
Subject: Renegade Alert revived.
Posted by [Chronojam](#) on Fri, 02 Sep 2005 03:33:50 GMT
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That is all for now.

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Subject: Re: Renegade Alert revived.
Posted by [Renardin6](#) on Fri, 02 Sep 2005 08:25:04 GMT
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It's a nice update. So you got new urls?

- so can we wait custom reload animation?
- better gameplay?
- Jesus removed...
- No concrete under fucking tent.
- No bricks on top of buildings...
- Naval system without bugs?
- and many more...

Subject: Re: Renegade Alert revived.
Posted by [Aircraftkiller](#) on Fri, 02 Sep 2005 08:31:53 GMT
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Whatever gets fixed will most likely be done a lot faster than anything you're doing.

Subject: Re: Renegade Alert revived.
Posted by [Naamloos](#) on Fri, 02 Sep 2005 09:34:31 GMT
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Good choice to try and finish it

Subject: Re: Renegade Alert revived.
Posted by [Chronojam](#) on Fri, 02 Sep 2005 10:31:02 GMT
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Renardin6 wrote on Fri, 02 September 2005 04:25: It's a nice update. So you got new urls?

- so can we wait custom reload animation?
- better gameplay?
- Jesus removed...
- No concrete under fucking tent.
- No bricks on top of buildings...
- Naval system without bugs?
- and many more...

Reloads: Sure

Better Gameplay: Impossible, biatch. But we'll tweak whatever is needed to make it a new "best possible" based on any stats that change or situations that arise.

Jesus: I love Jesus.

Concrete: Kekeke, just like some of your textures =O

Bricks: I have photographs of old buildings from where I live that have awesome brick construction, including the advanced techniques of "on the ground" and "on the roof" and "curved bricks" as well as "glass bricks" ... they're lying around somewhere. Anyway, things will be done as appropriate.

Navies: Submit a detailed bug report. I promise not to delete it and claim you liked the mod last year as evidence that no changes need to be made.

More: Um. Yeah. More. And new. That's what it's all about. More stuff and new stuff. More details, more maps, more units perhaps, more custom features you'll never find in any other mod even though they'd fit in. Maybe even some old stuff retuned.

Subject: Re: Renegade Alert revived.

Posted by [Jecht](#) on Fri, 02 Sep 2005 10:41:49 GMT

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good answer.

Subject: Re: Renegade Alert revived.

Posted by [sfr3f](#) on Fri, 02 Sep 2005 14:09:13 GMT

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Rendarin complaining about RenAlert gameplay, that's rich. Said the lumbermill to the sawdust...

This is very good to hear. I'm formalizing my 3d art skills with a collage class, hopefully I'll be able to contribute.

Subject: Re: Renegade Alert revived.

Posted by [Slash0x](#) on Fri, 02 Sep 2005 15:48:30 GMT

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I'm just finding it ironic that now it starts backup after people started butchering ACK about it never getting done. Of course, after stating that the engine was crap and "Source"'s engine was WAY better, he still comes back.

HYPOCRITE I tell ya!

Subject: Re: Renegade Alert revived.

Posted by [Aircraftkiller](#) on Fri, 02 Sep 2005 16:12:09 GMT

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That isn't hypocrisy, and nobody "butchered" me. Members of my team wanted to work on this so I decided to do what was best for our community and for our project. Of course, you being an idiot; I don't expect you to understand something like that... You can't even understand the meaning of the pot and kettle.

Subject: Re: Renegade Alert revived.

Posted by [Jecht](#) on Fri, 02 Sep 2005 17:48:39 GMT

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I bet half of ACKs posts have one of the following words in them: moron, idiot, dumbass.

Subject: Re: Renegade Alert revived.

Posted by [Chronojam](#) on Fri, 02 Sep 2005 18:28:08 GMT

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Slash0x wrote on Fri, 02 September 2005 11:48 I'm just finding it ironic that now it starts backup after people started butchering ACK about it never getting done. Of course, after stating that the engine was crap and "Source"'s engine was WAY better, he still comes back.

HYPOCRITE I tell ya!

I'm the one coming back to it, and I'm bringing along some of my friends because I know I can't do it myself. Aircraftkiller is going to focus primarily on BF2, coming out of the woodwork to give some direction now and then. Do not think his opinion has changed. Stop taking my thread off topic. Make your own General Discussion thread if you want to talk about Mr. Flyingvehicledestroyer.

(I guess, now, technically we didn't change engines 3 times like you always insist. We merely expanded from 1 engine to 2 engines.)

Subject: Re: Renegade Alert revived.
Posted by [Slash0x](#) on Fri, 02 Sep 2005 21:02:52 GMT
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Thanks Chronojam for clearing things up instead of throwing out dumbass statements that don't solve anything. I promise this will be my last post in your topic. Good luck!

Subject: Re: Renegade Alert revived.
Posted by [Dr. Lithius](#) on Sat, 03 Sep 2005 01:22:38 GMT
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Renegade Alert is making a revival, eh? Most awesome. I would just be happy with a fix to the Repair Depots in that one winter map, but a full revival works just as well. Glad to hear about it.

