
Subject: Red Alert: FPS

Posted by [zunnie](#) on Wed, 18 Sep 2013 07:51:41 GMT

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Website | [IndieDB](#) | [Steam](#)

This game is all about Command and Conquer: Red Alert suited in an FPS environment running on the Renegade W3D Engine.

We will work out all units, buildings and assets as much as we can to make it enjoyable and fun for everyone.

Play with the technician as your spawn character in the buildings of the Red Alert universe where you can purchase more advanced units after your first Ore Truck deposit.

On our server suitable for 50 players work as a team and organize rushes, through tactics and lead your team to victory with a broad range of units such as the Allied Light Tank, Allied Medium Tank, Soviet V2, Soviet Heavy Tank and the Soviet Mammoth Tank.

Also available are the Demolition Trucks and the Superweapon Atomic Bombs for those big explosions getting rid of any enemy unit or structure in a blast.

The game will have dynamics such as 'tied to structure purchase options' meaning you lose purchase items as buildings are destroyed, and of course the always fun 'manual ore harvesting' we all love to do.

Choose your character, drive, fly or glide your vehicle/aircraft/boat and conquer your enemy Red Alert style

Thanks for reading!

//Greetz MPF RA:FPS Dev Team

Subject: Re: Red Alert: FPS

Posted by [reborn](#) on Wed, 18 Sep 2013 11:53:41 GMT

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Cool, where/when can I download it?

Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Wed, 18 Sep 2013 11:58:06 GMT

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Well, we are gonna create everything in max from scratch and only just started so not anytime soon.

Months from now probably.

But it will be done

Subject: Re: Red Alert: FPS

Posted by [danpaul88](#) on Wed, 18 Sep 2013 12:52:13 GMT

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Seriously, why the W3D engine? Don't you think it's past its sell by date now? Sure, APB, AR and TSR are on it for historical reasons but starting a NEW project on the W3D engine is just plain silly... I know the TT team are going a great job of advancing it but it could take a long time before it becomes competitive with other engines available today.

There are plenty of open source FPS engines available, not to mention the myriad closed source ones...

Unity for example would be a great choice, especially with the cross platform support using OpenGL.

Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Wed, 18 Sep 2013 12:59:24 GMT

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We really like the W3D engine, graphics is not really important either, gameplay is what counts. Some good visuals here and there is nice though.

I personally do this because i really liked APB back in the Beta days, after that it went downhill IMHO and it doesn't look like it will get any better soon. And i like modding W3D in general.

It's a nice little project to work on i think and a few others feel the same, guys/girls that really know their way around in the W3D area.

Yea it will take a long time and we only just started, the road is long but we're gonna try make something fun

Subject: Re: Red Alert: FPS

Posted by [Aircraftkiller](#) on Wed, 18 Sep 2013 13:04:17 GMT

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Fucking LOL

Subject: Re: Red Alert: FPS

Posted by [danpaul88](#) on Wed, 18 Sep 2013 13:09:13 GMT

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Other engines have nice modding tools too you know. I seriously think starting yet another W3D project at this point is a waste of time, just my opinion.

Subject: Re: Red Alert: FPS
Posted by [Lazy5686](#) on Wed, 18 Sep 2013 15:29:47 GMT
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Subject: Re: Red Alert: FPS
Posted by [OWA](#) on Wed, 18 Sep 2013 17:35:12 GMT
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Aircraftkiller wrote on Wed, 18 September 2013 14:04Fucking LOL

Nailed it!

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Wed, 18 Sep 2013 22:12:42 GMT
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New logo by kenz3001 gfx guru

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Wed, 18 Sep 2013 22:28:09 GMT
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Aircraftkiller wrote on Wed, 18 September 2013 09:04Fucking LOL

Subject: Re: Red Alert: FPS
Posted by [Titan1x77](#) on Wed, 18 Sep 2013 22:31:44 GMT
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Wouldn't it be best to concentrate on tiberium crystal wars?

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Thu, 19 Sep 2013 01:18:19 GMT
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<http://www.moddb.com/games/red-alert-a-path-beyond>

..?

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Thu, 19 Sep 2013 01:56:08 GMT
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What I want to understand is where Zunnie gets the time to work on these failures of ideas. Does he have a job? It doesn't seem like it. If the Dutch have a social safety net, I don't think it was designed for people to sit at home and make shitty Renegade mods

Maybe he's got a mental disorder. That would explain a lot of his posts, and why he's able to sit here and post spam all day.

Subject: Re: Red Alert: FPS
Posted by [bigjimer34](#) on Thu, 19 Sep 2013 07:10:41 GMT
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wondering which one of these guys is aircraftkiller?

<http://www.femmefever.com/before.html>

Subject: Re: Red Alert: FPS
Posted by [-TLS-DJ-EYE-K](#) on Thu, 19 Sep 2013 21:07:36 GMT
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bigjimer34 wrote on Thu, 19 September 2013 09:10wondering which one of these guys is aircraftkiller?

<http://www.femmefever.com/before.html>

LOL

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Thu, 19 Sep 2013 22:51:54 GMT
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bigjimer34 wrote on Sun, 30 June 2013 04:05

Deep thoughts with Bigjimer34.

