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Subject: Breaking News Regarding RenAlert!  
Posted by [msgtpain](#) on Sun, 06 Mar 2005 23:37:22 GMT  
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After wasting two years justifying the Renegade engine, and two months trying to figure out (and failing) how to use tools for a new cutting-edge game engine, it has come to the attention of the community that RenAlert has moved yet again. The current intention of Mr CraftKiller is to utilize a brand new game engine (so new, they can't even test it out yet..uh) to make their dreams come true. This change is the product of careful thought and consideration from Mr CraftKiller and his team. One anonymous community member overheard a conversation where ACK exclaimed jubilantly "Like OMG!! It'll be like so cool, because I can make like tanks, that, you know, come out of the building all like, clean and stuff. But Get this, like, after they drive for a bit, on.. the dirt, they'll like have mud and stuff on them!!!"

Unfortunately, due to the fact that the new engine doesn't even have a firm release date, the RenAlert team, not wanting to leave their fans hanging, has decided to move forward using an engine which they hope to master in a relatively short period.

Coming Summer 2008. RenAlert Moon Patrol.

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Subject: Breaking News Regarding RenAlert!  
Posted by [bandie63](#) on Sun, 06 Mar 2005 23:40:18 GMT  
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heeheehee :rolleyes:

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Subject: Breaking News Regarding RenAlert!  
Posted by [Oblivion165](#) on Sun, 06 Mar 2005 23:43:21 GMT  
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Loser

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Subject: Breaking News Regarding RenAlert!  
Posted by [WNxCABAL](#) on Sun, 06 Mar 2005 23:44:49 GMT  
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LOL, erm, yea  
No Comment

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Subject: Breaking News Regarding RenAlert!  
Posted by [xptek](#) on Sun, 06 Mar 2005 23:47:40 GMT

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LMAO.

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Subject: Breaking News Regarding RenAlert!  
Posted by [DaveGMM](#) on Sun, 06 Mar 2005 23:49:25 GMT  
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Gotta love it. Oh, nice use of skins there I see.

At least one good thing has come out of all this arguing

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Subject: Breaking News Regarding RenAlert!  
Posted by [glyde51](#) on Sun, 06 Mar 2005 23:58:12 GMT  
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Quote: It looks like we're going to switch over to the Battlefield 2 engine. It's graphically superior to Source and is also more user friendly. In addition to this, it supports vehicles for online play and also has heightmap terrain generation.

I have nothing to say.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Renx](#) on Mon, 07 Mar 2005 00:04:54 GMT  
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<http://sites.gizoogle.com/?url=http://www.renegadeforums.com/viewtopic.php?t=14057>

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Subject: Breaking News Regarding RenAlert!  
Posted by [cmatt42](#) on Mon, 07 Mar 2005 01:15:37 GMT  
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GOM I CANT WATE!!1111111

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Subject: Breaking News Regarding RenAlert!  
Posted by [Renardin6](#) on Mon, 07 Mar 2005 01:32:03 GMT  
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Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Mon, 07 Mar 2005 01:41:49 GMT  
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I heard of the expansion already. It adds the effect of low gravoty by making static objects sit in mid air. Sounds fun , I wonder how they will acheive this mighty goal.

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Subject: Breaking News Regarding RenAlert!  
Posted by [tooncy](#) on Mon, 07 Mar 2005 02:37:59 GMT  
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Wow! Look at those textures!

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Subject: Breaking News Regarding RenAlert!  
Posted by [IRON FART](#) on Mon, 07 Mar 2005 04:41:14 GMT  
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I pre-ordered RA: Moon Patrol. \$54.99

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Subject: Breaking News Regarding RenAlert!  
Posted by [emperorz0](#) on Mon, 07 Mar 2005 05:16:21 GMT  
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It would be just best stick in Source, or it will took forever to get BF2 version ready. This is totally madness. Most of people bought HL2 and now you should buy BF2. Sounds that crazy?

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Subject: Breaking News Regarding RenAlert!  
Posted by [IRON FART](#) on Mon, 07 Mar 2005 06:43:41 GMT  
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I would opt to stick with the HL2 engine. Its going to be ready for use sooner than the BF2 engine. Also, there will be a larger community or longer lasting community for HL2, not to mention more support from Valve.

Its up to you though...

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Subject: Breaking News Regarding RenAlert!  
Posted by [JPNOD](#) on Mon, 07 Mar 2005 07:15:05 GMT  
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Subject: Breaking News Regarding RenAlert!  
Posted by [Blazea58](#) on Mon, 07 Mar 2005 07:30:58 GMT  
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That doesn't make sense at all. So they moved to HL2, and that still isn't a good enough engine? Far as im concerned it was the best using w3d, and i could care less what you think, because the major thing is that there was a solid release and just got canceled to move to the new source.

Aircraftkiller is a hypocrite, he talks so much trash. When it was on the W3d engine, he promised atleast 50 maps and a crapload of single player missions. Did we see any single player ones before he ended up quitting, nope he simply left because renegade is dead or to many cheats blah blah.

Funny thing is that HL2 is full of cheaters, and its only like 4 months old. The only thing good about the game is the graphics, physics. Gameplay looks to much like COD now, and i personally dont know why anyone would move to that engine.

So now instead their plan is to switch again? meaning that they will have to start all over again? Hell why don't you worry about getting a solid release rather than what engine to put it on lol, you will never finish that project and probably give up as you continue debating another switch soon as another new game comes out lmao.

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Subject: Breaking News Regarding RenAlert!  
Posted by [idebo](#) on Mon, 07 Mar 2005 07:41:13 GMT  
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LoL

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Mon, 07 Mar 2005 08:05:02 GMT  
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Quote:Aircraftkiller is a hypocrite, he talks so much trash. When it was on the W3d engine, he promised atleast 50 maps and a crapload of single player missions. Did we see any single player ones before he ended up quitting, nope he simply left because renegade is dead or to many cheats blah blah.

Hypocrisy:

The practice of professing beliefs, feelings, or virtues that one does not hold or possess; falseness.

An act or instance of such falseness.

Learn the definition of words before you use them. I didn't promise anything for any release we've made. Every time I announced an update, you always got "If all goes according to plan" or "if things work out right" instead of "we promise we'll do this or that." Hardly what I would call a

promise.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Mon, 07 Mar 2005 08:12:04 GMT  
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He was using the word right. You need to re-read the definition. That or grab your dictionary and use it to define some of the words in the definition.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Mon, 07 Mar 2005 08:20:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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So explain how I say I believe in something but actually don't? Arguing with people like you is almost pointless, you never understand what is written and you rely on retardation to see you through any debate you have.

"DURR I DONT INDERSTND THE WORDZ SO YOU MUST BE THE ONE THAT DOESNT ENDERSTEND IT!!! NO YOU NOT ME!!"

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Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Mon, 07 Mar 2005 10:46:03 GMT  
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AircraftkillerAn act or instance of such falseness.

The act or instance would be the promise or statement , The Falseness would be you not completing the promise or statement.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Titan1x77](#) on Mon, 07 Mar 2005 11:00:43 GMT  
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Well this all comes after I made plan's for a mod on the BF2 Engine.

Kind of funny that asscrack is now moving there aswell.

Quote:Most of people bought HL2 and now you should buy BF2. Sounds that crazy?

It is crazy!....if people actually bought HL2 just for that shitty mod.

I'd rather spend 54.99 on moon patrol

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Subject: Breaking News Regarding RenAlert!  
Posted by [emperorz0](#) on Mon, 07 Mar 2005 11:26:57 GMT  
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And if or when dev team starts working with BF2 engine, it is possible that this same happens again. I mean that if dev team is not pleased to BF2 engine in some way like with source engine, they will change engine over and over again.