Subject: Re: Renegade Alert revived.
Posted by [Chronojam](#) on Sat, 03 Sep 2005 02:25:47 GMT
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This is going to be a lot more than just those few bugfixes ^_- We're going to have a ton of new maps as well, thanks to Aircraftkiller and Tweekbee's efforts. Granted that means more room for strange bugs cropping up, but well worth it in the end.

Subject: Re: Renegade Alert revived.
Posted by [YSLMuffins](#) on Sat, 03 Sep 2005 02:43:09 GMT
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C'mon, this is a happy thread.

Subject: Re: Renegade Alert revived.
Posted by [ben5015se](#) on Sat, 03 Sep 2005 03:47:45 GMT
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Yes! A happy thread!!

i cant beilve it iv neevr seen someone say happy thread..

on topic
good

Subject: Re: Renegade Alert revived.

Posted by [Jecht](#) on Sat, 03 Sep 2005 14:02:39 GMT

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Good Luck on this Project Chronojam.

Subject: Re: Renegade Alert revived.

Posted by [Chronojam](#) on Sat, 03 Sep 2005 18:47:01 GMT

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I'm so glad everybody's being so supportive XD

Subject: Re: Renegade Alert revived.

Posted by [blkhnd112](#) on Sat, 03 Sep 2005 19:42:57 GMT

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blkhnd112 is happy!

Subject: Re: Renegade Alert revived.

Posted by [Dr. Lithius](#) on Sun, 04 Sep 2005 01:02:13 GMT

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Chronojam wrote on Sat, 03 September 2005 11:47 I'm so glad everybody's being so supportive XD

Any more supportive and you've have a secondary workforce to help you along, ne? :3

Subject: Re: Renegade Alert revived.

Posted by [SuperFlyingEngi](#) on Sun, 04 Sep 2005 14:39:08 GMT

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This was a good thread until the second post.

Subject: Re: Renegade Alert revived.

Posted by [danpaul88](#) on Sun, 04 Sep 2005 15:47:54 GMT

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so apart from bugfixes and new maps what else are you planning to add?

Subject: Re: Renegade Alert revived.

Posted by [Renardin6](#) on Sun, 04 Sep 2005 15:59:50 GMT

Chronojam wrote on Fri, 02 September 2005 05:31Renardin6 wrote on Fri, 02 September 2005 04:25It's a nice update. So you got new urls?

- so can we wait custom reload animation?
- better gameplay?
- Jesus removed...
- No concrete under fucking tent.
- No bricks on top of buildings...
- Naval system without bugs?
- and many more...

Reloads: Sure (good, let's see...)

Better Gameplay: Impossible, biatch. (Impossible...? I get it now. Well I am not speaking english as a first language and I did a mistake there. I wanted to ask: better balancing?) But we'll tweak whatever is needed to make it a new "best possible" based on any stats that change or situations that arise.

Jesus: I love Jesus. (Yeah skip the topic and go drive a ranger...)

Concrete: Kekeke, just like some of your textures =O (skip the topic as usual. You know there are no tent with concrete underground. Do you?)

Bricks: I have photographs of old buildings from where I live that have awesome brick construction, including the advanced techniques of "on the ground" and "on the roof" and "curved bricks" as well as "glass bricks" ... they're lying around somewhere. Anyway, things will be done as appropriate. (lol)

Navies: Submit a detailed bug report. I promise not to delete it and claim you liked the mod last year as evidence that no changes need to be made. (try to get on your naval units on a simple way and try to not have your naval units blocked on the buildings then...)

More: Um. Yeah. More. And new. That's what it's all about. More stuff and new stuff. More details, more maps, more units perhaps (omg, you will add custom crap units... ha ha ha...), more custom features you'll never find in any other mod even though they'd fit in. Maybe even some old stuff retuned. (aren't you 3 years too late now? rofl. I can bring back to you every arguments you did about that. But pointless, I just showed you the truth you will never admit. I won't reply anymore on this topic I will let you argue with yourself on this. Have a nice day biatch.)[/COLOR]

Subject: Re: Renegade Alert revived.

Posted by [Sir Phoenixx](#) on Sun, 04 Sep 2005 16:35:18 GMT

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I'm sure you could find other threads to troll and post flamebait in besides this one.

Quote:More: Um. Yeah. More. And new. That's what it's all about. More stuff and new stuff. More details, more maps, more units perhaps (omg, you will add custom crap units... ha ha ha...)

Read that again. He didn't say anything about adding custom units. He's talking about things like

the MiG, Yak, Chronotank, etc., not stupid crap like a GDI Chem Warrior.

Subject: Re: Renegade Alert revived.

Posted by [Chronojam](#) on Sun, 04 Sep 2005 19:29:13 GMT

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If I can find pictures of my summer camp, I can probably show you tents with wood, stone, and concrete bases. And big, green tents like you see in RedAlert.