Subject: Re: Red Alert: FPS

Posted by [Ethenal](#) on Thu, 19 Sep 2013 23:50:02 GMT

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-TLS-DJ-EYE-K wrote on Thu, 19 September 2013 16:07bigjimer34 wrote on Thu, 19 September 2013 09:10community member posts in defense of owner

community member laughs at post in defense of owner
ok

Subject: Re: Red Alert: FPS

Posted by [Sean](#) on Fri, 20 Sep 2013 18:26:15 GMT

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I look forwards to seeing how things progress, as always it's going to be difficult to be able to get players for it, but if you can some how just make it so that you can download it through the tt downloader and play it every weekend on your usual server or whatever it could work.. Just an idea to help promote it.

Good luck.

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Fri, 20 Sep 2013 18:39:22 GMT

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that picture is what I actually think jimmer would looks like

Subject: Re: Red Alert: FPS

Posted by [-TLS-DJ-EYE-K](#) on Fri, 20 Sep 2013 22:20:37 GMT

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I can pretty much say that the majority of the Jelly PPL just come here to bitch, a shame they represent a Community, ACK on the other Side just has no Place left to troll which is a shame also, he used to be a talent in Renegade, but he decided to become a major bitch and troll instead, so sad

Subject: Re: Red Alert: FPS
Posted by [Ethenal](#) on Fri, 20 Sep 2013 22:42:25 GMT
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So what do you come here to do, then?

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Fri, 20 Sep 2013 22:47:42 GMT
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ACK doesn't want to spend any more of his time on this game - you're acting like he's in the wrong for making that decision

at the same time, he's pointing out that zunnie starts multiple projects and doesn't actually finish any of them (as did Titan, who was ignored)

people on the MPF forums actually raised that same point, but zunnie deleted all the posts (surprised me a little, actually)

it seemed like legitimate criticism to me, but it was struck down and removed purely because the owner did not like or agree with it
that's not something they do over at Jelly

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Fri, 20 Sep 2013 23:49:35 GMT
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liquidv2 wrote on Fri, 20 September 2013 18:47

at the same time, he's pointing out that zunnie starts multiple projects and doesn't actually finish any of them (as did Titan, who was ignored)

people on the MPF forums actually raised that same point, but zunnie deleted all the posts (surprised me a little, actually)

Fucking LOL

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Sat, 21 Sep 2013 12:47:36 GMT
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Aircraftkiller wrote on Fri, 20 September 2013 19:49liquidv2 wrote on Fri, 20 September 2013 18:47

at the same time, he's pointing out that zunnie starts multiple projects and doesn't actually finish any of them (as did Titan, who was ignored)

people on the MPF forums actually raised that same point, but zunnie deleted all the posts (surprised me a little, actually)

Fucking LOL

Ya no kidding. Everything I pointed out was deleted in the topic. There was a seperate topic that was pointing out balancing units in maps by one of their own members and that topic got locked because according to zunnie, we were "too aggressive". So when an opinion gets too hard to debate, it apparently is "too aggressive". Right...

I never thought I see the day where MPF would be the community where your opinions get shunned and hid away from the rest as if they never happened. And if it's a topic that falls in the "negative" category, it gets immediately locked or in many cases deleted or hidden from the general public. The Nuke topic, the topic on Tessa, the topic about balancing, the list goes on and on.

Subject: Re: Red Alert: FPS
Posted by [reborn](#) on Sat, 21 Sep 2013 13:18:13 GMT
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I genuinely want to play it, and am looking forward to the first release.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Sat, 21 Sep 2013 13:48:57 GMT
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Thanks reborn

Subject: Re: Red Alert: FPS
Posted by [bmruse](#) on Sat, 21 Sep 2013 14:29:12 GMT
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reborn wrote on Sat, 21 September 2013 06:18 I genuinely want to play it, and am looking forward to the first release.

I must agree.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Sat, 21 Sep 2013 16:09:04 GMT
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Here some work done by PwnCall, one of our building designers.

It is not yet finished and untextured. But here are the shots:

Subject: Re: Red Alert: FPS

Posted by [danpaul88](#) on Sat, 21 Sep 2013 17:08:46 GMT

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Erm... so you're just copying the APB interiors verbatim? Not going to add your own unique touches like an underground area, different interior layout, gantries and catwalks etc? No offence but if you're claiming to be starting over with an RA mod I'd have assumed you would actually do your own designs...

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Sat, 21 Sep 2013 17:20:15 GMT

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after recent events, i can't say i'm surprised
which is sad

Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Sat, 21 Sep 2013 17:36:38 GMT

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Yes they are similar, it is a good location for the MCT.

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Sat, 21 Sep 2013 18:29:23 GMT

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the topic about xpert been homo was deleted too

Subject: Re: Red Alert: FPS

Posted by [Aircraftkiller](#) on Sat, 21 Sep 2013 20:12:46 GMT

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Tell your modeler to stop using children's building blocks as reference material to work from.