Quote:

It is crazy!....if people actually bought HL2..

I actually did that and now I am disappointment to Aircraftkiller and his dev team result.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Renardin6](#) on Mon, 07 Mar 2005 11:52:27 GMT  
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Fun story :

Ack hates Reborn, he is aaaffraidz0r for Renalert.

So he bash it during 2 years. Bashing some non-professionals because they could be pro...duh. (the main point there : I do mods for fun, like a hobby... We don't know why you make mod... oh yes for money, u tried to sell Renalert and u got some laughs and a negative answer from EA, U even managed to get money from your fans for your new video card and after that you would those paying for your mod...)

After pissing off the whole community, he leaked files of some 'mod' and lose the help of some other people. So he had to switch of engine again...

Before the end of this year, he will leaves the mods and we won't see him ever with his dictioooonaaaarrrry.com bullshit.

Because of those stupid actions he manages to do, he simply killed himself his own mod.

lol

(I promise he told me that yesterday: I will leave the mod community for good and take care of my own life. --> There I say 'true' things like he does everyday... BLAH )

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Subject: Breaking News Regarding RenAlert!  
Posted by [Renx](#) on Mon, 07 Mar 2005 12:05:09 GMT  
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Um, we never tried to sell renalert, the payment was for the box art, and various other things that fans would enjoy. It was pretty obvious you couldn't sell the mod, so EA never even came into question on that subject.

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Subject: Breaking News Regarding RenAlert!  
Posted by [JeffLee67](#) on Mon, 07 Mar 2005 15:22:51 GMT  
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I think ACK is now feeling and seeing what the game developers go through every time they take on a project. Deadlines force you to start with an engine you believe to be cutting edge at the time, but as delays push back release dates, they realize the engine they started with no longer is "cutting edge". Unfortunately, those developers do not have the luxury of switching engines mid stream. It's nice to have your game on the most advanced engine, but if you want to make a product that hasn't been vaporware, you have to pick an engine, and stick with it. The truth is, there will always be a better engine coming out as you are developing your game. I think that is why I like Renegade so much, it's not about the engine, or the graphics, or the sound, or even the effects, it's all about the gameplay.

What I'm saying is, the game only needs to be fun first, graphics are secondary. I'm sure most of us have played games with crappy graphics, but what kept us playing it was the gameplay.

As for RenAlert, I played it several times and I personally didn't enjoy it. It seemed to me that the game concentrated too much on realism that it lost the fun factor for me. Maybe I just expected it to be like Renegade but with Red Alert units, which would have been fun for me. But I'm guessing the team was going for an entirely different type of game. Then again, that's just my opinion.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Xtrm2Matt](#) on Mon, 07 Mar 2005 16:25:55 GMT  
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Why not stop trying to mod every game out and actually enjoy playing the games instead? Much easier and hey.. hassle free.

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Subject: Breaking News Regarding RenAlert!  
Posted by [TankClash](#) on Mon, 07 Mar 2005 17:39:41 GMT  
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Games get boring, or... you get banned. You need to change it up.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Jecht](#) on Mon, 07 Mar 2005 19:03:46 GMT  
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How about we make renegade better and keep upgrading it rather than making a whole new mod no one plays for more than a week. How about we do code to lower the firepower of the MRL but make it home in on targets, or implement a sniper reticle all can use with no green crap but the scope shadow still in place so noone bitches about clearscope anymore. Or make new ubergood maps in a core patch that take a good amount of thought into them and need strategy to beat like

the original WW maps? No offense AK, but I think WW left those maps out for a reason, and I know your map making skills could be put to good use making new maps and putting them into a CP.

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**Subject: Breaking News Regarding RenAlert!**

Posted by [The Mad Hatter](#) on Mon, 07 Mar 2005 19:19:13 GMT

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Quote:After wasting two years justifying the Renegade engine

I don't think it was a waste. Now I know it wasn't their motive, but persisting with the Renegade engine allowed people with lower-end computers to play a great game as well. That may not be important to you, and it certainly wasn't to the RenAlert team either, but I still appreciate the fact that I was able to play it . . . and for free. It was fun. Damn fun. And I'm grateful for it.

There are people who really did appreciate their work, didn't whine and moan about every single thing as others did and were generally just very grateful that will not be able to stay with the mod because of the move from Renegade, which is a pity. However, I think that even if they hadn't moved people could not have stayed anyway because it just seemed to be becoming more and more computer demanding (if that's the right terminology) . . .

Yeah, although those things I mentioned above seem to count for f\*ck all :rolleyes: . . . that's just a fan's justification of it.

Edit: Also just to add to that, someone mentioned realism.

In RenAlert, sniping was actually sniping . . . none of the vehicle damage crap . . . sniping was more challenging and that for me made it more fun.

Playing RenAlert made you a better player for Renegade. Hitting the head was a must.

Also, it succesfully recreated the Red Alert atmosphere, imo.

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**Subject: Breaking News Regarding RenAlert!**

Posted by [Renx](#) on Mon, 07 Mar 2005 19:21:18 GMT

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There's limits to what they can improve on in Renegade. Most drastic changes would require that not only the server have the updates, but the clients as well. That would devide the community in two, therefore it can't be done.

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**Subject: Breaking News Regarding RenAlert!**

Posted by [IRON FART](#) on Mon, 07 Mar 2005 19:24:29 GMT

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gbullHow about we make renegade better and keep upgrading it rather than making a whole new mod no one plays for more than a week. How about we do code to lower the firepower of the MRL but make it home in on targets, or implement a sniper reticle all can use with no green crap but the scope shadow still in place so noone bitches about clearscope anymore. Or make new ubergood maps in a core patch that take a good amount of thought into them and need strategy to beat like the original WW maps? No offense AK, but I think WW left those maps out for a reason, and I know your map making skills could be put to good use making new maps and putting them into a CP.

There's an extend to how much the community can change the game. HL2 is 1000x more flexible. Its physics are incredibly realistic and the best out there. The engine is also open source, so people will want to use a more future-proof engine than stick with Renegade.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Pendullum](#) on Mon, 07 Mar 2005 19:29:04 GMT  
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the new one looks like plastic... stay with source

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Subject: Breaking News Regarding RenAlert!  
Posted by [Jaspah](#) on Mon, 07 Mar 2005 20:24:24 GMT  
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AssCrackFiller has no idea how the Source engine works, therefore he's moving to a less complicated engine. Simple as that.

I can care less about what happens to RenAlert. There's much cooler Half-Life 2 mods coming out. Like that new Team Fortress mod... that looks awesome.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Creed3020](#) on Mon, 07 Mar 2005 21:19:30 GMT  
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JeffLee67

What I'm saying is, the game only needs to be fun first, graphics are secondary. I'm sure most of us have played games with crappy graphics, but what kept us playing it was the gameplay.

As for RenAlert, I played it several times and I personally didn't enjoy it. It seemed to me that the game concentrated too much on realism that it lost the fun factor for me. Maybe I just expected it to be like Renegade but with Red Alert units, which would have been fun for me. But I'm guessing the team was going for an entirely different type of game. Then again, that's just my opinion.

Very well said, I felt the same way after trying RenAlert. There was little attention played towards making it fun, it was all about make it real!!!

Why not make it really fun?

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Mon, 07 Mar 2005 21:22:11 GMT  
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EXdeath7AircraftkillerAn act or instance of such falseness.

The act or instance would be the promise or statement , The Falseness would be you not completing the promise or statement.

Once again you totally misunderstand the meaning of the word. I never promised anything, nor did our team.

