
Subject: HARRIERS

Posted by [EvoSnipe](#) on Mon, 15 Mar 2004 16:00:10 GMT

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guys, IDEA just for u!

i realize some things are just too painsstaking to code into renny, such as dogs and airplanes, but wat about harriers? (sry bout the spelling)

harriers can be vertical takeoff and landing, and i noticed noone has made, or even mentioned making one

other ideas 4 you: (not that ne one cares)

mirage tanks-fun, gdi's answer to stealth (would need more forested maps)

possibly mind control-within range, you control the person for about 30 secs, but leave yourself open

spys

theifs

ill brb to post more, lunch period is here

Subject: HARRIERS

Posted by [gendres](#) on Mon, 15 Mar 2004 16:57:44 GMT

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There are Harriers in one of OrcaPilot's maps C&C_Airfield I think it was, not sure though.

Subject: HARRIERS

Posted by [Nightma12](#) on Mon, 15 Mar 2004 19:55:58 GMT

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spys and thieves are in renalert i like the idea of mirage and yuris

Subject: HARRIERS

Posted by [Oblivion165](#) on Mon, 15 Mar 2004 20:00:54 GMT

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i would like to see the M.A.D. Tank, those are awesome

Subject: HARRIERS

Posted by [EvoSnipe](#) on Mon, 15 Mar 2004 23:38:33 GMT

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OMG its been so long! i 4got about the MADs

definetly one of those!

also possibly....well i would like to see some ant extras

u guys remember?
i gotta load that game up!
ALSO MOST DEFINETLY CYBORGS as well as sum new tiberean sun stuff
wow i got renalert on my comp, but nvr played cuz i went to multi, and it was a ghost town.... i
guess noone likes it
Later all
Regards,
Evo

P.S. i guess i did spells harrier right,
:rolleyes:
just incorporating sum smiles into my bland post....

Subject: HARRIERS
Posted by [IRON FART](#) on Tue, 16 Mar 2004 02:09:58 GMT
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Harriers are available in one of Orcapilot's maps as mentioned (I don't know how well they fly though). As are the Spies and Thiefs in RenAlert. Cyborgs are available in Reborn already.

Yuri's are not possible...
If you are a Yuri and you "control" someone, remember that this is an FPS game and you will be trying to control a real person. Not possible.

Mirage tank can be modled and set up to work, but shifting from a tank to a tree is not possible.

Subject: HARRIERS
Posted by [Cpo64](#) on Tue, 16 Mar 2004 02:30:57 GMT
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Unless you use the deploy script, but it wouldn't work to well.

Subject: HARRIERS
Posted by [EvoSnipe](#) on Tue, 16 Mar 2004 15:03:24 GMT
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yeh i guess
well i hoe renny 2 comes out soon! (if ever)
Im done,
Evo

Subject: HARRIERS

Posted by [Genocide](#) on Tue, 16 Mar 2004 16:26:18 GMT

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My old mod had attack dogs in it.

Subject: HARRIERS

Posted by [SuperFlyingEngi](#) on Wed, 17 Mar 2004 00:09:01 GMT

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Orcapilot26 did a really bang-up job with harriers - check out C&C_Airbase to see them be awesome.

Only problem with them is that they want a big space to be able to fly in.

Subject: HARRIERS

Posted by [Cpo64](#) on Wed, 17 Mar 2004 00:24:25 GMT

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well they are jets

Subject: HARRIERS

Posted by [Renx](#) on Wed, 17 Mar 2004 16:00:21 GMT

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Renegade 2 isn't coming out, it was canceled.

And, theKGBspy said that mirage tanks are possible, and that working mirage tanks are being added to his Vengeance mod.

Subject: HARRIERS

Posted by [Oblivion165](#) on Wed, 17 Mar 2004 17:52:26 GMT

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yeah it was cancelled, but the ingame screens were very awesome.

Subject: HARRIERS

Posted by [EvoSnipe](#) on Wed, 17 Mar 2004 19:51:43 GMT

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really? were can i find some ss of renny 2? too bad they cancelled that

Subject: HARRIERS

Posted by [bigejoe14](#) on Wed, 17 Mar 2004 20:38:27 GMT

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<http://www.renegadegenerals.com/modules.php?name=Content&pa=showpage&pid=32>