Subject: Re: Red Alert: FPS

Posted by [kenz3001](#) on Sat, 21 Sep 2013 22:47:32 GMT

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Aircraftkiller wrote on Sat, 21 September 2013 13:12Tell your modeler to stop using children's building blocks as reference material to work from.

arse ! you must shit out perfect models with out using children's building blocks do you ever have anything constructive to say or do you only know how to be a dick to every one ? ... i think the latter

any way sounds like a good project .. but i would of liked to see it on udk, cryengine 3 or something better then W3D cant wait to play tho ... good luck and dont listen to all the haters

Subject: Re: Red Alert: FPS

Posted by [\[Mike\]](#) on Sat, 21 Sep 2013 22:47:46 GMT

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Nice Zunnie

i'm Looking Forward to play it

Subject: Re: Red Alert: FPS

Posted by [Reaver11](#) on Sat, 21 Sep 2013 22:51:47 GMT

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zunnie wrote on Sat, 21 September 2013 09:09

It is not yet finished and untextured. But here are the shots

It is far from finished, hidden polys in wall corners, z-buffer fun and more.

This is not something you want to show to the public in this state.

(especially not when another mod with a RA WFmodel is around)

I don't understand why you would want to reinvent the wheel why aren't you making a mod on apb?

Subject: Re: Red Alert: FPS

Posted by [Generalcamo](#) on Sat, 21 Sep 2013 23:32:02 GMT

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I don't see where your references are. That doesn't look anything like the War Factory interior found in this cutscene:

No, I am not from Jelly.

Subject: Re: Red Alert: FPS

Posted by [Aircraftkiller](#) on Sun, 22 Sep 2013 00:44:21 GMT

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kenz3001 wrote on Sat, 21 September 2013 18:47 Aircraftkiller wrote on Sat, 21 September 2013 13:12 Tell your modeler to stop using children's building blocks as reference material to work from. arse ! you must shit out perfect models with out using children's building blocks do you ever have anything constructive to say or do you only know how to be a dick to every one ? ... i think the latter

any way sounds like a good project .. but i would of liked to see it on udk, cryengine 3 or something better then W3D cant wait to play tho ... good luck and dont listen to all the haters

You don't even know what I was telling him. I gave him accurate critique. The model sucks. It's made of children's blocks and barely resembles the source material he's working from. For fuck's sake, the ramps to the foreman area in the back are taken straight from a building block set. You'd expect them to look somewhat more industrial. Please tell us what factory has giant ramps in the back of it instead of ladders, stairs, elevators, etc. There's no realism to this whatsoever.

This isn't even touching the obvious modeling problems: there's z-fighting where the polygons meet because they're not cut to match one another vert-for-vert. It's a mishmash of shitty viewport renders with an amalgamation of random colors. If the "artist" had taken a few moments to research how to properly show off a model, it wouldn't be 15 different colors with no shading. It wouldn't be a gigantic eyesore that looks like it was created by someone who just picked up Max.

I know you're just going to dismiss anything I say because you're an MPF shill, but you should listen to me. I create games and simulations for a living. I've been modeling for 13 years. If you can't handle criticism, maybe you shouldn't be posting garbage.

The only people who approve of this mod happen to be from MPF. What an amazing and completely unrelated coincidence!

Subject: Re: Red Alert: FPS

Posted by [kenz3001](#) on Sun, 22 Sep 2013 01:20:03 GMT

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well just coz i admin for MPF dont say anything ... i have my concerns with this mod witch i have made clear over at MPF but at the end of the day if a team wants to make it im not going to stop or hinder there efforts i will help out

i admit the image that was posted was not the best but it shows the lay out and basic structure of the building ... i show stuff that looks like shit knowing that its a WIP and is to be treated as such ... it dont matter what it looks like as long as it shows its function its a concept they dont have to

be finished

ohhh and the team making this mod are just friends not paid to produce sexie renders that wont be in the game like the professionals do ... they just wanna make something they can play

if people wanna get all butt hert over it they can, its just funny how every one is getting all pissy about another "Red Alert Reneged mod" if its not as good as APB Woopadi doo, if its better all for them

i have not seen any criticism for any of my work on here or any were else for this mod ... the only thing of mine that has been posted is the games logo

you dont have to approve of the mod or MPF as we do not approve of your intolerance for other people

Subject: Re: Red Alert: FPS
Posted by [roszek](#) on Sun, 22 Sep 2013 01:25:18 GMT
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^

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Sun, 22 Sep 2013 01:35:37 GMT
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Hey, look, more MPF coming out of the woodwork to defend poor quality and low standards. What an amazing coincidence.

Subject: Re: Red Alert: FPS
Posted by [TruYuri](#) on Sun, 22 Sep 2013 05:40:59 GMT
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Hilarious how even the title "Red Alert FPS" reeks of shitty knock-off qualities and untold amounts of unoriginality.

