

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Sun, 07 Mar 2004 21:00:02 GMT

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---

Dodge.

Atleast the Commando can do it.

---

---

Subject: Can you pull off this move?

Posted by [Vitaminous](#) on Sun, 07 Mar 2004 21:31:00 GMT

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---

Whoa...Explain! TELL US HOW!

---

---

Subject: Can you pull off this move?

Posted by [TheKGBspy](#) on Mon, 08 Mar 2004 00:20:49 GMT

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---

what???a player doging?

i always tought only computer was able to do it... using some commandos editor configuration around the map...(i dont remeber the exact name of the object but i know that you can add "Dodging" zone for the computer near some walls).

oh wait are you just talking about dodging or rolling on the side?

---

---

Subject: Re: Can you pull off this move?

Posted by [maytridy](#) on Mon, 08 Mar 2004 00:57:12 GMT

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---

SeaManDodge.

Atleast the Commando can do it.

No, but the A.I. can.

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Mon, 08 Mar 2004 13:47:28 GMT

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---

TheKGBspywhat???a player doging?

---

i always thought only computer was able to do it... using some commandos editor configuration around the map...(i dont remember the exact name of the object but i know that you can add "Dodging" zone for the computer near some walls).

oh wait are you just talking about dodging or rolling on the side?

You will need to edit Input.ini and config01.cfg.

In input.ini, there's a unused action called DiveLeft,Right,Forward and Backward. The action needs to be re-enabled and insert the Dive controls in to config01.cfg.

When you double-tap the W,S,A,D keys, your character will make a quick jump to to that direction and crouch.

Note that you can't use your weapon when you are dodging.

---

Subject: Can you pull off this move?

Posted by [ericlaw02](#) on Mon, 08 Mar 2004 16:15:34 GMT

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---

That means that i should make input.ini's

```
; Dives -- DiveForward, DiveBackward, DiveLeft, DiveRight
;W_Key_Double=DiveForward
;S_Key_Double=DiveBackward
;A_Key_Double=DiveLeft
;D_Key_Double=DiveRight
```

to

```
; Dives -- DiveForward, DiveBackward, DiveLeft, DiveRight
W_Key_Double=DiveForward
S_Key_Double=DiveBackward
A_Key_Double=DiveLeft
D_Key_Double=DiveRight
```

And add

```
DiveForward=W_Key_Double
DiveBackward=S_Key_Double
DiveLeft=A_Key_Double
DiveRight=D_Key_Double
at input01.cfg (or some inputXX.cfg) after
MoveForward_Primary=W_Key
MoveForward_Secondary=Up_Key
MoveBackward_Primary=S_Key
MoveBackward_Secondary=Down_Key
MoveLeft_Primary=A_Key
MoveRight_Primary=D_Key
?
```

---

---

Subject: Can you pull off this move?  
Posted by [Blazer](#) on Mon, 08 Mar 2004 17:23:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Does that work in MP

---

Subject: Can you pull off this move?  
Posted by [Deactivated](#) on Mon, 08 Mar 2004 17:27:40 GMT  
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---

But I think editing the input.ini may cause a mismatch.

---

Subject: Can you pull off this move?  
Posted by [MrPerson](#) on Mon, 08 Mar 2004 17:31:46 GMT  
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---

i cant get it to work :S  
wouldnt have thought input.ini causes a mismatch, cause you can change the controls ingame  
cant you? :S

---

Subject: Can you pull off this move?  
Posted by [xptek\\_disabled](#) on Mon, 08 Mar 2004 17:39:18 GMT  
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---

SeaMan,

Please elaborate, can you post you .ini file so we can get it to work? I've been trying for awhile now with no luck.

---

Subject: Can you pull off this move?  
Posted by [Deactivated](#) on Mon, 08 Mar 2004 17:57:35 GMT  
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---

Try copying config01.cfg and name it as config02.cfg.  
Then start Renegade, go to Options, Controls and load Custom settings.

---

Subject: Can you pull off this move?  
Posted by [kirby651](#) on Mon, 08 Mar 2004 18:03:51 GMT  
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---

plz post files. i dont understand.

---

PS my bots are better than yours

|  
|  
V

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Mon, 08 Mar 2004 18:15:40 GMT

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---

Sorry, but I won't post.