Quote:Aircraftkiller has no idea how the Source engine works, therefore he's moving to a less complicated engine. Simple as that.

I take it you're that same idiot who posted the same drivel on the renevo forum. BF2 is still as complicated. I just prefer working in heightfield instead of BSP engines. I did that enough with FS95 and its Scenery Designer. BSP engines are not something I enjoy working with as much as something based on heightfield or arbitrary mesh engines like Renegade, however much the game sucks.

Even if I didn't understand how to design game levels for it, which was pretty much my only job for Source besides unit textures, the only people that need to understand how the engine works are hired programmers. Since I'm not a programmer, why the fuck do you think I would want to understand how the engine works? I have better things to do with my time.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Mick](#) on Mon, 07 Mar 2005 21:46:49 GMT  
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Subject: Breaking News Regarding RenAlert!  
Posted by [PermaGrin](#) on Mon, 07 Mar 2005 21:59:51 GMT  
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AircraftkillerEven if I didn't understand how to design game levels for it, which was pretty much my only job for Source besides unit textures, the only people that need to understand how the engine works are hired programmers. Since I'm not a programmer, why the fuck do you think I would want to understand how the engine works? I have better things to do with my time.

1) you are the "lead producer" of the mod

- 2) modelers, how to setup the models correctly
- 3) texture artist, how to create the correct types of textures
- 4) animators, how to setup the rig properly to animate correctly in the engine (i already had fun with this problem)

So even if you are not a coder, you still need to know the basics of how the engine works.

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Aircraftkiller](#) on Mon, 07 Mar 2005 22:16:28 GMT  
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I already know what materials and settings the engine used. That wasn't the problem. Finding reliable programmers to take on the task of creating all the gameplay modes we wanted plus having a commander mode, etc... That was the problem.

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [TheGunrun](#) on Mon, 07 Mar 2005 22:39:59 GMT  
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When is this new ren alert comming out? Can i expect this sometime this year?

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Jecht](#) on Mon, 07 Mar 2005 23:11:13 GMT  
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no gunrun, probably never.

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Aircraftkiller](#) on Mon, 07 Mar 2005 23:14:34 GMT  
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Yes, probably never. Completely ignore the fact that we were the only team that worked in Renegade which produced anything more than "We'll do this or that but we're really not doing anything at all!"

Lest you forget we worked on RA from September of 2002 until November of 2004. There were at least 25 patches made for it with around seven patches that went public. We supported our work for two years straight and idiots just like gbull here said the same thing two years ago, "it won't ever get released" while saying Reborn would.

Then Reborn comes out and everyone goes "OMFGR REBORN SUCKS!!!" Now that we decide to switch engines again, even though we never put any of our work into Source (So we really

didn't do anything with the engine anyway), people like you are saying the same thing. Have some faith for once.

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Subject: Breaking News Regarding RenAlert!  
Posted by [PermaGrin](#) on Mon, 07 Mar 2005 23:41:14 GMT  
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Aircraftkillerpeople like you are saying the same thing. Have some faith for once.

Oh the irony.

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Subject: Breaking News Regarding RenAlert!  
Posted by [IRON FART](#) on Tue, 08 Mar 2005 00:37:53 GMT  
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I know this is OT, but PermaGrin, your avatar is creepy as hell.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Titan1x77](#) on Tue, 08 Mar 2005 01:39:58 GMT  
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Quite a few interesting posts actually came out of this thread.

Quote:I think that is why I like Renegade so much, it's not about the engine, or the graphics, or the sound, or even the effects, it's all about the gameplay.

Quote:As for RenAlert, I played it several times and I personally didn't enjoy it. It seemed to me that the game concentrated too much on realism that it lost the fun factor for me. Maybe I just expected it to be like Renegade but with Red Alert units

It seemed to me that if this would have been the case it would of been alot more fun to play aswell....I didn't enjoy the way RA played aswell.

Quote:How about we make renegade better and keep upgrading it rather than making a whole new mod no one plays for more than a week. How about we do code to lower the firepower of the MRL but make it home in on targets, or implement a sniper reticle all can use with no green crap but the scope shadow still in place so noone bitches about clearscope anymore. Or make new

ubergood maps in a core patch that take a good amount of thought into them and need strategy to beat like the original WW maps? No offense AK, but I think WW left those maps out for a reason, and I know your map making skills could be put to good use making new maps and putting them into a CP

I was visiting the Fist of Fate mod's website and seen a new's post about donation's to aquire code for Renegade, to make the game more moddable....I'm not sure what Genocide was getting at, but it seemed he was trying to purchase the source code for renegade??

He talked about fixes to the Netcode, MP game function's, and and a few other things.....I would really llike to see this done and help further Renegade's legacy.

I would Also like to see ACK create a few new MP levels for Renegade.

Quote:There's limits to what they can improve on in Renegade. Most drastic changes would require that not only the server have the updates, but the clients as well. That would devide the community in two, therefore it can't be done.

That's why we have BHS and Rengaurd...both server's and clients are able to update their game with any new changes....now this is awfully hard to make everyone happy (some changes people just don't want)...but with reasonable changes made to gameplay they can accomplish this.

and Perm, I noticed the Irony of ACK's post aswell

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Subject: Breaking News Regarding RenAlert!  
Posted by [flyingfox](#) on Tue, 08 Mar 2005 01:53:29 GMT  
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j4S[p]AssCrackFiller has no idea

can we get a forum filter for that asscrackfiller thing, please? maybe you could change any instance of the string "asscrackfiller" in uppercase to "i'm an asshat" in lower case..

---

Subject: Breaking News Regarding RenAlert!  
Posted by [IRON FART](#) on Tue, 08 Mar 2005 02:14:40 GMT  
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Titan1x77Quite a few interesting posts actually came out of this thread.

Quote:I think that is why I like Renegade so much, it's not about the engine, or the graphics, or the sound, or even the effects, it's all about the gameplay.

...blah blah blah...

Gameplay is the "soul" of a game. You could have intense graphics, superior sounds, models and visuals, but at the end of the day, if the goal of the game is to stack up blocks, then it's not going to be any fun.

As of 2003 about 60% of all games were considered failures.

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Subject: Breaking News Regarding RenAlert!  
Posted by [icedog90](#) on Tue, 08 Mar 2005 02:17:46 GMT  
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Blazea58The only thing good about the game is the graphics, physics. Gameplay looks to much like COD now,

Have you ever played something else besides HL2DM?

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 02:25:11 GMT  
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Quote:It seemed to me that if this would have been the case it would of been alot more fun to play aswell....I didn't enjoy the way RA played aswell.

Apparently you don't like Command & Conquer or its gameplay style, as it's exactly the same as Red Alert in both damage systems and unit balance.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Tue, 08 Mar 2005 02:34:39 GMT  
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AircraftkillerEXdeath7AircraftkillerAn act or instance of such falseness.

The act or instance would be the promise or statement , The Falseness would be you not completing the promise or statement.

Once again you totally misunderstand the meaning of the word. I never promised anything, nor did our team.

No you don't understand that what you say doesn't matter. He was using the word right , Maybe with the wrong information but my point is don't tell people they are using words wrong if they are not.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 02:41:39 GMT  
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So what you're saying is that even though he was wrong, he was right? This is what I mean, you live in a bizarro world. Where wrong is right, and right is wrong! Do you have troubles telling which side is left and which side is right when you try looking at your hands, too?

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Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Tue, 08 Mar 2005 02:46:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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AircraftkillerSo what you're saying is that even though he was wrong, he was right? This is what I mean, you live in a bizarro world. Where wrong is right, and right is wrong! Do you have troubles telling which side is left and which side is right when you try looking at your hands, too?