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Sun, 22 Sep 2013 07:29:33 GMT
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red alert probably looks better

Subject: Re: Red Alert: FPS
Posted by [\[Mike\]](#) on Sun, 22 Sep 2013 09:31:59 GMT
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roszek wrote on Sat, 21 September 2013 18:25 Aircraftkiller wrote on Wed, 28 August 2013 17:36 APB is dead

Subject: Re: Red Alert: FPS
Posted by [-TLS-DJ-EYE-K](#) on Sun, 22 Sep 2013 12:13:24 GMT
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Xpert wrote on Sat, 21 September 2013 14:47 Aircraftkiller wrote on Fri, 20 September 2013 19:49 liquidv2 wrote on Fri, 20 September 2013 18:47
at the same time, he's pointing out that zunnie starts multiple projects and doesn't actually finish any of them (as did Titan, who was ignored)
people on the MPF forums actually raised that same point, but zunnie deleted all the posts (surprised me a little, actually)

Fucking LOL

Ya no kidding. Everything I pointed out was deleted in the topic. There was a separate topic that was pointing out balancing units in maps by one of their own members and that topic got locked because according to zunnie, we were "too aggressive". So when an opinion gets too hard to debate, it apparently is "too aggressive". Right...

I never thought I see the day where MPF would be the community where your opinions get shunned and hid away from the rest as if they never happened. And if it's a topic that falls in the "negative" category, it gets immediately locked or in many cases deleted or hidden from the general public. The Nuke topic, the topic on Tessa, the topic about balancing, the list goes on and on.

Yup, that's what Renforums is for, maybe you should start those discussions over here since it is known for those kind of garbage.

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Sun, 22 Sep 2013 12:21:23 GMT
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yeah that's why we're discussing zunnies new mod here, which funny enough is garbage

Subject: Re: Red Alert: FPS

Posted by [escelade3](#) on Sun, 22 Sep 2013 12:52:08 GMT

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I am working on making the WF, and that is my model.

It is obviously completely finished and will be the final model put in the game. We liked the pastel look and thought it would be a great addition to everything we make for this mod.

Subject: Re: Red Alert: FPS

Posted by [Generalcamo](#) on Sun, 22 Sep 2013 13:25:16 GMT

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Even if that was given a ton of texturing work, that wouldn't look good. At least reference the source material properly if you are going to attempt to compete with APB, which looks kind of good.

Subject: Re: Red Alert: FPS

Posted by [roszek](#) on Sun, 22 Sep 2013 13:32:46 GMT

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It will be fine.

Subject: Re: Red Alert: FPS

Posted by [Generalcamo](#) on Sun, 22 Sep 2013 13:37:48 GMT

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Yes, and this will be twice dead if it doesn't look better and play better than APB.

Subject: Re: Red Alert: FPS

Posted by [roszek](#) on Sun, 22 Sep 2013 13:45:53 GMT

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-No Message Body-

Subject: Re: Red Alert: FPS

Posted by [-TLS-DJ-EYE-K](#) on Sun, 22 Sep 2013 14:25:37 GMT

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<http://audiour.com/Playlist/fvs0g4ux>

Subject: Re: Red Alert: FPS

Posted by [\[Mike\]](#) on Sun, 22 Sep 2013 15:14:39 GMT

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-TLS-DJ-EYE-K wrote on Sun, 22 September 2013 07:25<http://audiour.com/Playlist/fvs0g4ux>

Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Sun, 22 Sep 2013 17:23:12 GMT

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Oh and aCk, i heared you are complaining about my joblessness, yea man, i am jobless at this moment for a while now, but other than that i have a life though Thanks.

Subject: Re: Red Alert: FPS

Posted by [BAGUETTE](#) on Sun, 22 Sep 2013 18:25:17 GMT

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Good to know!

MPF HUEHUE

Subject: Re: Red Alert: FPS

Posted by [Good-One-Driver](#) on Sun, 22 Sep 2013 18:39:09 GMT

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HOF

If c4smoke was here he would say

"You can't even get a gay guy"

Subject: Re: Red Alert: FPS
Posted by [Hypnos](#) on Sun, 22 Sep 2013 19:02:52 GMT
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I'm not being funny but I can't understand why you're not listening to ACK about this - this is what he does for a career, it's constructive criticism with tips regarding realism to improve your model. Yes, it is blunt but it's straight to the point.

I'm not one of those "Jelly" bunch of whom you keep referring, nor do I know ACK at all, but I don't think your mod is going to work, you're basing it on the original modification which has almost no player base.

Best of luck nevertheless.

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Sun, 22 Sep 2013 20:56:59 GMT
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zunnie wrote on Sun, 22 September 2013 13:23Oh and aCk, i heared you are complaining about my joblessness, yea man, i am jobless at this moment for a while now, but other than that i have a life though

zunnie wrote on Sun, 22 September 2013 13:23i am jobless at this moment for a while now

zunnie wrote on Sun, 22 September 2013 13:23i am jobless at this moment

zunnie wrote on Sun, 22 September 2013 13:23i am jobless

zunnie wrote on Sun, 22 September 2013 13:23i have a life though

A+++++++ great post, would lol again

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Mon, 23 Sep 2013 00:47:17 GMT
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Created by roszek, pretty neat i think, and yes it will chronoshift players and vehicles.

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Mon, 23 Sep 2013 01:02:18 GMT
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It's a lot better than that first model you showed, but it still needs a lot of work.

