
Subject: RenAlert Classic

Posted by [Oblivion165](#) on Sat, 28 Aug 2004 05:00:25 GMT

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Ah Classics.

Subject: RenAlert Classic

Posted by [NeoX](#) on Sat, 28 Aug 2004 05:16:04 GMT

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YOu gay where have you been for like 4 months!

Subject: RenAlert Classic

Posted by [icedog90](#) on Sat, 28 Aug 2004 05:20:50 GMT

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Whatever happened to Goldeneye?

Subject: RenAlert Classic

Posted by [Spice](#) on Sat, 28 Aug 2004 06:10:35 GMT

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NeoXWhere have you been for like 4 months!

Subject: RenAlert Classic

Posted by [Dante](#) on Sat, 28 Aug 2004 09:08:49 GMT

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wierd

Subject: RenAlert Classic

Posted by [NeoX](#) on Sat, 28 Aug 2004 09:09:46 GMT

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Not really

Subject: RenAlert Classic
Posted by [Renx](#) on Sat, 28 Aug 2004 12:29:47 GMT
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What the hell is that O_o

Subject: RenAlert Classic
Posted by [NeoX](#) on Sat, 28 Aug 2004 12:46:07 GMT
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he haxored your renalert

Subject: RenAlert Classic
Posted by [Sir Phoenixx](#) on Sat, 28 Aug 2004 13:21:00 GMT
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Red Alert secret ant missions...

Subject: RenAlert Classic
Posted by [YSLMuffins](#) on Sat, 28 Aug 2004 14:50:55 GMT
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Wow...

Is this official or not?

Subject: RenAlert Classic
Posted by [Deactivated](#) on Sat, 28 Aug 2004 15:03:13 GMT
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Next.. enable JP mode on Commando.

Subject: RenAlert Classic
Posted by [Sir Kane](#) on Sat, 28 Aug 2004 15:25:23 GMT
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YSLMuffinsWow...

Is this official or not?

Nope, it's not.

Subject: RenAlert Classic

Posted by [YSLMuffins](#) on Sat, 28 Aug 2004 15:28:39 GMT

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Good, lol.

Subject: RenAlert Classic

Posted by [icedog90](#) on Sat, 28 Aug 2004 15:40:16 GMT

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He probably made it, lol.

Subject: RenAlert Classic

Posted by [Oblivion165](#) on Sat, 28 Aug 2004 16:12:09 GMT

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yeah i just made it. It not practical so i bet thats why they wont ever make it. (i think ack said that before) Its fun, but you cant really bone ants right.

The animation is good, but sometimes they walk weird...such as they strafe left and such. Ill try making them vechicle like. That might fix that problem.

Goldeneye was scrapped, then worked on RenRevolver, which i am still working on. Until i get my cable internet back (as soon as someone buys my Ebay auction) i will start sharing the mod. Its playably now, all the menu and ingame problems have been fixed. All it needs now is more characters, weps and a direction.

Subject: RenAlert Classic

Posted by [Oblivion165](#) on Sat, 28 Aug 2004 16:16:16 GMT

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SeaManNext.. enable JP mode on Commando.

Jurrassic Park? If so, yes that mode would be cool on any mod.

Subject: RenAlert Classic

Posted by [NeoX](#) on Sat, 28 Aug 2004 16:19:59 GMT

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COuld you give me an explantion on what the fuck happened?

Subject: RenAlert Classic
Posted by [Vitaminous](#) on Sat, 28 Aug 2004 19:19:51 GMT
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oblivion165yeah i just made it. It not practical so i bet thats why they wont ever make it. (i think ack said that before) Its fun, but you cant really bone ants right.

Gross.

Subject: RenAlert Classic
Posted by [Deactivated](#) on Sat, 28 Aug 2004 19:23:15 GMT
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It came from Renegade!

Them!

Subject: RenAlert Classic
Posted by [xptek](#) on Sat, 28 Aug 2004 19:26:26 GMT
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Are those in the always.dat? ROFL.

Subject: RenAlert Classic
Posted by [Oblivion165](#) on Sat, 28 Aug 2004 19:26:51 GMT
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yeah good point, but those are really to small of a scale to really notice weird effects, and i belive those followed defined paths. Ants would actually have to move around and chase in appropriate directions and such.

Subject: RenAlert Classic
Posted by [Oblivion165](#) on Sat, 28 Aug 2004 19:28:45 GMT
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NeoXCould you give me an explantion on what the fuck happened?

all sorts of stuff.

Subject: RenAlert Classic
Posted by [xptek](#) on Sat, 28 Aug 2004 19:30:06 GMT
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SeaManIt came from Renegade!

Them!

What are the file names for these? I could have fun with this.

Subject: RenAlert Classic
Posted by [Deactivated](#) on Sat, 28 Aug 2004 19:30:43 GMT
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ScampAre those in the always.dat? ROFL.
Only sounds and text strings exist for them. I made the models.

"Fly"

"This is a common house fly."

"Cockroach"

"This is a cockroach. Tiberium seems to have only a minor effect on them."

Subject: RenAlert Classic
Posted by [xptek](#) on Sat, 28 Aug 2004 19:36:20 GMT
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Alright, I'll stick to messing with the chicken for now.

Subject: RenAlert Classic
Posted by [Vitaminous](#) on Sat, 28 Aug 2004 19:45:20 GMT
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nothing valuable to say

Subject: RenAlert Classic
Posted by [PointlessAmbler](#) on Sun, 29 Aug 2004 06:19:44 GMT
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LOL, the only reason I know SeaMan's right about that is because the strings got fucked up when I installed Reborn. I think the Devil's Demolisher's string name was the Cockroach description.