That isn't even remotely what I was getting at. Let me carefully explain it to you.

He was using the word correctly and you are trying to tell him he wasn't because you didn't make the promise. Though he did have the wrong information he was still using it right because he was using the information he thought you were right. That doesn't mean he was using the word wrong just because he had the wrong information.

There you go.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Titan1x77](#) on Tue, 08 Mar 2005 02:47:51 GMT  
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AircraftkillerQuote:It seemed to me that if this would have been the case it would of been alot more fun to play aswell....I didn't enjoy the way RA played aswell.

Apparently you don't like Command & Conquer or its gameplay style, as it's exactly the same as Red Alert in both damage systems and unit balance.

But this is a FPS...Not a RTS.

Renegade wouldn't of been fun if there was a commander telling us where we could go and what vehicles we could buy etc..

Yea I get your point that the damage system and unit balance was like that in the RTS, but what you'll never understand is this is a different Genre of a game. as you have always tried to make it exactly the same as the RTS version.

Im sure you could hit the nail right on the head one of these days with what you desire from your RA APB....but really how fun is it going to be for the players(other then YOURSELF!)??

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 03:16:09 GMT  
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So what if it's a FPS? Red Alert would still play exactly like Red Alert even if infantry could climb over the ridges and swim through the water. Gunboats would still shoot them if they swam in the water, and vehicles would still shoot them if they climbed over ridges.

You only use that argument because you have no logical reason as to why you can't keep C&C gameplay. Renegade would have been a lot more fun if someone was controlling your team and giving you orders of where to go and how to do it.

How fun is it? Well seeing as how Renegade Alert kept around 2,000 unique players a month with the n00bstories server totally full most of the time, or at least with over 10 people, I'd say it was a lot better than Reborn ever could have been.

People dropped Rebran: The Ultimate Bran Cereal not even two weeks after it was released. No patches, no support, no nothing after the release. When we saw something was wrong, we patched it, and thus people played. They enjoyed C&C, and they enjoyed Red Alert. Why wouldn't they enjoy Renegade Alert when the gameplay balance is exactly like Red Alert? That's the point of converting something. Even if it's in first person and not an overhead view, you don't have to be a pinhead idiot about it and change everything so that it doesn't feel like Command & Conquer anymore.

So fucking what if it wouldn't be fun to you if a commander was there? Do you instantly assume that since people like C&C gameplay, that they have to be controlled by someone else to get all the benefits of C&C balance, units, and damages? There is absolutely no reason why you can't take Tiberian Sun's rules.ini and translate it over to Renegade. There's no reason why you can't use TS units and structures without adding ones that make no fucking sense whatsoever.

What you would have people do is take a legendary game like the original Command & Conquer and turn it into another Renegade... Something that died within two years of its initial release, losing 95% of its players within that timeframe. Going from over 70,000 players to having less than 3,000 as the numbers playing it continue to dwindle. People like you are most likely a reason why EA will not make another game like Renegade, because it sucked and did not create a substantial profit.

Sure it might be fun to have flying penis mobiles, and totally rape the story and gameplay of what you're trying to recreate... But guess what, it wouldn't be fucking Command & Conquer anymore after you did it.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Jecht](#) on Tue, 08 Mar 2005 04:12:39 GMT  
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Quote:Lest you forget we worked on RA from September of 2002 until November of 2004. There were at least 25 patches made for it with around seven patches that went public. We supported



our work for two years straight and idiots just like gbull here said the same thing two years ago, "it won't ever get released" while saying Reborn would.

how does it feel to have wasted that much time? You quit on your mod faster than you quit on Renegade. Stick with something and fucking finish it, or dont do it at all. All your renders and "textures" dont mean shit if you dont have a finished product before you move on to the next one. Not that im a fan of Reborn but hell, at least they havent quit on it yet. Yet im the idiot for saying he wont finish. Hard to finish when you quit before you barely even start isnt it. gg, Im out.

---

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Doitle](#) on Tue, 08 Mar 2005 04:18:08 GMT  
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Gbull speaks the truth. No matter how crappy Reborn may be they're still trying...

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Spice](#) on Tue, 08 Mar 2005 05:00:50 GMT  
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And we are not going to give up. No matter how much we are ridiculed and shot down. We are trying our best even if it is crap to everyone.

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 05:17:04 GMT  
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We're not finished, that's the problem. We're simply moving engines and continuing our work elsewhere. I gave up on Renegade before I gave up on developing RA, and even now I continue to work on it because I want to recreate Red Alert the proper way, as a C&C game should be.

There is absolutely nothing at all that says you have to finish working on one game to move on to another one. That's poor logic. Would you want someone to continue development for something just because you want it, completely ignoring that that the game hasn't got enough players to justify development? That's a pretty self-centered view. We don't owe you anything, because we never promised you anything. That's one other reason why we can freely move without guilt of conscience, we haven't promised anything and have no plans to promise anything. Someone like you can pin it on us later.

Even if Rebran: The Ultimate Bran Cereal is still trying, they're still failing. It's irrelevant to bring up Reborn as a comparison here.

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**Subject: Breaking News Regarding RenAlert!**

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Posted by [Jecht](#) on Tue, 08 Mar 2005 06:10:30 GMT

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what is your definition of failing. because where i stand they have more accomplished then you at this point as you threw everything out the window to start on a new engine, and now your doing it again. I dont think you "owe" me anything either but you bash reborn ceaslesly and you have nothing accomplished yourself. People living in glass houses shouldnt throw stones Aircraftkiller. If you think I'm wrong, prove it. Give the community a mod they can actually play rather than dream about.

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**Subject: Breaking News Regarding RenAlert!**

Posted by [Titan1x77](#) on Tue, 08 Mar 2005 06:13:44 GMT

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How is Reborn still failing?

You Can't Fail until you have tried...and we havent even put out a beta yet!

The old Reborn mod was put together by a completely different team...so you can't compare the two except for the fact they have the same name, and is a mod based off of the same game other then that everything is new and different.

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**Subject: Breaking News Regarding RenAlert!**

Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 06:38:08 GMT

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Yes, you have. There's a public beta test already out. And since I have your internal files I'll be uploading them to various sites so people can first hand see how little you've done, and how much of a BS show it is.

The old Reborn is the same thing as the new Reborn. It has the same graphical quality. The "old" team was switched up every month. This one is switched up often as well. You can't produce anything of quality because you can't even coordinate your efforts. You know there's something wrong when people like you don't know what your team is doing, and furthermore have to actually ask them to do things for you in public where everyone can see it.

Gbull please... Please stop being retarded. We gave the community a playable release every time we released something. 990 was playable, so was 991, 9915, 992, 9925, 993, and 9932. I don't understand why you ignored my points pertaining to this, but we didn't have around 2,000 unique players a month because we didn't make a playable release consistently.

A version number is still a number. You can't simply focus on a number and say that something wasn't finished. While it's true that we didn't go past 9932, that's irrelevant, if we had called 9932 the 1.0 release instead, you would still complain and would find something else to label it. I spent two years giving people like you something to play - if you're going to talk about it, the least you can do is spend 30 seconds and know what the hell you're babbling about.

---

If you don't believe a word I'm saying, go download the 993 installer and patch it to 9932, then go play it in LAN or on WOL if you can find any players there. HL2 sucked out most of the community in Renegade, so we initially moved there, then after "something" happened with Dante, we moved to Battlefield 2. Either way we never did anything for Source, and we never threw anything away for Renegade Alert, as it's still playable and I often read forum posts here where people organize games and play with others often. I rely on word of mouth as I don't play Renegade or anything using its engine anymore.