I think it's pretty clear that a lot of the model is out of proportion. Fixing that would go a long way toward making it look better. Here's an attached image I've drawn over to emphasize some of my points:

Subject: Re: Red Alert: FPS
Posted by [roszek](#) on Mon, 23 Sep 2013 01:37:31 GMT
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I'm not interested in adding more polys than needed...

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Mon, 23 Sep 2013 01:43:51 GMT
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Great job ignoring constructive criticism, you ignorant twat.

Subject: Re: Red Alert: FPS
Posted by [Jerad2142](#) on Mon, 23 Sep 2013 02:22:41 GMT
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danpaul88 wrote on Wed, 18 September 2013 06:52 Seriously, why the W3D engine? Don't you think it's past its sell by date now? Sure, APB, AR and TSR are on it for historical reasons but starting a NEW project on the W3D engine is just plain silly... I know the TT team are going a great job of advancing it but it could take a long time before it becomes competitive with other engines available today.

There are plenty of open source FPS engines available, not to mention the myriad closed source ones...

Unity for example would be a great choice, especially with the cross platform support using OpenGL.

Unity would be a terrible choice if you want to do anything with multiplayer and vehicles that can be entered/exited because of how the object ownership system works.

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Mon, 23 Sep 2013 03:02:50 GMT

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haha

ack actually gives some very good feedback and he gets the same response

Subject: Re: Red Alert: FPS

Posted by [Ethenal](#) on Mon, 23 Sep 2013 04:34:13 GMT

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ehhh wrote on Sun, 22 September 2013 22:02haha

ack actually gives some very good feedback and he gets the same response

Subject: Re: Red Alert: FPS

Posted by [Xpert](#) on Mon, 23 Sep 2013 07:21:22 GMT

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This reminds me of Kitchen Nightmares kind of. Aircraftkiller plays the role of Gordon Ramsey and MPF is the restaraunt who fails to listen to any criticism to help fix the quality of the work.

Subject: Re: Red Alert: FPS

Posted by [danpaul88](#) on Mon, 23 Sep 2013 09:20:35 GMT

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Jerad Gray wrote on Mon, 23 September 2013

Unity would be a terrible choice if you want to do anything with multiplayer and vehicles that can be entered/exited because of how the object ownership system works.

Oh really? I've not really looked into it in detail, what is it about unity that makes that sort of thing hard?

Either way, the point still stands that there are far better engine choices than W3D these days...

Subject: Re: Red Alert: FPS

Posted by [iRANian](#) on Mon, 23 Sep 2013 09:32:47 GMT

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Oh god I'm laughing so hard right now.

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Mon, 23 Sep 2013 10:55:48 GMT

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-TLS-DJ-EYE-K wrote on Sun, 22 September 2013 07:13Yup, thats what Renforums is for, maybe you should start those discussions over here since it is known for those kind of garbage. here you have a moderator from MPF saying that anything people say not 100% agreeing with zunnie or current MPF policy is "garbage" any legitimate criticism offered towards MPF is "garbage"

the only people being ignorant in this topic (while consequently defending everything MPF does) are players with a personal interest invested in MPF - they're all MPF moderators, with powers granted to them by zunnie himself

this is essentially the same thing that happened when Duke Gaming owner erikboxem was revealed to be a cheater, and a ton of Duke Gaming people came onto the forums to defend his name

even 0x90 himself said erikboxem's story was impossible, because that wasn't how the cheat worked (he himself made the thing)

there was literally nothing to go on, because the evidence all pointed to the obvious (erikboxem posted a screenshot of himself running the cheat, which he didn't even deny using)

at the end of the day, the Duke Gaming players retreated back to Duke Gaming and chose to ignore the truth - i expect the MPF players to say "forget it" and stop posting as well

history repeats itself - as APB is dead, you can safely say any clone or attempt at re-creating another Red Alert Renegade-based FPS is not worth the time, but best of luck to you guys

Subject: Re: Red Alert: FPS

Posted by [-TLS-DJ-EYE-K](#) on Mon, 23 Sep 2013 11:16:13 GMT

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Xpert wrote on Mon, 23 September 2013 09:21This reminds me of Kitchen Nightmares kind of. Aircraftkiller plays the role of Gordon Ramsey and MPF is the restaraunt who fails to listen to any criticism to help fix the quality of the work.

You would know,since you are a member of MPF and you know how things work over there.....
Gowai,thx.

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Mon, 23 Sep 2013 11:26:33 GMT

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Subject: Re: Red Alert: FPS
Posted by [Hypnos](#) on Mon, 23 Sep 2013 12:43:36 GMT
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Xpert wrote on Mon, 23 September 2013 08:21 This reminds me of Kitchen Nightmares kind of. Aircraftkiller plays the role of Gordon Ramsey and MPF is the restaraunt who fails to listen to any criticism to help fix the quality of the work.

I can quite happily dub ACK's posts and we can create our very own Community Nightmares.

