMS (Advanced Mobile Station) would be possible according to [REHT] spirit on his theory of moving spawners across the map. PT's can be spawned onto a vehicle and a stealth bubble wouldn't be too much of a problem with the aid of a stealth zone.

\_General Havoc

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Subject: planetside renegade mod  
Posted by [Ferhago](#) on Mon, 04 Aug 2003 18:12:25 GMT  
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---

Well since we arent modifying the planetside game at all and we wont be making money off of this mod. I think it might be legal

---

Subject: planetside renegade mod  
Posted by [spreegem](#) on Mon, 04 Aug 2003 19:52:32 GMT  
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---

hmmmmm I WANNA MAKE THIS MOD THIS MOD SOUNDS COOL! I will model for you I can't do people though

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Tue, 05 Aug 2003 01:31:20 GMT  
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oooooo sons of bitches they didnt let me permit it cuz they think planetside is gonna go down and renegade is gonna be famous!!!! dammit they didnt let me!

---

Subject: planetside renegade mod  
Posted by [Sir Phoenixx](#) on Tue, 05 Aug 2003 01:39:36 GMT  
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---

FerhagoWell since we arent modifying the planetside game at all and we wont be making money off of this mod. I think it might be legal

Money doesn't matter, it still wouldn't be legal unless you've received permission from them to let you use their "properties". (Or unless you're making a parody of Planetside.)

---

Subject: planetside renegade mod  
Posted by [kopaka649](#) on Tue, 05 Aug 2003 02:45:25 GMT  
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---

I can picture it now.. "Planegade" !! :lol j/k

---

Subject: planetside renegade mod  
Posted by [Dante](#) on Tue, 05 Aug 2003 05:30:11 GMT

---

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---

yes, and receive this email (not real, but about what you would get)...

"Dear SOE Community Member,

We are asking that you cease and desist with your " <insert name here> " project converting the likeness and concept of PlanetSide into a mod for C&C Renegade. Upon completion of this cease and desist, we will not press charges for copywrite infringement.

Thank You,

"<insert some dudes name here>"

SOE Public Relations"

---

---

Subject: planetside renegade mod

Posted by [Laser2150](#) on Tue, 05 Aug 2003 05:37:06 GMT

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---

It would most likely be Victors name at the bottom, he is the community Representative for PS.

---

---

Subject: planetside renegade mod

Posted by [brent3000](#) on Tue, 05 Aug 2003 05:38:58 GMT

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so i guess the planetside renegade mod will not be happening

---

---

Subject: planetside renegade mod

Posted by [yahoo](#) on Tue, 05 Aug 2003 15:42:28 GMT

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---

dammit how come they said yes to you and no to me dante?

maybe you wrote to them b4 me so they think im in another game making ps mod oh well damn

---

---

Subject: planetside renegade mod

Posted by [brent3000](#) on Tue, 05 Aug 2003 21:39:24 GMT

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---

yahoodammit how come they said yes to you and no to me dante?

---

maybe you wrote to them b4 me so they think im in another game making ps mod oh well damn that one was not real it said

---

---

Subject: planetside renegade mod  
Posted by [Jaspah](#) on Tue, 05 Aug 2003 21:49:58 GMT  
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---

Omg, Are you guys dumb?

Make your own Models, Don't exaclly copy everything, Have different names for them call it a different name and we'll be fine. They can't sue because its your work. :rolleyes:

And if they catch on...Tell them EA did it, Battle of The Companies!

( Hophelly Sone will win! )

---

---

Subject: planetside renegade mod  
Posted by [spreegem](#) on Tue, 05 Aug 2003 22:45:15 GMT  
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---

I'm With you ^ if we change the names of stuff, and stuff like you said I think it would be allright YAY!

---

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Tue, 05 Aug 2003 22:47:10 GMT  
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---

ok give me examples

jack hammer

pulsar

gauss rifle

cycler

---

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Wed, 06 Aug 2003 02:47:16 GMT

---



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---

j4S[p]Omg, Are you guys dumb?

Make your own Models, Don't exacy copy everything, Have different names for them call it a different name and we'll be fine. They can't sue because its your work. :rolleyes:

And if they catch on...Tell them EA did it, Battle of The Companies!

( Hophelly Sone will win! )  
they cant stop you if you do that

---

---

Subject: planetside renegade mod  
Posted by [L3f7H4nd3d](#) on Wed, 06 Aug 2003 16:57:25 GMT  
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---

You smacktards are forgetting a major point here: You would have to severely modify the game's code in order to make changes to a MMO game like Planetside, changes that would likely get you into legal trouble with SOE.

---

---

Subject: planetside renegade mod  
Posted by [spreegem](#) on Wed, 06 Aug 2003 18:22:32 GMT  
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---

They aren't changeing Planetside.

---

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Thu, 07 Aug 2003 05:42:09 GMT  
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---

L3f7H4nd3dYou smacktards are forgetting a major point here: You would have to severely modify the game's code in order to make changes to a MMO game like Planetside, changes that would likely get you into legal trouble with SOE.  
if you didnt read the 1st post this is a planetslide mod for renegade

---

---

Subject: planetside renegade mod  
Posted by [zippo8891](#) on Thu, 07 Aug 2003 07:36:20 GMT  
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---

besides changing the names of all the objects and weapons it also cant be called planetside gotta

---

change that too

---

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Thu, 07 Aug 2003 10:11:47 GMT  
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---

zippo8891 besides changing the names of all the objects and weapons it also cant be called planetside gotta change that too  
you dont have to but if they dont want you to do any think due to copyright you will have to change planetslide to somethink

---

---

Subject: planetside renegade mod  
Posted by [NS3Delta](#) on Thu, 07 Aug 2003 14:03:23 GMT  
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---

well get your shit together ... start a planegade site .. and  
START MODDING

---

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Thu, 07 Aug 2003 16:07:36 GMT  
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---

lol yea planetgade thats seemed cool right now im working on changing the laser rifle and match the skin to a gauss then ill make a map with 2 bases you have to hack it with the repiar gun ill try

---

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Thu, 07 Aug 2003 16:08:22 GMT  
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---

ahh SDFATAL wassup:D

---

---

Subject: planetside renegade mod  
Posted by [spreegem](#) on Thu, 07 Aug 2003 17:10:27 GMT  
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---

If you are really gonns make this I can model for you, Vehicles, weapons, and buldings, (I ain't had any practise at all with units) I can't skin either, but I'm gonna learn how to.