This is for a mod.

---

---

Subject: Can you pull off this move?

Posted by [xptek\\_disabled](#) on Mon, 08 Mar 2004 18:37:49 GMT

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---

SeaManTry copying config01.cfg and name it as config02.cfg.

Then start Renegade, go to Options, Controls and load Custom settings.

Where do I find this "config01.cfg" file?

A search isn't yielding any results on my computer.

---

---

Subject: Can you pull off this move?

Posted by [MrPerson](#) on Mon, 08 Mar 2004 18:40:27 GMT

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---

only relevant files i found were 'input.ini' 'default\_input.cfg' and 'input01.cfg' and putting that code into any of the doesnt work, doesn't work when i set dive to just a single press from any of the movement keys.

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Mon, 08 Mar 2004 19:09:58 GMT

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---

CwazyapeSeaManTry copying config01.cfg and name it as config02.cfg.

Then start Renegade, go to Options, Controls and load Custom settings.

Where do I find this "config01.cfg" file?

---

A search isn't yielding any results on my computer.

Renegade\Data\Config

---

---

Subject: Can you pull off this move?

Posted by [Genocide](#) on Mon, 08 Mar 2004 22:44:17 GMT

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---

If this is done for my total conversion using my own always.dat , (like Renalert) there shouldnt be a problem right?

My mod involves alot of combat so this feature is very useful.

---

---

Subject: Can you pull off this move?

Posted by [Cpo64](#) on Mon, 08 Mar 2004 22:48:45 GMT

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---

If this is possible it should also be possible to set up a crall.

Is it possible to set up keys to trigger other animations? Or did you just change one of the normal animations to a dodge animation?

---

---

Subject: Can you pull off this move?

Posted by [General Havoc](#) on Mon, 08 Mar 2004 22:58:06 GMT

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---

So let me get this right, you won't post it because it's for a mod yet you told us how to do it. I don't get it?

---

---

Subject: Can you pull off this move?

Posted by [Blazer](#) on Tue, 09 Mar 2004 00:16:00 GMT

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---

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Subject: Can you pull off this move?

Posted by [Vitaminous](#) on Tue, 09 Mar 2004 03:28:21 GMT

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---

I'm sure it could work in MP...But the host/server would need to have it to...

---

Blah, if only you guys at Blackhand could make global patches for Renegade...

---

---

Subject: Can you pull off this move?

Posted by [Cpo64](#) on Tue, 09 Mar 2004 04:09:21 GMT

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---

That is a portion of the game they could patch, just everyone who didn't pay attention to them would be lost

---

---

Subject: Can you pull off this move?

Posted by [Blazer](#) on Tue, 09 Mar 2004 06:14:42 GMT

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---

AprimeBlah, if only you guys at Blackhand could make global patches for Renegade...

RenGuard will allow that (I know I know, hurry it up )

---

---

Subject: Can you pull off this move?

Posted by [ericlaw02](#) on Tue, 09 Mar 2004 07:57:53 GMT

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---

Waiting for the commando mod...waits...waits.....NO!!!! I'm gonna hack your computer for the mod!!!1111111oneoneoeoneeeleven...lol,joking.....[/joking]

Just a good re-enable of the "Dive" move.

I tried to do it last night and it won't work,prehaps that "W\_Key\_Double" is disabled and/or only Logan,Commando i mean can do the move?

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Tue, 09 Mar 2004 13:16:37 GMT

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---

General HavocSo let me get this right, you won't post it because it's for a mod yet you told us how to do it. I don't get it?

I didn't directly say how to do hit.. just hints.

---

---

Subject: Can you pull off this move?

Posted by [ericlaw02](#) on Tue, 09 Mar 2004 14:24:58 GMT

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---

How to hi...hit with fishes....err i mean fists,lol  
If you just say how to do it,then you don't need to even make the mod!

---

---

Subject: Can you pull off this move?  
Posted by [kawolsky](#) on Tue, 09 Mar 2004 17:46:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

omg....nice find....hurry up with that mod i wanna try this

---

---

Subject: Can you pull off this move?  
Posted by [Deactivated](#) on Tue, 09 Mar 2004 18:22:53 GMT  
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---

That will a a while..  
3D modelers with decent skills are needed.