Subject: Re: Red Alert: FPS
Posted by [OWA](#) on Mon, 23 Sep 2013 15:18:54 GMT
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Xpert wrote on Mon, 23 September 2013 08:21 This reminds me of Kitchen Nightmares kind of. Aircraftkiller plays the role of Gordon Ramsey and MPF is the restaraunt who fails to listen to any criticism to help fix the quality of the work.

This is a brilliant analogy. ^5

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Mon, 23 Sep 2013 16:33:12 GMT
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-TLS-DJ-EYE-K wrote on Mon, 23 September 2013 07:16 Xpert wrote on Mon, 23 September 2013 09:21 This reminds me of Kitchen Nightmares kind of. Aircraftkiller plays the role of Gordon Ramsey and MPF is the restaraunt who fails to listen to any criticism to help fix the quality of the work.

You would know,since you are a member of MPF and you know how things work over there.....
Gowai,thx.

I'm not a member. All I did was complete a sniper mod. But thanks!

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Mon, 23 Sep 2013 22:49:47 GMT
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Hypnos wrote on Mon, 23 September 2013 08:43 Xpert wrote on Mon, 23 September 2013 08:21 This reminds me of Kitchen Nightmares kind of. Aircraftkiller plays the role of Gordon Ramsey and MPF is the restaraunt who fails to listen to any criticism to help fix the quality of the work.

I can quite happily dub ACK's posts and we can create our very own Community Nightmares.

By all means, please do so

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Tue, 24 Sep 2013 00:57:37 GMT
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they apparently took the Duke Gaming route and chose something other than reality
as i said, good luck with Red Alert: First Person Shooter modification for Renegade

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Tue, 24 Sep 2013 02:11:37 GMT
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A failure to drive home their previous failures. What a completely unexpected ending to this charade.

Subject: Re: Red Alert: FPS
Posted by [\[Mike\]](#) on Tue, 24 Sep 2013 06:57:52 GMT
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roszek wrote on Sun, 22 September 2013 06:45

@ACK

Subject: Re: Red Alert: FPS
Posted by [triattack](#) on Tue, 24 Sep 2013 10:55:10 GMT
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MPFmike wrote on Mon, 23 September 2013 23:57roszek wrote on Sun, 22 September 2013 06:45

@ACK

next time plz use a decent image hosting site for your memes.
imgaeshack takes ages to load (after 5 mins not even the full pic) even dialup would have been

faster...

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Tue, 24 Sep 2013 11:18:28 GMT
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wow your internet must blow

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Tue, 24 Sep 2013 11:44:49 GMT
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Early shot of the WIP Power Plant, not in its final state. Created by Pwn Call.

Subject: Re: Red Alert: FPS
Posted by [Ethenal](#) on Tue, 24 Sep 2013 13:35:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey guys I'm gonna make a RenForums account to post stupid image macros in defense of my community owner

Subject: Re: Red Alert: FPS
Posted by [triattack](#) on Tue, 24 Sep 2013 14:34:20 GMT
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ehhh wrote on Tue, 24 September 2013 04:18wow your internet must blow

well my internet is good 100MB/s down 10MB/s up.

but imageshack has some issues lately which is well known

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Tue, 24 Sep 2013 14:50:31 GMT
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terrible internet