---

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Fri, 08 Aug 2003 02:54:16 GMT  
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well we cant cuz SOE didnt allow me

---

Subject: planetside renegade mod  
Posted by [Wild1](#) on Fri, 08 Aug 2003 03:35:27 GMT  
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---

This I gotta see.

---

Subject: planetside renegade mod  
Posted by [brent3000](#) on Fri, 08 Aug 2003 05:32:58 GMT  
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---

yahoowell we cant cuz SOE didnt allow me  
they didnt let you ues the names and all that but you are just making them look like it and i am  
with NS3Delta planegade is a cool name

---

Subject: planetside renegade mod  
Posted by [Jaspah](#) on Fri, 08 Aug 2003 12:43:38 GMT  
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---

Read my post again, Don't use the same models/skins. Its your work.

And if you need a forum I can make you guys one.

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Fri, 08 Aug 2003 14:09:12 GMT  
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---

ok im thinking of ideasd cuz we cant make a whole planet cuz that will take for a year cuz each  
continent is like 200 miles long so i need to make it small like 2 base with an mct

---

Subject: planetside renegade mod  
Posted by [kopaka649](#) on Fri, 15 Aug 2003 18:06:23 GMT  
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found this in a site offering dbz episodes:

Quote:4. If you are affiliated with any government, Anti-Piracy group or any other related group, or were formally a worker of one you can not enter this web site, can not access any of its files and you can not view any of the HTML files. If you enter this site you are not agreeing to these terms and you are violating code 431.322.12 of the Internet Privacy Act signed by Bill Clinton in 1995 and that means that you CANNOT threaten our ISP(s) or any person(s) or company storing these files, and cannot prosecute any person(s) affiliated with this page which includes family, friends or individuals who run or enter this web site.

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Subject: planetside renegade mod  
Posted by [Infinint](#) on Fri, 15 Aug 2003 21:22:03 GMT  
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if you guys still need any help id be very happy to help with medeling and mapping

---

---

Subject: planetside renegade mod  
Posted by [spreegem](#) on Fri, 15 Aug 2003 21:33:12 GMT  
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I don't think we want anyone medeling with the mod, LOL!! I could Model

---

---

Subject: planetside renegade mod  
Posted by [Infinint](#) on Fri, 15 Aug 2003 21:38:16 GMT  
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OOPS lol model i mean not medel....  
so you guys need any more people?  
i was makeing a tranzporter and some one seid it looked like a thing from planet side i dunno,  
maybe you could use it

---

---

Subject: planetside renegade mod  
Posted by [spreegem](#) on Fri, 15 Aug 2003 23:38:21 GMT  
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---

I don't even know if this is going to be made.

---

---

Subject: planetside renegade mod  
Posted by [Infinint](#) on Fri, 15 Aug 2003 23:52:46 GMT  
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---

well ill help out if it is going to be made  
i think it should

for a map, you could do secotions of planet you need to take over, and it would need alot of new scripting too, if you where to make bases and spread out. you could just start in like the corner of a 5000 by 5000 map and there be out posts and things. chnage some vision settings to you see less polys in game, and you would need to change some programming in ren and some how make it lag out less or save your position on the map with your vehical cuz laging out on a map that size would suck.

---

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Sat, 16 Aug 2003 03:19:20 GMT  
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---

ok i have bad news i wont be able to have online for a month or less so while i dont have internet im gonna mod ok bye cya im a month

---

---

Subject: planetside renegade mod  
Posted by [Jaspah](#) on Sat, 16 Aug 2003 13:31:33 GMT  
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---

Infinintwell ill help out if it is going to be made  
i think it should

for a map, you could do secotions of planet you need to take over, and it would need alot of new scripting too, if you where to make bases and spread out. you could just start in like the corner of a 5000 by 5000 map and there be out posts and things. chnage some vision settings to you see less polys in game, and you would need to change some programming in ren and some how make it lag out less or save your position on the map with your vehical cuz laging out on a map that size would suck.

Your not going to make a map thats over 1000 Square Miles, Right?  
Thats going to lag like hell even if you do reprogram it. Their server's have very good connections. Only someone with T3 could fit atleast 10 people in. Thats still not enough. Just make a decant sized map with 2 bases, And a few outposts.

( <-> Wants A Magrider <-> )

---

---

Subject: planetside renegade mod  
Posted by [yahoo](#) on Sat, 16 Aug 2003 16:21:17 GMT  
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---

i dont think the mag is buildable but ill try on my own i really like to buld the vanguard

---

---

Subject: planetside renegade mod

Posted by [Infinint](#) on Sat, 16 Aug 2003 17:54:44 GMT

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---

have you ever noticed you can only see so far? thats becuse is cuting off thoughts polys from your veiw and all you see are the ones in front of you, you wont lag like hell cuz i already tryed it with a 5000x5000 with a seg every 10 meters  
in renegade 1 = 1 meter so really its 6 kilometers across

---