Actually, the state beach I camped at for years had cement pads in each site too, but that's kinda different. Still worth mentioning.

(By the way, if anybody has some real 'balancing issues' that concern them .. such as if we had a unit that could fly around and with one shot kill all infantry in a building.. let me know)

Subject: Re: Renegade Alert revived.

Posted by [sniper12345](#) on Sun, 04 Sep 2005 22:18:16 GMT

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wait, so it is possible to have a Yak in the Renegade engine?

Subject: Re: Renegade Alert revived.

Posted by [Mick](#) on Sun, 04 Sep 2005 23:42:29 GMT

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It isn't possible to have a controllable Yak, due to engine limitations, it may be possible to implement them as a beacon strike, generated at the airfield much like the a-bomb beacon is generated.

Subject: Re: Renegade Alert revived.

Posted by [Chronojam](#) on Mon, 05 Sep 2005 01:46:38 GMT

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I'm sorry, I can't help myself but laugh at this--

(21:40:47) (Chronojam) lol.

(21:40:52) (Chronojam) Renardin.

(21:40:53) (Chronojam) List some problems and solutions.

(21:40:54) (Chronojam) And say *why* it's a problem.

(21:41:26) (@Renardin) no.

(21:41:38) (@Renardin) It would hurt me to help Renalert.

(21:41:40) (@Renardin) so no.

Subject: Re: Renegade Alert revived.

Posted by [Dr. Lithius](#) on Mon, 05 Sep 2005 02:58:19 GMT

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Volkov wrote on Sun, 04 September 2005 16:42It isn't possible to have a controllable Yak, due to engine limitations, it may be possible to implement them as a beacon strike, generated at the airfield much like the a-bomb beacon is generated.

Or possibly, it would work as an alt-fire for one of the various units. Kind of like the Artillery Strike for the Field Ops in Return to Castle Wolfenstein. See, I think that'd be pretty neat, myself. But it'd probably work better as a "beacon" item with zero deploy time, or maybe something like a "signal flare" that you can hurl across the field.

Subject: Re: Renegade Alert revived.

Posted by [Chronojam](#) on Mon, 05 Sep 2005 08:34:59 GMT

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You have been banned from this forum.

Please contact the webmaster or board administrator for more information.

Let me guess, Renardin. Somebody pissed in your soup and you blame me? Consider this me contacting you to ask why.

Subject: Re: Renegade Alert revived.

Posted by [Dr. Lithius](#) on Mon, 05 Sep 2005 08:41:37 GMT

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For fuck's sake, take it to another topic or even PMs/IMs, you two! Fucking ruined a nice, happy topic with all your bullshit! I'm tired of it! If I had any god damned power, I'd fucking lock this topic and let you two duke it out elsewhere! God damn!!

huff I've had a rotten day. I need some late dinner. . .

Subject: Re: Renegade Alert revived.

Posted by [Lijitsu](#) on Mon, 05 Sep 2005 09:15:30 GMT

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But it was his 350th post!(I think)

Yeah, that was alittle... Psycho of you.

Sweet, Renegade Alert is finally getting started up again for Renegade. I know its early, but, got a release date?(For the new patch, that is.)

Subject: Re: Renegade Alert revived.
Posted by [Chronojam](#) on Mon, 05 Sep 2005 09:29:17 GMT
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I'm not sure. Hopefully by Christmas =P But you know how that kind of plan works out. The team is getting situated right now and prioritizing what needs to be done versus what should be done versus what could be done. I've got a rough idea for what the first patch out will be, and am planning on what to do for the followup. Watch the main page for news about both RA projects, each should have some sizeable news by the end of the month.

Subject: Re: Renegade Alert revived.
Posted by [Sir Phoenixx](#) on Mon, 05 Sep 2005 11:10:17 GMT
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Chronojam wrote on Sun, 04 September 2005 21:46 I'm sorry, I can't help myself but laugh at this--

(21:40:47) (Chronojam) lol.
(21:40:52) (Chronojam) Renardin.
(21:40:53) (Chronojam) List some problems and solutions.
(21:40:54) (Chronojam) And say *why* it's a problem.

(21:41:26) (@Renardin) no.
(21:41:38) (@Renardin) It would hurt me to help Renalert.
(21:41:40) (@Renardin) so no.

In other words, he doesn't know of any (other) problems with the mod. If he did, I'm sure he could phrase it with with insults and personal attacks, like everything else he posts.(and then the standard "omg you're attacking me for some critics" (which, isn't the right word, by the way) when we throw the insults back).

But just like before, he's only doing this because he doesn't like Aircraftkiller, which, if he would have bothered to read the link that was posted in this thread to be begin with, was "replaced" with Chronojam as the coordinator, etc. and Tweekbee as the mapper for this revival of RenAlert.

Subject: Re: Renegade Alert revived.
Posted by [Jokah](#) on Mon, 05 Sep 2005 17:46:41 GMT

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Or he didn't know you meant another thing?