Subject: Re: Red Alert: FPS
Posted by [iRANian](#) on Tue, 24 Sep 2013 16:35:32 GMT
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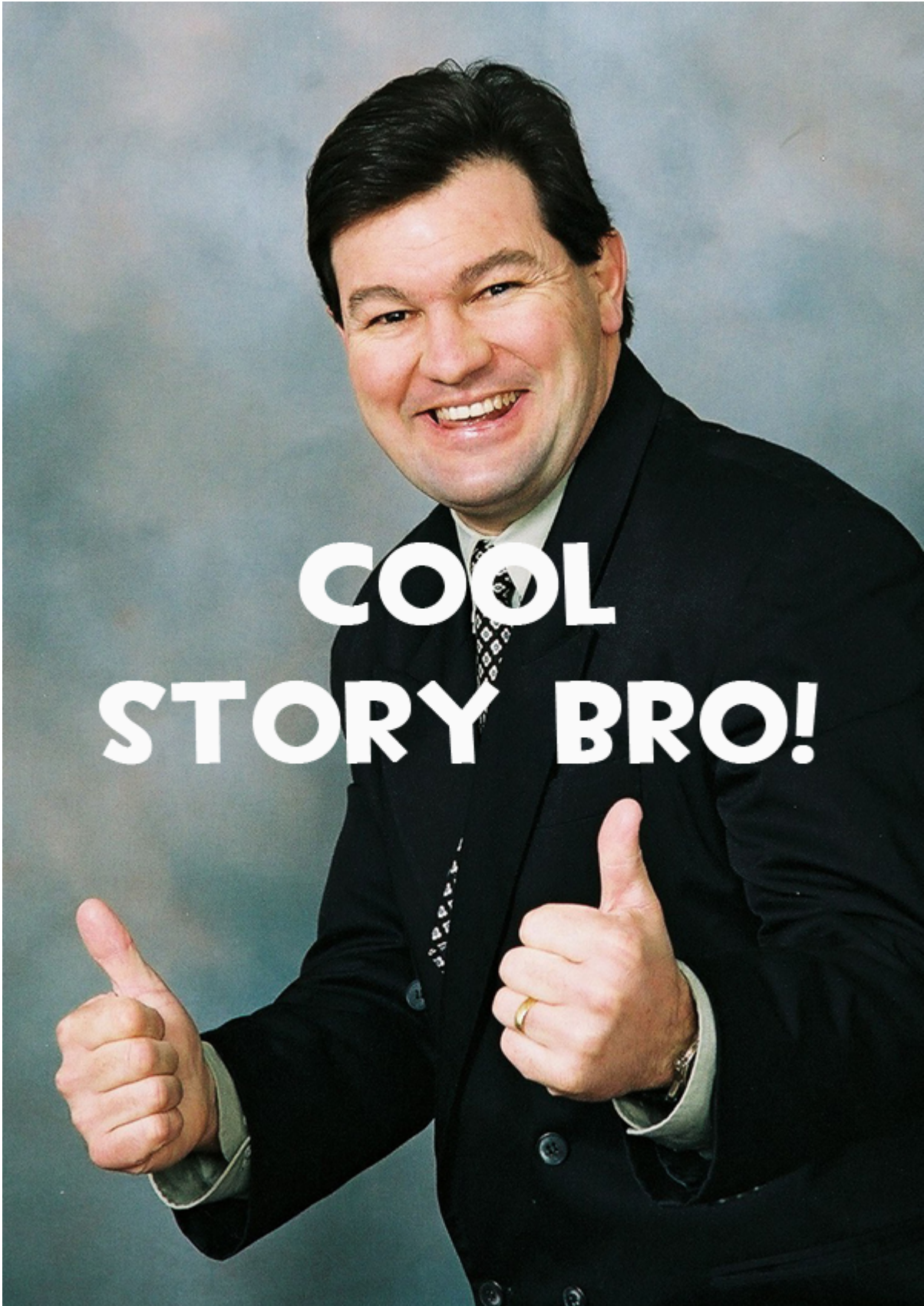
That retarded 'macro' image isn't loading for me either, it's loaded half way LOL

Subject: Re: Red Alert: FPS
Posted by [\[Mike\]](#) on Tue, 24 Sep 2013 17:19:10 GMT
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Ethenal wrote on Tue, 24 September 2013 06:35Hey guys I'm gonna make a RenForums account to post stupid image macros in defense of my community owner

File Attachments

1) [Cool Story Bro.png](#), downloaded 735 times



Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Tue, 24 Sep 2013 19:45:46 GMT
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i stand corrected

Subject: Re: Red Alert: FPS
Posted by [Generalcamo](#) on Tue, 24 Sep 2013 21:00:52 GMT
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This topic is quickly becoming a cesspool of ignorance. By the time I press "Submit," it probably will be.

Subject: Re: Red Alert: FPS
Posted by [Starbuzz](#) on Tue, 24 Sep 2013 22:25:21 GMT
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<http://www.renegadeforums.com/index.php?t=msg&th=40430&start=0&>

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Tue, 24 Sep 2013 23:41:09 GMT
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I dub MPF "Spergs a Lot"

Subject: Re: Red Alert: FPS
Posted by [shaitan](#) on Wed, 25 Sep 2013 01:10:20 GMT
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Starbuzz wrote on Tue, 24 September 2013
18:25<http://www.renegadeforums.com/index.php?t=msg&th=40430&start=0&>
[19/09/13 - 12:59] [BAN] MONGOLHEADSMASHER <insert Starbuzz's serial/ip here> was
banned by OSTKrzrbk for 'racism (9.19.2013 1:19am gg <insert racial slurs here>)'. (Ban ID 149)

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Wed, 25 Sep 2013 02:01:11 GMT
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shaitan wrote on Tue, 24 September 2013 21:10

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Wed, 25 Sep 2013 13:12:34 GMT
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The Tesla Coil as envisioned by our developer ImperialKaskins.
WIP Image and does not reflect the final state yet.

The Tesla coil saw widespread use in the second world war, going so far as to become one of the staples of the Soviet military installation. The standard coil stood about forty feet tall and was surmounted with a bulbous electric diode, typically one brimming with excess electricity. The base of the coil hid a small underground control bunker that contained a single operator, usually a Soviet technician, whose purpose was to direct the coils attacks at enemy targets. This would be done by ionizing the air between the coil's diode and the target, completing the circuit and creating a lightning bolt. This bolt was devastating against infantry, usually killing them instantly, and proved almost as effective on most vehicles.

Subject: Re: Red Alert: FPS
Posted by [Starbuzz](#) on Wed, 25 Sep 2013 19:38:55 GMT
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shaitan wrote on Tue, 24 September 2013 21:10Starbuzz wrote on Tue, 24 September 2013 18:25[http://www.renegadeforums.com/index.php?t=msg&th=40430&start=0&\[19/09/13 - 12:59\]](http://www.renegadeforums.com/index.php?t=msg&th=40430&start=0&[19/09/13 - 12:59]) [BAN] MONGOLHEADSMASHER <insert Starbuzz's serial/ip here> was banned by OSTKrzrbk for 'racism (9.19.2013 1:19am gg <insert racial slurs here>}'. (Ban ID 149)

LMFAO!!!

come on now shaitan...do you seriously believe that was intentionally "racist?"

