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Subject: Re: Red Alert: A Path Beyond - Forklift  
Posted by [Chronojam](#) on Mon, 23 Jan 2006 14:35:31 GMT  
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I assume you mean its role in the mod.

It was my brilliant idea actually, along with several other props and concepts you'll see. It's rather simple but should add a new level of dimension to things.

If you notice in Renegade, and alas in the older versions of Renegade Alert, every structure in each map is nearly identical. I wanted that to change. Think of Jiffy Lube if you have one in your area, or else some other oil change garage. Or better yet, perhaps think of a MacDonald's. Each one looks virtually the same outside, but inside the layout is vastly different. There are certain key things that will always be the same, of course.

That is how the Renegade Alert buildings themselves will be. Every building will come with a relatively stark interior compared to the final per-map version. This version contains everything necessary for the building to function, including weak point and any necessary extras (like a production area).

Then, the mapmaker can select from a variety of objects either intended for that structure type or for any of the structures; fire fighting equipment, cases of all sorts, tool chests, maybe lanterns, and even very interactive objects such as forklifts (as seen in Allied naval drydocks and Soviet heavy armor factories, for example). There are three other special classes of items that a mapmaker can opt to include or leave out in addition, although these will usually be left in.

The end result is that every raid into an enemy building, or every desperate attempt to root out the enemy that has infiltrated your base will take place under slightly different circumstances. You might be able to take cover just behind a doorway, behind some spools of cable in one map; but in another, your best bet might be to run behind the staircase common to every version. You might gain a tactical advantage by standing on top of a cabinet containing firefighting equipment in one map, but in another map there might be nothing but a pail there.

So, the forklift is there as an interactive prop that you can use to hurry your engineers or technicians around, or to run over enemy infantry.

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