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Titan1x77](#) on Tue, 08 Mar 2005 07:33:52 GMT  
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Quote:Yes, you have. There's a public beta test already out. And since I have your internal files I'll be uploading them to various sites so people can first hand see how little you've done, and how much of a BS show it is.

The old Reborn is the same thing as the new Reborn. It has the same graphical quality. The "old" team was switched up every month. This one is switched up often as well. You can't produce anything of quality because you can't even coordinate your efforts. You know there's something wrong when people like you don't know what your team is doing, and furthermore have to actually ask them to do things for you in public where everyone can see it.

Theres no public beta available for "this" reborn....thats the link to the old version from the 1st team...if you want to affiliate it with the new reborn go ahead.

Big deal you have a few Internal files, what are you going to do use them and make your own Reborn, Spread em around the web I dont care.....it's not like anyone is going to do anything with a few texture maps.

why do you insist that I don't know whats going on?...you've said that before and still it makes no sense....Just because They asked me in public doesnt mean I dont know whats going on....what, people can't communicate in public?

If this was my mod I'd issue a beta for everyone at any stage....what bad can come out of it?...that's right, none!

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Oblivion165](#) on Tue, 08 Mar 2005 07:39:22 GMT  
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I say give reborn another good change. They could very well have some good stuff to offer.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 07:40:32 GMT  
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It is still Reborn. I don't have a few internal files. I have all of your GDI vehicles. I have all of your GDI structures, none have any interior to them. I have all of your GDI and Nod infantry, plus the "mutants" as well.

You really just don't get it do you? If you have a private section, why the FUCK would you ask them something that should be private? Do you like looking as if you're a complete fool? Do you think it's okay for company workers to talk about internal problems in public, or ask things from the executives to a newspaper instead of through the company?

And if you don't realize what problems come from issuing a beta, remember that old "Recon warz" thing you made? I shouldn't need to say anything more.

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Subject: Breaking News Regarding RenAlert!  
Posted by [IRON FART](#) on Tue, 08 Mar 2005 07:49:37 GMT  
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How do you have these internal files? Were they leaked along with that image that Renardin wanted to sue over?

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 08:05:50 GMT  
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Of course, that's what I got them from. Someone on my forum said the files were leaked, so I looked and there they were. I downloaded all of the files. I'm still thinking about distributing them... It would be mean, I know. But what's also mean is how they decieve you people into thinking they're doing anything good when I've seen people that just started in 3D that make better buildings.

You know, ones that actually have a goddamn interior.

They're bullshitting you - there's no way they can get all these interiors done properly within three months. It took me about six months to finish all of the RA buildings, and that was only the military buildings... Not the civilian ones.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Tue, 08 Mar 2005 08:25:10 GMT  
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You really feel THAT insucure about us? You are NOT threatening us with our own work. It will

eventually be released when we relase the mod and It's not like anything you release the public can actually use.

None of the vehicles are setup for in-game use.

None of the characters are setup for in-game use.

None of the building models you have are being used. Only I have them.

You can release what you want , The only difference is the public can see first person at what they have already seen.

Your not going to stop us from completing this mod not matter how hard you try buddy.

---

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**Subject: Breaking News Regarding RenAlert!**

Posted by [Titan1x77](#) on Tue, 08 Mar 2005 08:25:43 GMT

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This isn't some Company work here idiot...it's only a fucking game....Recon warz didn't fail because of any reason other then I lost Intrest, releasing any files(the very few) for that mod would of had no affect on it....Just like if you Released all of the source files for Renalert even at stages where you had just finished a new building or a new map...doesnt matter what it was it still wouldn't hurt anything....since we arent selling anything here dummy.

Ever think we dont want assholes like you commenting on everything we do...that's the only reason for a private forum idiot...to keep idiotic flames out from the topic and keep the discussion mature.

You having those files have no impact on this mod except a positive one.

I want you to prove that those files could hurt this mod.....

:rolleyes:

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**Subject: Breaking News Regarding RenAlert!**

Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 08:39:27 GMT

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Quote:None of the vehicles are setup for in-game use.

None of the characters are setup for in-game use.

None of the building models you have are being used. Only I have them.

You just proved my point for me, you have gotten absolutely nothing done. Having shitty little units and buildings is worthless if they're not ready to be used in-game, when they were able to get tested and supported by now.

I never said they would hurt Rebran: The Ultimate Bran Cereal. I said they would show people

that you're bullshitting them.

Quote:Your not going to stop us from completing this mod not matter how hard you try buddy.

I don't have to stop you! Your "team" is doing a wonderful job of doing it for me. I commend all of you for totally fucking yourselves over.

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Tue, 08 Mar 2005 08:43:53 GMT  
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Subject: Breaking News Regarding RenAlert!  
Posted by [PermaGrin](#) on Tue, 08 Mar 2005 09:52:26 GMT  
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Wow, your faggotry never ceases to amaze me.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Crimson](#) on Tue, 08 Mar 2005 11:10:53 GMT  
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AircraftkillerCompletely ignore the fact that we were the only team that worked in Renegade which produced anything more than "We'll do this or that but we're really not doing anything at all!"

I seem to know of another group that is producing "stuff" for Renegade that actually releases an end product...

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Subject: Breaking News Regarding RenAlert!  
Posted by [Blazea58](#) on Tue, 08 Mar 2005 11:12:31 GMT  
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This is the most pathetic thing i have ever seen anyone post , other then Tyler when final Renegade was released. I thought Aircraftkiller was an adult, not a little child, im not sure what kind of agenda he has. If trying to ruin another mod, by constantly bashing and hating is a highlight in an average day of yours then you sure as hell shouldn't be on a computer. I can remember how mad Aircraftkiller got when someone had a sub test from Renalert. I just can't belive you dont think your a hypocrite either, just look at what you type.

Quote: I rely on word of mouth as I don't play Renegade or anything using its engine anymore.

So if you have These so called models of reborns, then how can you even say that? You dont associate with its engine so what would even posses you to download leaked, or not files of something that is based on the W3d engine.

Get a fucking clue, what your doing is pathetic, or attempting to do in that case. Obviously you don't know that people who tend to leak files dont get much respect at all, or little to none, and you certainly won't change peoples opinions just from showing us models we will end up seeing either way. You shouldn't be hoping for renalert not to get leaked after you do something like that, or even talk about it, as i certainly remember you banning people from the renalert forums just for saying they would leak a file. Your a hypocrite in every way and form, but you have a mental problem that makes you pick out words that are spelt wrong rather then awnsering the real questions.[/quote]

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Subject: Breaking News Regarding RenAlert!

Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 11:57:38 GMT

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CrimsonAircraftkillerCompletely ignore the fact that we were the only team that worked in Renegade which produced anything more than "We'll do this or that but we're really not doing anything at all!"

I seem to know of another group that is producing "stuff" for Renegade that actually releases an end product...

You know what I meant, I was talking about modifying the game instead of making an anti-cheat program.

Quote:I can remember how mad Aircraftkiller got when someone had a sub test from Renalert.

I didn't get mad at all... I didn't really care to begin with. I simply didn't want it distributed because it would give people a bad idea of what we were doing based on a simple test level. If it had been something near fully featured like Shallow Grave, then I wouldn't have protested.

Quote:Get a fucking clue, what your doing is pathetic, or attempting to do in that case. Obviously you don't know that people who tend to leak files dont get much respect at all, or little to none, and you certainly won't change peoples opinions just from showing us models we will end up seeing either way.

You have to ask yourself "if he doesn't care about how we feel, what makes me think he cares if we respect him?"

