
Subject: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Fri, 28 Dec 2012 13:03:44 GMT
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I've been working on a patch for Red Alert 1 and released my first beta a few days ago. It's included in an installer and packages I made that makes it easy to install the game, it also comes with a configuration tool and simple launcher.

Works on every Windows version since Windows 95, Linux and Mac. Very easy to install the game/package, you just run an installer or unzip a ZIP file. You can get it here:
<http://iran.cnc-comm.com/redalert>

Has been downloaded by more than 3000 people already so you probably won't get any issues but it's still beta so I'm not sure.

Subject: Re: For any Red Alert 1 fans out there
Posted by [Tupolev TU-95 Bear](#) on Fri, 28 Dec 2012 19:07:22 GMT
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Finally, something simple to use .

Subject: Re: For any Red Alert 1 fans out there
Posted by [Lazy5686](#) on Fri, 28 Dec 2012 19:10:47 GMT
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Looks good.

Subject: Re: For any Red Alert 1 fans out there
Posted by [Jamie or NuneGa](#) on Sun, 30 Dec 2012 04:40:07 GMT
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Nice scripting, terrible web design

Subject: Re: For any Red Alert 1 fans out there
Posted by [BAGUETTE](#) on Sun, 30 Dec 2012 06:12:12 GMT
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You're a web design

Subject: Re: For any Red Alert 1 fans out there

Posted by [ehhh](#) on Sun, 30 Dec 2012 06:14:35 GMT

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you're a ian watkins

Subject: Re: For any Red Alert 1 fans out there

Posted by [iRANian](#) on Sun, 30 Dec 2012 07:53:45 GMT

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Someone is doing the web design for me, not done yet though.

Subject: Re: For any Red Alert 1 fans out there

Posted by [BoMbZu](#) on Mon, 31 Dec 2012 11:27:23 GMT

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Good job, ill check it out

Subject: Re: For any Red Alert 1 fans out there

Posted by [ehhh](#) on Mon, 31 Dec 2012 11:58:22 GMT

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are you going to ask to put it on xwis downloads?

<http://xwis.net/downloads/>

Subject: Re: For any Red Alert 1 fans out there

Posted by [iRANian](#) on Mon, 31 Dec 2012 12:27:33 GMT

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XWIS is shit so it isn't used for online lol. Nobody checks the Strike-Team site anyway.

In the European evening RA1 has more players than RA2, TS and Renegade online lol (not combined though). Hit a new record of 137 players online like 5 days ago.

Subject: Re: For any Red Alert 1 fans out there

Posted by [ehhh](#) on Mon, 31 Dec 2012 12:36:17 GMT

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fair enough

sometimes play yuri online with some friends

all the other people are faggots who play tour of egypt and know every single spot to build shit and nerd the fuck out of it

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Mon, 31 Dec 2012 21:07:28 GMT
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haha yeah tour of egypt is pretty much the only map played on yrs by xwis players
top 10 has been using fog hack for years too

Subject: Re: For any Red Alert 1 fans out there
Posted by [BAGUETTE](#) on Tue, 01 Jan 2013 11:03:29 GMT
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Should let me do your website design im baws

Subject: Re: For any Red Alert 1 fans out there
Posted by [ehhh](#) on Tue, 01 Jan 2013 11:57:37 GMT
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dont

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Tue, 01 Jan 2013 18:26:53 GMT
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You can make me a background for my launcher.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Fri, 04 Jan 2013 22:47:18 GMT
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new web 2.0 site is up <http://iran.cnc-comm.com/redalert>

Subject: Re: For any Red Alert 1 fans out there
Posted by [ViPeaX](#) on Sat, 05 Jan 2013 01:13:46 GMT

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Why do you even bother releasing this crap? Don't you already see how much of a waste of effort it is before you start? You don't have a feeling for gameplay, not even close to it. It's not just bad, it could very well be the worst gameplay in a strategy, ever.

Even the radar and sidemenu are failing hard on the side. At least make it useful, not copy/paste code fail herpderp.

GJ sir.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Sat, 05 Jan 2013 08:40:03 GMT
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don't forget mousewheel sidebar scrolling.

Subject: Re: For any Red Alert 1 fans out there
Posted by [ehhh](#) on Sat, 05 Jan 2013 08:42:34 GMT
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thats sold me

Subject: Re: For any Red Alert 1 fans out there
Posted by [zeratul](#) on Mon, 07 Jan 2013 19:18:41 GMT
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Are you only doing this for RA1?