---

---

Subject: Can you pull off this move?  
Posted by [vloktboky](#) on Tue, 09 Mar 2004 20:10:39 GMT  
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---

I like the rolling dive better.

---

---

Subject: Can you pull off this move?  
Posted by [ericlaw02](#) on Wed, 10 Mar 2004 08:59:48 GMT  
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---

OMG,COOL!!!

EDIT: Panic?????????  
Toggling Movie Capture????????/1/1/1/21/1/212c

---

---

Subject: Can you pull off this move?  
Posted by [Deactivated](#) on Wed, 10 Mar 2004 14:58:21 GMT  
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---

vloktbokyl like the rolling dive better.

Yes.I think it's better.

---

But did you do it by swapping a W3d file with another file or something like that?

---

---

Subject: Can you pull off this move?

Posted by [Nightma12](#) on Wed, 10 Mar 2004 18:00:18 GMT

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---

dousnt work for me

---

---

Subject: Can you pull off this move?

Posted by [forsaken](#) on Wed, 10 Mar 2004 21:39:39 GMT

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---

someone make a quick fraps vid of the motion.

---

---

Subject: Can you pull off this move?

Posted by [Vitaminous](#) on Wed, 10 Mar 2004 22:12:31 GMT

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---

BlazerAprimeBlah, if only you guys at Blackhand could make global patches for Renegade...

RenGuard will allow that (I know I know, hurry it up )

I won't criticise the progress, but I still believe in it.

---

---

Subject: Can you pull off this move?

Posted by [drunkill](#) on Thu, 11 Mar 2004 07:08:39 GMT

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---

wow awsome! and sea man, is that commando skin on your site? coz i want it, loagan was awy better than havoc.

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Thu, 11 Mar 2004 08:43:42 GMT

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---

drunkillwow awsome! and sea man, is that commando skin on your site? coz i want it, loagan was awy better than havoc.

It's not just a skin/texture, it is a different model.  
And I don't have it as Havoc model replacement.

---

---



Subject: Can you pull off this move?

Posted by [TheKGBspy](#) on Thu, 11 Mar 2004 13:18:51 GMT

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---

drunkillwow awesome! and sea man, is that commando skin on your site? coz i want it, loagan was awy better than havoc.

well basicly you already have it in your file because locant is an Extra/egg beside beign your trainer at the first mission.

bring up the console command, type extras, then pres enter. it should say extras enabled. then go to a pt. just before going in soldier or vehicle menu, press and hold Alt button. you will an axilaury menu having secret characters. btw GDI has locant.

oh and Seaman.... my hat for you. great find. i looked and bit and like someone said in anothe rpost there is alot of unused stuff. like camera/profile switchinc.. ect and panic button lol wich i would like to see what does it do.

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Thu, 11 Mar 2004 14:23:21 GMT

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---

Most of these functions are obsolete.

B Key (Buy Command) sends a console message called CNC which doesn't exist.

Panic does nothing.

Joystick controls don't seem to work.

Have you wondered why the wheeled vehicles' wheels move instantly into maximum position instead of turning smoothly to position?

I think it is because WS intended to use a steering wheel or a analog gamepad/joystick for controlling vehicles.

A keyboard has only two positions, ON (1) and OFF(0), because it is digital.

So far the only thing that actually works is Dive.

---

Subject: Can you pull off this move?

Posted by [Genocide](#) on Thu, 11 Mar 2004 18:59:22 GMT

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---

I think panic was initally used so havoc could call in an airstrike, this is what i remember reading in a magazine 2 years back.

---

Subject: Can you pull off this move?

Posted by [Sanada78](#) on Thu, 11 Mar 2004 19:13:09 GMT

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---

Why the hell did they have to change so much? Some of the beta shots look far better than anything now. I mean why did they strip down the Med Tank from the one ACK released? Same goes for all the other vehicles.

If this game was released in 2000 (like I think it was originally going to), it would've been even more of a hit for that time.

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Thu, 11 Mar 2004 19:35:24 GMT

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---

The answer is: EA and Dan Cermak.

---

---

Subject: Can you pull off this move?

Posted by [TheKGBspy](#) on Thu, 11 Mar 2004 23:41:22 GMT

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---

there is too much "removed" stuff.