Quote:Your a hypocrite in every way and form

Nope, not at all. If you punched someone five years ago, then got punched in another eight years, (using your logic) you'd be a hypocrite for objecting to being punched. It simply doesn't work that

way. You only contradicted your previous stance on punching people, that it was okay for you to do it... But once someone punched you, then it changed and you didn't like it too much.

If it were up to you, everyone changing their opinion would be a hypocrite. It doesn't work that way you retard. You want to know why? Because you're a hypocrite too if that logic is sound (Which it isn't), because not only did you bash Reborn constantly with me, you were spending a lot of time exploiting it last year to piss people off.

So either you had a change of heart, or you're a hypocrite... Either way you still contradicted your previous stance on the matter.

---

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Walrus](#) on Tue, 08 Mar 2005 12:58:48 GMT  
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All I see are children...

We have no real Mod of this game. This sickens me.

Renalert was a sound failure it came close. But it did fail.  
Renalert source could not live up to its own hype, it started but went limp and bailed.  
It is unlikely that renalert will ever be finished. Oh well.

Reborn is off living in the clouds somewhere. but they are still working, (supposedly,) that deserves some respect, although they should be honest about what they have achieved and take no notice of silly comments. It is unlikely that they will succeed.

Crimson (blackhand studios) have given us the main and perhaps only improvements to this game, they have put in the work and they have something to show for it. So far they present the only real future for this game. What comes next...

Aircraftkiller. Grow up. Please. You are judged on your actions and the way you treat people, a man who wants to be taken seriously and wants a good future does not act this way, especially if he loves what he does and what he his working toward. Yet you act like a fool (,fool as in jester). You seem to want to get some where in the gaming industry, but keep throwing away every opportunity you have.

I love reading these threads, they make me laugh and give me something to write about. I had real hope for this game. That's the funny thing about hope. It doesn't always come to much. Not every story has a happy ending.

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 13:24:40 GMT  
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Quote:Renalert was a sound failure it came close. But it did fail.  
Renalert source could not live up to its own hype, it started but went limp and bailed.  
It is unlikely that renalert will ever be finished. Oh well.

Yes! Ignore everything written about this and continue to spread misinformation because you're ignorant.

---

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Walrus](#) on Tue, 08 Mar 2005 13:52:13 GMT  
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Ignorant. Why the insult?

I have checked the forums on this site, renalert.com, and renevo.

Renalert did fail. it got very close to the end, but never finished. Half life two is the obvious answer. But nothing was stopping you from cutting it short and finishing the product. - so much was promised-

Redalert a path beyond (source) got started. There are some very nice renders on the redelrt.com forums, of the tesla tank, and it looks very nice. A Path Beyond (source) has failed too. You have switched the bf2 engine I believe - so much was promised-

renevo describes a 'bustup' and the affiliation between both mods and mod groups has ended. This is not a good sign. They appear to have everything that they need, with, or without redalert.

Redalert bf or otherwise has not yet started, but it does not look good for the mod.

This is not ignorant information, or ignorance. If I am wrong, then I am sorry, please post up all the detailed information about what happened, so that I can read it, and know the truth... One line posts will not help. But if you have information then please post it....

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [The Mad Hatter](#) on Tue, 08 Mar 2005 16:28:38 GMT  
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And just what was it about RenAlert's gameplay that didn't make it fun?

Not being able to damage vehicles with a sniper rifle? :rolleyes:

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Naamloos](#) on Tue, 08 Mar 2005 17:55:09 GMT  
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The units played like in an RTS while this is a FPS.

... Like rockets hardly damaging infantry when hit by it.

What AK never got was that you can't make an RTS out of a FPS. Even if you could the game would lag like hell with all the AI.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Jokah](#) on Tue, 08 Mar 2005 18:43:51 GMT  
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Asscrackfiller, you live on your crack, don't you?

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Subject: Breaking News Regarding RenAlert!  
Posted by [The Mad Hatter](#) on Tue, 08 Mar 2005 19:31:14 GMT  
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The units played like in Red Alert . . . wasn't that sort of the aim?

Where's the fun in having multi-purpose anti-everything units?

In Red Alert, units had purposes, like anti-vehicle or anti-infantry. Why should they suddenly gain new abilities just because its an fps?

Besides, if you were a rocket soldier you could have used a pistol against infantry.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 23:45:02 GMT  
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You don't have to make an RTS out of a FPS. All you have to do is take what makes the soul of the RTS and recreate it in the FPS. If you lack the vision to do that, then no wonder you like Reborn.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Jaspah](#) on Wed, 09 Mar 2005 00:16:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Hmm... Ignorant people... I wonder who that reminds me of... :rolleyes:

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Subject: Breaking News Regarding RenAlert!  
Posted by [Naamloos](#) on Wed, 09 Mar 2005 00:36:37 GMT  
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Aircraftkiller You don't have to make an RTS out of a FPS. All you have to do is take what makes the soul of the RTS and recreate it in the FPS. If you lack the vision to do that, then no wonder you like Reborn.

I know what you were trying to do in RenAlert, but it just didn't work. Why do you think many people didn't like RenAlert? Because the gameplay sucked.

Most people just played to support the mod hoping that it would "get better" and didn't dare to say what they really thought of it.

And this has nothing to do with Reborn. The reason I go there is because they do finish what they started, even though it took/takes them longer to do so.

I respect that, after all that flaming they got thrown at them.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Wed, 09 Mar 2005 00:50:17 GMT  
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That's why we had lots of players, because no one liked the gameplay! It's a new concept of game design! The worse off the gameplay, the more people want to play it!

Who said we had to finish anything on this engine? I don't understand why you and several others think starting a project on one engine means you need to finish it in that engine.

Oh, I know why. You have a shitty computer and refuse to get any upgrades for it, so you're stuck here and are whining because everyone else is going to better games that you can't play.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Naamloos](#) on Wed, 09 Mar 2005 00:54:02 GMT  
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No one ever said anything about having to finish a project.

And fuck off about my money problems. Hey, at least I don't ask for money on forums so I can buy some game.

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Subject: Breaking News Regarding RenAlert!  
Posted by [cowmisfit](#) on Wed, 09 Mar 2005 01:21:30 GMT  
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Like him or not, He has done a lot for this community and your all fucktards for saying otherwise.

Like it or not, Renegade's Engine is Old and looks like crap, now if you could put all your time in effort into something on the source engine (or bf2 or w/e) and get a great quality of looks , gameplay and everything or put tons of effort into a game with half the power and potential of being a success (Don't take this as bashing renegade, i love it to death, but the fact is its not going to get anymore popular).

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Aircraftkiller](#) on Wed, 09 Mar 2005 01:38:01 GMT  
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NaamloosAnd fuck off about my money problems. Hey, atleast i don't ask for money on forums so i can buy some game.

I'd rather be humble enough to ask for help when I need it... It's better than blaming a team for moving to another engine because I can't go with them.

---

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [flyingfox](#) on Wed, 09 Mar 2005 02:26:04 GMT  
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all I can say for this topic (and call me what-have-you) is that renalert is a free mod and none of the team have asked for any money or support on it. renalert is still playable on renegade, is it not? so why aren't people playing it? they've made several releases and i'd say their last was (with the exception of a few bugs) all but playable. I found it a lot of fun.

I think jefflee mentioned that employees must stick with something that was top notch at the time of starting, even when something better comes out. well the difference between that and a free fan-based mod is that those employees are being paid by an organisation to make the game. They are also under a time schedule and would not have time to start work on a new project. If anybody was actually paying jonathan, or one of his team members objects to his change, then yeah he's fucked for stopping work. but if he's selfish for switching game engine then his fans are equally selfish for expecting something of him when he doesn't expect anything back. I don't think he even started work on renalert for the source engine so it isn't as big a deal as it would be if the second project (source) was in mid-completion.