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Mon, 07 Jan 2013 19:52:37 GMT
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what else would i be doing it too for?

Subject: Re: For any Red Alert 1 fans out there
Posted by [zeratul](#) on Mon, 07 Jan 2013 20:27:47 GMT
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Other C&C games?

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Mon, 07 Jan 2013 21:26:48 GMT
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Like which?

Subject: Re: For any Red Alert 1 fans out there
Posted by [zeratul](#) on Mon, 07 Jan 2013 21:44:59 GMT
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Dawn

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Mon, 07 Jan 2013 21:46:18 GMT
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Already done with Nyerguds unofficial 1.06c patch.

Subject: Re: For any Red Alert 1 fans out there
Posted by [Ethenal](#) on Thu, 10 Jan 2013 08:33:18 GMT
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ViPeaX wrote on Fri, 04 January 2013 19:13 Why do you even bother releasing this crap? Don't you already see how much of a waste of effort it is before you start? You don't have a feeling for gameplay, not even close to it. It's not just bad, it could very well be the worst gameplay in a strategy, ever.

Even the radar and sidemenu are failing hard on the side. At least make it useful, not copy/paste code fail herpderp.

GJ sir.
what?

Subject: Re: For any Red Alert 1 fans out there
Posted by [BAGUETTE](#) on Thu, 10 Jan 2013 18:47:04 GMT
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Have you got a background launcher yet, id be willing to make one, got loads of time at the moment, just handed in an android application and ASP.net assignment huehue

Subject: Re: For any Red Alert 1 fans out there

Posted by [iRANian](#) on Thu, 10 Jan 2013 19:27:03 GMT

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Don't have a background yet. Actually learning Photoshop for fun.

Subject: Re: For any Red Alert 1 fans out there

Posted by [iRANian](#) on Sun, 20 Jan 2013 22:27:31 GMT

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fuck the police

just gotta make it resolution independent, though it already works with higher screen resolutions, just won't fill the whole sidebar

Subject: Re: For any Red Alert 1 fans out there

Posted by [liquidv2](#) on Sun, 20 Jan 2013 23:47:51 GMT

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i wish they'd had Skirmishes in that game like in RA1
looks good though lol

Subject: Re: For any Red Alert 1 fans out there

Posted by [ehhh](#) on Mon, 21 Jan 2013 00:29:18 GMT

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looks awesome

Subject: Re: For any Red Alert 1 fans out there

Posted by [iRANian](#) on Tue, 22 Jan 2013 00:28:52 GMT

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I'm pretty much done with the actual extended sidebar code, the guy who made the unofficial patch for C&C95 had some issues with his hires, if you play at say 1920x1080 some of the sidebar elements like the power bar glitch up. I'm fixing that now and I just need to fix up the power bar and some minor shadows.

The code for the sidebar is 90% identical to RA1's code, the power bar code is probably a bit different... I'm actually using my and other people's RA1 extended sidebar research for C&C95 and once I'm done I'll back port my code to RA1. (Don't have extended sidebar for RA1 yet)

There's currently a poll running whether I should extend sidebar or not for RA1, with 110 'yes' votes it is winning with ~85%.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Sat, 26 Jan 2013 21:52:49 GMT
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Anddd there we go.

Subject: Re: For any Red Alert 1 fans out there
Posted by [ViPeaX](#) on Sat, 26 Jan 2013 22:09:32 GMT
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Nice mass.

Subject: Re: For any Red Alert 1 fans out there
Posted by [ehhh](#) on Sat, 26 Jan 2013 22:45:52 GMT
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got nothing on my 400 and odd robot tank mass

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Sun, 27 Jan 2013 12:48:35 GMT
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I'm touching up the last few fixes and additions and I'll hopefully be able to upload the latest version to my site today. I've slightly modified the config tool, added a new tab where all extra options are moved to and I added the new beta Tesla Tank option.

The new beta Tesla Tank option replaces the Tesla Tank with a nice recreation of the Tesla Tank shown in some Aftermath expansion screenshots before the expansion was released. This option will also replace the Counterstrike Tesla Tank (the Mobile Radar Jammer with the Tesla Coil weapon) with this beta version, this will only affect the Counterstrike missions that use this modded MRJ.