- many unused controls
- players transitions in vehicle (go in and out animation also)
- Fire animation of vehicles
- better quality model (ex: medium tank, or the awesome E3 nod buggy etc)
- removed multiplayer mode(the odd thing thats CNC game mode was added after DM and CTF but in final release only CNC was there...)
- stationary weapons(as seen in some early pictures)
- features in single player such as stealht attack with silent pistols
- dynamic lightning

quote from gamespot first impression on Ren

Quote:The game's 3D engine is one of the most robust to date, and it sports dynamic lighting, lightmaps, dynamic shadows, and radiosity for more realistic outdoor environments

EA did a great job... to destroy the real renegade... too bad

---

---

Subject: Can you pull off this move?

Posted by [U927](#) on Fri, 12 Mar 2004 01:16:14 GMT

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---

Perhaps when someone is able to get their hands on the source code, it can be implemented in a global RenGuard patch....

/me is hopeful...

---

---

Subject: Can you pull off this move?

Posted by [bigejoe14](#) on Fri, 12 Mar 2004 02:32:26 GMT

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---

Can't the source code be obtained only if the games developers publically release it?

---

Subject: Can you pull off this move?

Posted by [Blazer](#) on Fri, 12 Mar 2004 02:33:42 GMT

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---

So can dive be done in MP?

---

Subject: Can you pull off this move?

Posted by [Cpo64](#) on Fri, 12 Mar 2004 02:41:04 GMT

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---

bigejoe14Can't the source code be obtained only if the games developers publically release it?

normaly yes, unless someone does something illigal

---

Subject: Can you pull off this move?

Posted by [CnCsoldier08](#) on Fri, 12 Mar 2004 04:27:58 GMT

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---

Didnt i read somewhere that said in reneagde you would be able to hear conversations, and the would react to the the weather(its nice out) its stormy, etc etc

---

Subject: Can you pull off this move?

Posted by [npsmith82](#) on Fri, 12 Mar 2004 04:30:40 GMT

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---

BlazerSo can dive be done in MP? Someone answer this ffs!

---

Subject: Can you pull off this move?

Posted by [Majiin Vegeta](#) on Fri, 12 Mar 2004 13:44:19 GMT

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---

npsmith82BlazerSo can dive be done in MP? Someone answer this ffs!

also answer this.. wil it cuase huge warpage like the sniper in scope mode O\_O

---

---

Subject: Can you pull off this move?  
Posted by [Deactivated](#) on Sun, 21 Mar 2004 11:13:03 GMT  
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---

I doubt it will...

And here's some nice news: I have managed to get Mouse Steering for vehicles to work! I can use my mouse to turn the vehicle to left and right

---

---

Subject: Can you pull off this move?  
Posted by [Try\\_lee](#) on Sun, 21 Mar 2004 15:10:53 GMT  
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---

Then how do you control the turret?

---

---

Subject: Can you pull off this move?  
Posted by [Deactivated](#) on Sun, 21 Mar 2004 15:40:03 GMT  
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---

Try\_leeThen how do you control the turret?

You control the turret and steer with the mouse.  
It's easier if you have somebody else in the vehicle as passanger so he/she can control the weapon while you take care of driving the vehicle.

---

---

Subject: Can you pull off this move?  
Posted by [Genocide](#) on Sun, 21 Mar 2004 16:46:43 GMT  
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---

Seaman , you got msn or aim?

---

---

Subject: Can you pull off this move?  
Posted by [Deactivated](#) on Sun, 21 Mar 2004 17:06:26 GMT  
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---

<http://www.renegadeforums.com/profile.php?mode=viewprofile&u=156>

---

---

Subject: Can you pull off this move?  
Posted by [Cpo64](#) on Sun, 21 Mar 2004 21:19:16 GMT  
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---

I don't beleve you!!!

Your lieing! I know it!

Serosly dood, this has to be done in a general patch or something.

Why would they ship the game with these functions, but not make them available for us to use!

\*scratches head\*

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Mon, 22 Mar 2004 13:22:57 GMT

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---

Cpo64

Serosly dood, this has to be done in a general patch or something.

Why would they ship the game with these functions, but not make them available for us to use!

\*scratches head\*

The unpatched version of Renegade had an option for mouse steering. It was a bit buggy because it would always reset to Keyboard setting when you reloaded the control profile or restarted Renegade.