I would also like to say it's laughable that this topic was started, because the creator doesn't like renalert at all and it was his intent to start this multi-way argument for his own enjoyment - notice he hasn't made a single post in it? it's not about passion for the renalert game, it's about not liking aircraftkiller and getting one over him in any way possible.

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**Subject: Breaking News Regarding RenAlert!**

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Posted by [msgtpain](#) on Wed, 09 Mar 2005 02:32:15 GMT

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flyingfox I would also like to say it's laughable that this topic was started, because the creator doesn't like renalert at all and it was his intent to start this multi-way argument for his own enjoyment - notice he hasn't made a single post in it? it's not about passion for the renalert game, it's about not liking aircraftkiller and getting one over him in any way possible.

Goddamn... you're brilliant! It took you this long to figure that out?

Ack's a prick, and he bashes everyone, every chance he gets.. I pay my respects in return once in a while.

So sue me?

---

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**Subject: Breaking News Regarding RenAlert!**

Posted by [Aircraftkiller](#) on Wed, 09 Mar 2005 02:39:44 GMT

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Unfortunately this is probably much more amusing to me than it ever will be to you. It doesn't bother me in the slightest when you waste your time making these topics.

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**Subject: Breaking News Regarding RenAlert!**

Posted by [msgtpain](#) on Wed, 09 Mar 2005 02:41:15 GMT

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lol, you wasted a hell of a lot more time responding to it for two days then I did creating it.. But glad you're having fun too..

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**Subject: Breaking News Regarding RenAlert!**

Posted by [Aircraftkiller](#) on Wed, 09 Mar 2005 02:43:35 GMT

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Each reply takes about... roughly 4-60 seconds to write up. I post on the forum when I'm working on something, as it gives me something other to do than wait for a scene to render.

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**Subject: Breaking News Regarding RenAlert!**

Posted by [flyingfox](#) on Wed, 09 Mar 2005 03:16:22 GMT

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msgtpain. . . he bashes everyone, every chance he gets.. I pay my respects in return once in a while.

---

what, pay them back as a favour for everyone else who can't defend for themselves?? the bashing you mention is meaningless, stupid BS; I ignore those posts as easily as ignoring a spider's web. how much can saying "your textures suck" or "you can't spell" really offend someone, anyway. If somebody told me that, I'd work on getting it right instead of whine. At least in scotland we learn how to deal with that petty stuff in primary school..

And you wrote this topic as if to say "hey, look at this guy; he's changing engines for a third time, without the consent of his fans, blasphemy! how can you guys put up with this??" well that's the kind of shit the media pulls to get ignorant people not to like someone so to make their life worse. you know the whole not telling all of the story thing. has this guy even spoke to you except for the times you come to this forum to insult him? It would seem that the guiltier party is you, trying to get undecided renalert fans to your way of thinking. or in other words trying to ruin the fanbase.

---

Subject: Breaking News Regarding RenAlert!  
Posted by [msgtpain](#) on Wed, 09 Mar 2005 03:28:44 GMT  
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flyingfox well that's the kind of shit the media pulls to get ignorant people not to like someone so to make their life worse. you know the whole not telling all of the story thing.

There's irony for you... do you know the whole story? Maybe Ack can fill us in, instead of changing the subject yet again.

The point of my original post was simple.. Ack talks a lot of shit, but it's pretty apparent that he can't walk the walk; and taking in to account his current direction, RenAlert will not become a reality until around 2008, if ever.

If that makes his fanbase mad, that really isn't my fault now is it.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Jecht](#) on Wed, 09 Mar 2005 03:42:51 GMT  
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nope.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Wed, 09 Mar 2005 03:44:31 GMT  
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Even though it's already playable and had plenty of support for two years? lol... okay well whatever makes you sleep easier at night!

Quote:The point of my original post was simple.. Ack talks a lot of shit, but it's pretty apparent that

he can't walk the walk

Really now?

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Subject: Breaking News Regarding RenAlert!  
Posted by [glyde51](#) on Wed, 09 Mar 2005 03:47:55 GMT  
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AircraftkillerEven though it's already playable and had plenty of support for two years? lol... okay well whatever makes you sleep easier at night!

Quote:The point of my original post was simple.. Ack talks a lot of shit, but it's pretty apparent that he can't walk the walk

Really now?

yeah, I think that's his point, dumbass.

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [Imdgr8one](#) on Wed, 09 Mar 2005 03:54:20 GMT  
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AircraftkillerYes, probably never. Completely ignore the fact that we were the only team that worked in Renegade which produced anything more than "We'll do this or that but we're really not doing anything at all!"

Lest we once again forget about Sole Survivor, which in my opinion was a really great mod- it had so many new additions that SomeRhino worked his ass off to make.

It is a shame it did not get the press as one of the big mods out there.

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Wed, 09 Mar 2005 04:16:40 GMT  
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That's because it wasn't very fun. It got old after about five hours... Which took more time to get old than Reborn did. So you have to give them some props there.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Wed, 09 Mar 2005 04:30:52 GMT  
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Give them their props Batch. If they dun get their props frum us? Who else will they get dem from?

Seriously though , Sole Survivor was a Hell of a mod. Not only did it have tons of maps and new gameplay modes , He made it all by himself with some help from bigwig. Sadly I never got to play it with others.

Maybe someone can set up a dedicated server for awhile , Also get one of those chat room bots to advertise the sole survivor server and mod. I wanted to get one to advertise the other mods If I could remeber where I grabbed that little program.

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [sniper12345](#) on Wed, 09 Mar 2005 06:45:20 GMT  
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Aircraftkiller

I'd rather be humble enough to ask for help when I need it...

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [Naamloos](#) on Wed, 09 Mar 2005 07:51:08 GMT  
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---

SS was 100 times more fun to play than renalert was. And it could have been fun a lot longer if the players didn't leave. Or if the game got some more updates...

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Wed, 09 Mar 2005 08:02:58 GMT  
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So if it was so much more fun, why did people stop playing it within a few days?

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Subject: Breaking News Regarding RenAlert!  
Posted by [Naamloos](#) on Wed, 09 Mar 2005 08:09:41 GMT  
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It didn't got updated... There where some bugs(most balance stuff) that needed fixing.

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AK is probably just afraid that people will call his work theirs. Something i can understand ofcourse...

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Subject: Breaking News Regarding RenAlert!  
Posted by [Titan1x77](#) on Wed, 09 Mar 2005 16:16:09 GMT  
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Well looks like someone is way ahead of Ren Alert

Red Alert mod for BF2!!

<http://www.voa.bf2gaming.net/>

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Subject: Breaking News Regarding RenAlert!  
Posted by [cheesesoda](#) on Wed, 09 Mar 2005 16:26:10 GMT  
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Red Alert 2 not Red Alert.

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Subject: Breaking News Regarding RenAlert!  
Posted by [m1a1\\_abrams](#) on Wed, 09 Mar 2005 16:26:33 GMT  
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Well that's based on Red Alert 2, but I have to say those models look awesome. They've obviously paid a lot of attention to the cut scenes and game art.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Jecht](#) on Wed, 09 Mar 2005 17:43:13 GMT  
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---

damn dude, those are freakin awesome, and so is that city render. Thats gonna be a hard act to follow. AK, looks like your rivalling some big contenders now.

900 posts w00t!

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Subject: Breaking News Regarding RenAlert!  
Posted by [cheesesoda](#) on Wed, 09 Mar 2005 18:04:34 GMT  
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Why would he be rivaling them? It's not the same fucking game they're doing. Aircraftkiller and his

---

team is doing a mod on Red Alert while the mod that Titan posted is Red Alert 2. There is quite a bit of difference.