There's also a new launcher background which looks awesome:

Other than that there are some small fixes, options to enable an alternative firing sound for the Rifle Infantry and a grenade throwing sound for the Grenadier, fix for a corrupted palette on one of the videos (a bug from the stock game) and some other minor stuff.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Sun, 27 Jan 2013 19:19:59 GMT
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Okay I uploaded the updated files to the project site. Enjoy.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Wed, 30 Jan 2013 21:35:35 GMT
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I've unhard-coded all C&C95 hotkeys. If I feel like I'll finish it up so the keys get read from a configuration file like RA95 does it.

I've also added two new hotkeys to toggle sell button and repair button mode on/off.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Thu, 31 Jan 2013 12:53:22 GMT
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The resign hotkey now actually works. There wasn't any code to do anything when the resign hotkey was pressed, even though the game read this hotkey from REDALERT.INI and also put it back in REDALERT.INI.

Added a new hotkey to toggle the sidebar on/off. This works like pressing the TAB keyboard key in C&C95. This key can be set with KeySidebarToggle= under [WinHotkeys] in REDALERT.INI.

Un-hardcoded the 1-0 keys on the keyboard. The hotkey checking code for handling teams checked both the REDALERT.INI key for the corresponding team and a hard-coded keyboard key for some reason. The checks for hard-coded keyboard keys have been patched out. This essentially allows you to change what the 1-0 keyboard keys are assigned to do, like is possible with the other keyboard keys.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Fri, 01 Feb 2013 16:31:19 GMT
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60. The name of the side the player plays as is no longer prepended to the names of missions in the mission dialogs.

61. Converted the "Counterstrike Missions" menu into a "Custom Missions" one. The "Aftermath Missions" menu has been converted into an "Expansions missions" one. The expansion missions will be displayed in this menu. The custom missions menu displays map files CMU0EA.INI up to CMU999EA.INI.

62. Added a new map keyword TutorialFile= under the [BASIC] section. This keyword can be used to load a custom TUTORIAL.INI file for your map. E.g. "TutorialFile=DERPTUT.INI", to load DERPTUT.INI. If the keyword is missing TUTORIAL.INI is loaded.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Sat, 02 Feb 2013 23:35:34 GMT
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I've added hifi's code to generate a crashdump file when the game crashes. He had issues getting it to work, turns out the assembler we're using (NASM) was generating incorrect code for his exception handler.

Here's a crashdump in Visual Studio:

Subject: Re: For any Red Alert 1 fans out there
Posted by [havoc9826](#) on Sun, 03 Feb 2013 02:43:37 GMT
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Can you still get to the Giant Ant missions?

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Mon, 04 Feb 2013 07:53:31 GMT
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Yeah, even added a button to my launcher to have them launched but the old method of clicking the stereo also works.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Sat, 09 Feb 2013 12:02:13 GMT
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Added support for new Winter and Desert theaters from C&C95. The conversions are still WIP and someone else is doing them.

Subject: Re: For any Red Alert 1 fans out there
Posted by [Oblivion165](#) on Tue, 12 Mar 2013 18:48:43 GMT
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I would pay so much good money to own the Red Alert art. I've tried for years to even come close and never could.

Subject: Re: For any Red Alert 1 fans out there
Posted by [iRANian](#) on Tue, 12 Mar 2013 19:35:41 GMT
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Red Alert art?

I'm still working this btw and I've done a lot of updates since my last post. I'm basically waiting for feedback from people testing and I need to fix some minor stuff then I can release a standalone patch, it's going really well but a bit slow.

I've been taking a look with some other guys into allowing the game to be played from a browser or external application, atm the LAN lobby is used for online play with some hackery, but the LAN lobby and LAN code isn't designed for so many players on so it's causing issues and having something more modern is nice. Red Alert has a history of being launched externally by the likes of Westwood Chat, Mplayer etc so it's nothing new.

As part of that I added code that allows for predetermined alliances before the game is started, and selectable spawning locations (like with Yuri's Revenge and Generals)

Subject: Re: For any Red Alert 1 fans out there
Posted by [Oblivion165](#) on Tue, 12 Mar 2013 20:41:49 GMT
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iRANian wrote on Tue, 12 March 2013 15:35 Red Alert art?

The 2D (from 3D) art that they used for the game. I want to own every building, unit and terrain tile so that I can use them in my own games.