---

---

Subject: Can you pull off this move?

Posted by [Try\\_lee](#) on Mon, 22 Mar 2004 16:47:41 GMT

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---

Oooooooh!!! Seaman, make the skin selection thingy do something!

---

---

Subject: Can you pull off this move?

Posted by [Cpo64](#) on Mon, 22 Mar 2004 21:08:10 GMT

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---

So instead of fixing it they removed it? typical \*piff\*

---

---

Subject: Can you pull off this move?

Posted by [Jakle64](#) on Tue, 23 Mar 2004 04:02:43 GMT

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---

Quote:In input.ini, there's a unused action called DiveLeft,Right,Forward and Backward. The action needs to be re-enabled

Where do I re-inable the move? Would you atleast tell me which file to enable it in?

---

---

Subject: Can you pull off this move?

Posted by [Jakle64](#) on Thu, 25 Mar 2004 20:16:17 GMT

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---

cmom cough it up!

---

---

Subject: Can you pull off this move?

Posted by [tooncy](#) on Mon, 29 Mar 2004 00:04:17 GMT

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---

Input.ini, Jakle. Two questions seaman, 1.) (Stupid question) I haven't done .ini editing in Renegade before, so where do I place the input.ini file? (What folder) 2.) Under what key mapping do I stick this in the config file: DiveForward=W\_Key\_Double  
DiveBackward=S\_Key\_Double  
DiveLeft=A\_Key\_Double  
DiveRight=D\_Key\_Double

---

---

Subject: Can you pull off this move?

Posted by [tooncy](#) on Thu, 01 Apr 2004 23:57:04 GMT

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---

Umm... Well, if you have level edit, then go to: C:\Program Files\RenegadePublicTools\LevelEdit\C&C\_New\ALWAYS\INI. It should be in there somewhere.

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Thu, 13 May 2004 14:48:30 GMT

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---

Look ma, I can put my gun on my back with single press of a key!

---

---

Subject: Can you pull off this move?

Posted by [Mad Ivan](#) on Thu, 13 May 2004 16:27:25 GMT

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---

O\_O

Explain (btw, get on ICQ-i need to speak to you about something, not related to this topic)

---

---

Subject: Can you pull off this move?

Posted by [Slicer\\_238](#) on Thu, 13 May 2004 17:28:14 GMT

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---

Dude the put away gun thing you have to make that public like Xptek did with the dodge. =O

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Thu, 13 May 2004 17:38:59 GMT

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---

Properly working Orca jet flames.

---

---

Subject: Can you pull off this move?

Posted by [Slicer\\_238](#) on Thu, 13 May 2004 18:36:44 GMT

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---

Man stop torturing me with the coolness. Hook me up with those so I can see them ingame.

---

---

Subject: Can you pull off this move?

Posted by [Aircraftkiller](#) on Thu, 13 May 2004 19:31:48 GMT

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---

I'd rather he stop bullshitting and show us some real stuff, not gimmicks.

This is going to fail because all he's doing is concentrating on gimmicks with almost no public regard for what actually makes a game worth playing.

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Thu, 13 May 2004 19:44:05 GMT

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---

Aircraftkiller! I'd rather he stop and show us some real stuff, not gimmicks.

This is going to fail because all he's doing is concentrating on gimmicks with almost no public regard for what actually makes a game worth playing.

---

<http://mods.moddb.com/gallery/3262/>  
<http://www.cannis.net/commando/vehicles.php>  
<http://www.cannis.net/commando/vehicles.php>

---

---

Subject: Can you pull off this move?  
Posted by [Aircraftkiller](#) on Thu, 13 May 2004 21:14:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Like five images of a SAM Site, a menu with a Tiberian Sun logo and a blurry C&C logo, plus a decent Buggy and nothing else. Oh, and the little squares for vehicle images on those other pages.

Not very interesting. It's still a bunch of gimmicks without real content.

---

---

Subject: Can you pull off this move?  
Posted by [Deactivated](#) on Fri, 14 May 2004 11:02:13 GMT  
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---

AircraftkillerLike five images of a SAM Site, a menu with a Tiberian Sun logo and a blurry C&C logo, plus a decent Buggy and nothing else. Oh, and the little squares for vehicle images on those other pages.