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [Nightma12](#) on Wed, 09 Mar 2005 18:07:43 GMT  
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Reborn Vs RenAlert

they were 2 completely diff games

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Subject: Breaking News Regarding RenAlert!  
Posted by [Spoony\\_old](#) on Wed, 09 Mar 2005 18:17:43 GMT  
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gbullHow about we do code to lower the firepower of the MRL but make it home in on targets, gee, I dunno, maybe because at the moment, anti-tank-wise the MRLS is truly fearsome in skilled hands but useless in unskilled hands... what's bad about that?

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Subject: Breaking News Regarding RenAlert!  
Posted by [Sir Phoenixx](#) on Wed, 09 Mar 2005 20:06:44 GMT  
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Nightma12Reborn Vs RenAlert

they were 2 completely diff games  
That had nothing to do with how similar or different the two mods were.

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Subject: Breaking News Regarding RenAlert!  
Posted by [The Mad Hatter](#) on Wed, 09 Mar 2005 20:45:57 GMT  
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Quote:Oh, I know why. You have a shitty computer and refuse to get any upgrades for it, so you're stuck here and are whining because everyone else is going to better games that you can't play.

Or, I hope this doesn't sound too strange, but maybe they can't upgrade it! Incredible I know  
:rolleyes:

Quote:What people? We're not patching this so that three people can play by themselves in a LAN game.

3 appreciative people, or one hundred, as you put it, "fair weather" fans?

The things you were posting in the update section were very promising and perhaps if they were released would have attracted more players.

There are a lot more than 3 people willing to play RenAlert. All it took was just some advertising in the forum and, within extremely short notice may I add (and by extremely short, I mean extremely short), we must have had at least 15 people people playing without a dedicated server. Even the repeated crashing of the server didn't deter them. Just something to think about . . .

---

**Subject: Breaking News Regarding RenAlert!**  
Posted by [Spice](#) on Wed, 09 Mar 2005 21:21:08 GMT  
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EXdeath7Maybe someone can set up a dedicated server for awhile , Also get one of those chat room bots to advertise the sole survivor server and mod. I wanted to get one to advertise the other mods If I could remeber where I grabbed that little program.

---

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**Subject: Breaking News Regarding RenAlert!**  
Posted by [Mick](#) on Wed, 09 Mar 2005 21:31:22 GMT  
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AircraftkillerExcuse me for a moment.

AHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA  
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Okay I'm done.

You're an idiot

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Subject: Breaking News Regarding RenAlert!  
Posted by [Jecht](#) on Wed, 09 Mar 2005 22:18:07 GMT  
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lol

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Subject: Breaking News Regarding RenAlert!  
Posted by [Renx](#) on Wed, 09 Mar 2005 23:35:44 GMT  
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EXdeath7\I wanted to get one to advertise the other mods If I could remeber where I grabbed that little program.

EAX?

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Subject: Breaking News Regarding RenAlert!  
Posted by [DaveGMM](#) on Thu, 10 Mar 2005 00:23:15 GMT  
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---

Granted I'm not the most in-the-loop person anymore, but you don't mean a certain program that accesses the IRC lobbies of the game and puts a bot in there, do you?

Not that I can imagine you using a program of dubious legal stature....

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Thu, 10 Mar 2005 01:52:38 GMT  
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Another reason we're not patching anything is if it has problems, you'll demand another patch. Actually even if it didn't have problems you'd still ask for another patch... That's just how it goes.

Here's an idea. You guys get a community donation set up that raises around \$150 and we'll do it.

---

---

Subject: Breaking News Regarding RenAlert!  
Posted by [Renardin6](#) on Thu, 10 Mar 2005 02:00:07 GMT  
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Why people would pay for crap... Still trying to steal money from your fans!  
How can those trust you... lol You are already a flip-flop-mod-engine dude...

Here is an idea : Find a job.

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Thu, 10 Mar 2005 02:01:40 GMT  
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Donating is not thievery Retarded6.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Renardin6](#) on Thu, 10 Mar 2005 02:05:03 GMT  
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Renardin6Why people would pay for crap... Still trying to steal money from your fans!  
How can those trust you... lol You are already a flip-flop-mod-engine dude...

Here is an idea : Find a job.

Of course it's not, but read again retard! In this case, it can be. Just imagine (if you brain allows you to do it) you get the 150\$ and do nothing...

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [cheesesoda](#) on Thu, 10 Mar 2005 02:08:34 GMT  
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It's still not stealing, dumbass. They're giving him the money under their own will. He's not threatening them with a DDoS or a virus if they don't give him money. They know the risks of giving someone money. It's not stealing.

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [glyde51](#) on Thu, 10 Mar 2005 02:10:07 GMT  
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Subject: Breaking News Regarding RenAlert!  
Posted by [Jecht](#) on Thu, 10 Mar 2005 02:15:47 GMT  
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j\_ball430He's not threatening them with a DDoS or a virus if they don't give him money. They know the risks of giving someone money. It's not stealing.

Thats not theft either, thats blackmail. Not a huge difference I just havent said anything relevant in a while so I thought I'd chime in

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Subject: Breaking News Regarding RenAlert!  
Posted by [cheesesoda](#) on Thu, 10 Mar 2005 02:16:28 GMT  
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Not really blackmail. It's just like being robbed. You pretty much threaten bodily harm unless you get money.

---

---

Subject: Breaking News Regarding RenAlert!  
Posted by [msgtpain](#) on Thu, 10 Mar 2005 02:28:07 GMT  
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msgtpain Maybe Ack can fill us in, instead of changing the subject yet again.

---

---

Subject: Breaking News Regarding RenAlert!  
Posted by [sniper12345](#) on Thu, 10 Mar 2005 07:57:24 GMT  
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AircraftkillerAnother reason we're not patching anything is if it has problems, you'll demand another patch. Actually even if it didn't have problems you'd still ask for another patch... That's just how it goes.

Here's an idea. You guys get a community donation set up that raises around \$150 and we'll do it.

And if you release a mod...people will ask more more. And more.

So why not just quit? Since you seem to hate it so much.

---

---

Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Thu, 10 Mar 2005 08:02:14 GMT  
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Wow you're a retard. If I hated it I wouldn't be working on it. I'm asking for those who want a patch to give us compensation in return, so that I can divide the money equally among team members that work on the patch. Otherwise we're not going to do it because we have another game to focus on.

---

---

Subject: Breaking News Regarding RenAlert!  
Posted by [Spice](#) on Thu, 10 Mar 2005 08:07:53 GMT  
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---

DaveGMMGranted I'm not the most in-the-loop person anymore, but you don't mean a certain program that accesses the IRC lobbies of the game and puts a bot in there, do you?

Not that I can imagine you using a program of dubious legal stature....

I'm not sure. It was so long ago. It was this little stand alone program I got from this site. It was Red renegade or something. Some clan website I was linked to off the old TWA website.

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Subject: Breaking News Regarding RenAlert!  
Posted by [Renardin6](#) on Thu, 10 Mar 2005 12:09:50 GMT  
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<http://moddb.com> is a nice website.

oh that's not the topic? Guess I act like someone else even if I don't begin every posts with 'you are a retard' lol...

Don't miss 'Reborn' last news, with more good models! Sorry for the good quality of our mod, we really tried to produce something as bad as ack but we can't... ha ha ha...

---

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Subject: Breaking News Regarding RenAlert!  
Posted by [Crimson](#) on Thu, 10 Mar 2005 12:12:21 GMT  
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OK, 6 pages is enough. I'd move this to "hot topics" but there are plenty of threads in there on this topic.

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