
Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Aircraftkiller](#) on Tue, 14 Dec 2004 02:44:32 GMT

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<http://dynamic6.gamespy.com/~renalert/forum/index.php?act=ST&f=18&t=5478&st=0#entry108241>

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [YSLMuffins](#) on Tue, 14 Dec 2004 02:45:46 GMT

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Dammit, I need HL2.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Majiin Vegeta](#) on Tue, 14 Dec 2004 02:48:01 GMT

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looks nice

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [icedog90](#) on Tue, 14 Dec 2004 06:58:49 GMT

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YSLMuffinsDammit, I need HL2.

I know the solution: buy it.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Spice](#) on Tue, 14 Dec 2004 09:14:26 GMT

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Hopfully the interior is greatly detailed because that is really weak looking for source.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [PiMuRho](#) on Tue, 14 Dec 2004 09:52:01 GMT

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That's a render, not Source.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Spice](#) on Tue, 14 Dec 2004 12:22:03 GMT
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PiMuRhoThat's a render, not Source.

For Source. I know it's a render.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Chronojam](#) on Tue, 14 Dec 2004 13:39:49 GMT
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Have you ever seen the exterior or interior of a barracks from Red Alert before?

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Hav0c](#) on Tue, 14 Dec 2004 16:40:56 GMT
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If it can be improved without taking away the Red Alert feel then do it, don't just let it look boring cos that's exactly how it was in RA. Not necessarily massive changes, perhaps a more varied camo, some cables that support it...

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Deactivated](#) on Tue, 14 Dec 2004 17:15:23 GMT
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What sounds better?
Copy directly 100% or approach it from a realistic point of view?

100 % Copy: Nod Buggy=Nod Buggy
Realistic: Nod Buggy=Scorpion Fast Attack Vehicle

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Ferhago](#) on Tue, 14 Dec 2004 17:31:09 GMT
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The environment is top notch. Very nice

As for the barracks. It looks like a hollow box.

Maybe thats what it was in Red Alert but it could at least have some width. Maybe a small frame

around the entrance or something.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Aircraftkiller](#) on Tue, 14 Dec 2004 18:57:45 GMT
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There is a frame there, look closer. All the supporting equipment is inside the Barracks.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Panther](#) on Wed, 15 Dec 2004 00:36:10 GMT
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the flagpole looks too thick... and a topper would be nice.

<http://www.cpsc.gov/cpsc/pub/prerel/prhtml04/04532.jpg>

remember, flagpoles taper slightly as they ascend.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [YSLMuffins](#) on Wed, 15 Dec 2004 04:30:26 GMT
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icedog90YSLMuffinsDammit, I need HL2.

I know the solution: buy it.

Hmmm, Source or ROTK: Extended edition...

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Jecht](#) on Wed, 15 Dec 2004 11:20:08 GMT
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very nice looking. Hey AirCraftkiller, i gotta question. Wuts with the Sailor Moon Avatars all the time...not bashing, just wonderin.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [WNxCABAL](#) on Wed, 15 Dec 2004 11:30:48 GMT
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=[DT=gbull=[L]=]very nice looking. Hey AirCraftkiller, i gotta question. Wuts with the Sailor Moon

Avatars all the time...not bashing, just wonderin.
Because he 'thinks' they look like him

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [sniper12345](#) on Wed, 15 Dec 2004 13:40:41 GMT
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represent, not look.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Jecht](#) on Wed, 15 Dec 2004 18:01:45 GMT
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um....explanation?

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 19:46:43 GMT
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TFWxANDY[DT=gbull=[L]=]very nice looking. Hey AirCraftkiller, i gotta question. Wuts with the Sailor Moon Avatars all the time...not bashing, just wonderin.
Because he 'thinks' they look like him

If you're going to try and speak for me, which you should never do, at least get your facts straight. I use Kino Makoto as an avatar because she represents my personality and we are somewhat similar in appearance.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [WNxCABAL](#) on Wed, 15 Dec 2004 20:12:45 GMT
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Okay, you proved me wrong Mrs. Holmes

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Doitle](#) on Wed, 15 Dec 2004 21:30:29 GMT
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I remember that from a while ago lol...

I think that was Seal that put that together... I can't remember.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 22:23:02 GMT
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Either way it's irrelevant to this thread. Andy, shut up and stop being a misogynist.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [glyde51](#) on Wed, 15 Dec 2004 22:27:58 GMT
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yes, aircraftkiller does look like a girl...

nothing wrong with that.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Aircraftkiller](#) on Wed, 15 Dec 2004 22:51:47 GMT
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Uhh right, great job missing my entire point.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [WNxCABAL](#) on Thu, 16 Dec 2004 00:03:06 GMT
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Oh yea, now I see the resemblance!
Never noticed that pointed nose of yours before!
Never noticed you had huge eyes,
Never noticed you has red hair

Aircraftkiller, I think I fancy you!

But as for Personality, I cannot doubt you for a sec with that!

Quote: Makoto or Mako for short is the fighter of the group and always speaks her mind. She also loves to cook and is a great housekeeper. She often puts on a show of being tough but in actuality is a very kind and caring person. Jupiter has a tendency to wear overly feminine clothes, over compensating for her height which she is self conscious about. She happens to be the tallest of the sailor scouts. She also has a tendency to get terrible crushes on boys who "remind her of her ex-boyfreind" which put her in quite a daze.

No Comment.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [WNxCABAL](#) on Thu, 16 Dec 2004 00:05:59 GMT
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Quote: misogynist

Dictionary.com One who hates women.

I find that offensive!

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 03:40:21 GMT
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I find it offensive when you act like an asshole and expect me to be nice to you, but you won't find me complaining about that very often.

I'll highlight everything that applies to me.

1. I happen to fight a lot. I've been in many fights throughout my life and rarely lose them because I don't let people step over me and get away with it.
 2. I speak my mind whenever I want to.
 3. I love cooking and keep a neat house for the sake of cleanliness. I'm sure if you get a girlfriend sometime, she'll love visiting a cleaned house instead of a hell hole.
 4. I don't need to put on a show of being tough, I am. However I do have a kind side and that's what most people see, except you and many others, because you're idiots or assholes.
 5. I don't wear feminine clothes. I wear clothes that have personal significance to me along with most things in my life. Unless it has meaning, I don't bother with it.
 6. I'm conscious about my height as I don't like it much. When you're 6'8 you happen to stand out in a crowd that you want to disappear in.
 7. The relationship part is none of your concern.
-

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [WNxCABAL](#) on Thu, 16 Dec 2004 03:46:28 GMT

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ok, whatever
ill say no more, because I don't want this to turn into a bitch fight

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Aircraftkiller](#) on Thu, 16 Dec 2004 03:50:15 GMT
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Oh, not that it already wasn't. :rolleyes:

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [WNxCABAL](#) on Thu, 16 Dec 2004 03:58:44 GMT
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ill re-phrase that then....

ill say no more, because I don't want this to turn into an even more of a bitch fight

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Jecht](#) on Thu, 16 Dec 2004 07:21:28 GMT
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ya dude, im 6'3" and I wish i was shorter.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Demolition man](#) on Thu, 16 Dec 2004 09:50:19 GMT
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=[DT=gbull=[L]=]ya dude, im 6'3" and I wish i was shorter.lol you live in asia or something? I am 6'5" i think (1.92m) and i don't feel tall at all.

Subject: Red Alert: A Path Beyond's Allied Barracks
Posted by [Jecht](#) on Thu, 16 Dec 2004 18:47:30 GMT
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average height for a man is 5'9" so im half a foot taller than average.