Not very interesting. It's still a bunch of gimmicks without real content.

Um.. can you count? There's only two SAM images.  
That menu is based on the original Renegade menu from 2000. It's is nearly perfect clone of it apart from different logo and no glowing ring animation appears when you highlight a item.  
Those little squares are tracked vehicle icons.

Of course, if you judge C&C Commando by just looking at this thread, it might look it's just all tricks and no mod.

Did I mention that I have the original Westwood logo movie for C&C Renegade? It shows several weapons (M16A2, pistol, grenades) spinning around and then fades to Westwood logo while EVA says "Update Complete".

---

---

Subject: Can you pull off this move?  
Posted by [Titan1x77](#) on Fri, 14 May 2004 12:38:35 GMT  
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---

I still havent seen anything about what type of maps will be for this mod....if your only planning on porting the WS maps then this mod won't catch on enough to have any server support.

I like the little changes but I dont see enough to think of this as a mod more then just a patch to fix

---



a few things.

---

---

Subject: Can you pull off this move?

Posted by [Deactivated](#) on Fri, 14 May 2004 12:47:13 GMT

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---

Titan1x771 still havent seen anything about what type of maps will be for this mod....if your only planning on porting the WS maps then this mod won't catch on enough to have any server support.

I like the little changes but I dont see enough to think of this as a mod more then just a patch to fix a few things.

It's planned to have the maps from TD and some new maps.  
Map theaters? Desert, forest, snow and urban.

---

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Subject: Can you pull off this move?

Posted by [Aircraftkiller](#) on Fri, 14 May 2004 14:00:38 GMT

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It's planned, yet you've had months to show one fucking level and you insist on posting around the forums shouting "omg commando can run! commando can shoot weapons! commando can drive tanks!!!"

1. The video is still a gimmick.
  2. When I said "Five images of a SAM Site," I was reciting a list. The entire sentence was referring to that, as in "two SAM Site images, one menu image, a Buggy and some other crap." The rest of it is just fucking Renegade concept art that we've ALL seen in the past six years.
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Subject: Can you pull off this move?

Posted by [Deactivated](#) on Fri, 14 May 2004 14:27:59 GMT

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Whatever.

All what you do is to say "gimmick, blurry, looks like an ass".  
You're attempting to ruin my reputation and work.

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Subject: Can you pull off this move?

Posted by [Aircraftkiller](#) on Fri, 14 May 2004 15:26:36 GMT

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YOU HAVEN'T DONE ANY WORK

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Subject: Can you pull off this move?

Posted by [Deactivated](#) on Fri, 14 May 2004 15:31:47 GMT

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Did you forget your caps lock on?

I haven't done any work? Good joke.

If I haven't done any work, then I wouldn't be here posting this.

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Subject: Can you pull off this move?

Posted by [Sir Kane](#) on Fri, 14 May 2004 16:00:48 GMT

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That's all stuff I was able to clone in less that a minute.

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Subject: Can you pull off this move?

Posted by [bigejoe14](#) on Fri, 14 May 2004 19:26:16 GMT

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Quote:I haven't done any work?

A buggy

A C4 Charge

A turret

A S.A.M. Site

Blood effects

Glowing lights

Hardly qualifies as work.

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Subject: Can you pull off this move?

Posted by [Deactivated](#) on Fri, 14 May 2004 19:33:30 GMT

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If they don't qualify as work, what then does?

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Subject: Can you pull off this move?

Posted by [bigejoe14](#) on Fri, 14 May 2004 22:10:06 GMT

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A lot more than just six things.

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Subject: Can you pull off this move?

Posted by [Deactivated](#) on Fri, 14 May 2004 22:13:58 GMT

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There's a few more but they aren't ready for public display yet.

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Subject: Can you pull off this move?

Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 00:21:54 GMT

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Hey ACK, AcK, AK...

Seaman had something of a point a couple posts back about you always dissing things. Have you ever offered ccompliments to anyone outside of mod teams that you work with?

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Subject: Can you pull off this move?

Posted by [Oblivion165](#) on Sat, 15 May 2004 00:50:15 GMT

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<http://www.renegadeforums.com/viewtopic.php?t=9812&highlight=back>

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