It was a sarcastic response to that fucking idiot on 1v1 Hourglass; he called me a "camping n*****" FIRST.

Looks like idiots still can't figure out how to play this simple game and accuse me of "camping" when I am just err...playing!

I will make a post on RenCorner later today and hopefully get this mistaken ban overturned.

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Wed, 25 Sep 2013 21:35:19 GMT
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leave it to shaitan to throw a nasty spin on something and present it as truth lol

Free Starbuzz

Subject: Re: Red Alert: FPS
Posted by [shaitan](#) on Wed, 25 Sep 2013 22:48:54 GMT
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Yeah, because logs from brenbot/irc/renlogs/every fucking moderator that was in the channel at the time...lie.

Subject: Re: Red Alert: FPS
Posted by [Starbuzz](#) on Wed, 25 Sep 2013 23:47:21 GMT
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Damn, my membership in the KKK has been exposed!

liquid!

Seriously though...my point still stands. Look at these 3 posts in this thread:

Aircraftkiller wrote on Sun, 22 September 2013 21:02It's a lot better than that first model you showed, but it still needs a lot of work.

I think it's pretty clear that a lot of the model is out of proportion. Fixing that would go a long way toward making it look better. Here's an attached image I've drawn over to emphasize some of my points:

And look at the reply!!!

roszek wrote on Sun, 22 September 2013 21:37I'm not interested in adding more polys than needed...

wow are you serious?!!

Aircraftkiller wrote on Sun, 22 September 2013 21:43Great job ignoring constructive criticism, you ignorant twat.

It's just MIND BLOWING that someone would just reject that advice. Such people are never going to achieve their maximum potential IRL.

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Thu, 26 Sep 2013 01:54:21 GMT
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Someone from the APB forums sent me a PM with this:

Subject: Re: Red Alert: FPS

Posted by [nikki6ixx](#) on Thu, 26 Sep 2013 02:36:03 GMT

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nikki6ixx wrote on Thu, 12 September 2013 22:17 Just when I think the Mod Forums can't possibly create more garbage, they always prove me wrong.

Don't stop.

Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Thu, 26 Sep 2013 12:34:33 GMT

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Although not very important to the development of the project, still a nice touch:
This image splash screen will be displayed now when the Level Editor to setup maps is launched.
The design is done by Kenz3001 our gfx expert I like how it goes from normal to wireframe-like, original concept

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Thu, 26 Sep 2013 12:56:20 GMT

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expert lol

Subject: Re: Red Alert: FPS

Posted by [Xpert](#) on Thu, 26 Sep 2013 13:08:59 GMT

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Xpert*

Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Thu, 26 Sep 2013 13:15:21 GMT

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lol

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Thu, 26 Sep 2013 13:22:50 GMT
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Updated Chronosphere, by FeaR.
WIP Image does not reflect the final state.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Thu, 26 Sep 2013 22:32:51 GMT
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Allied Gap Generator as envisioned by ImperialKaskins from MPF Dev Team:

This building will 'cloud' the Allied Base so Soviets cannot see.

Subject: Re: Red Alert: FPS
Posted by [Lazy5686](#) on Fri, 27 Sep 2013 02:54:25 GMT
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Seriously, put your time and effort into a more modern game engine or something that is less of a waste of time.

Subject: Re: Red Alert: FPS
Posted by [Bazil](#) on Fri, 27 Sep 2013 06:04:17 GMT
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haters gonna hate

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Fri, 27 Sep 2013 16:42:48 GMT
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i don't know if that's hate
it's probably more like some confusion mixed with pity

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Sat, 28 Sep 2013 14:06:32 GMT
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A wip Pillbox render by FeaR:

Subject: Re: Red Alert: FPS
Posted by [Generalcamo](#) on Sat, 28 Sep 2013 17:54:22 GMT
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roszek wrote on Sun, 22 September 2013 21:37I totally edited my post from another stupid image macro to a terrible excuse when I realized I was being stupid, ignoring criticism.

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Sat, 28 Sep 2013 18:42:34 GMT
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what do you plan on having the pillboxes do, work like little guard towers in Renegade?

Subject: Re: Red Alert: FPS
Posted by [reborn](#) on Sun, 29 Sep 2013 12:33:14 GMT
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I like that the Tesla coil and Gap Generator are enterable structures.

Subject: Re: Red Alert: FPS
Posted by [-TLS-DJ-EYE-K](#) on Sun, 29 Sep 2013 15:50:36 GMT
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generalcamo wrote on Sat, 28 September 2013 19:54roszek wrote on Sun, 22 September 2013 21:37I totally edited my post from another stupid image macro to a terrible excuse when I realized I was being stupid, ignoring criticism.

Still butthurt cuz you got removed huh?

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Sun, 29 Sep 2013 16:21:02 GMT

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gap gens?

how does that work in renegade

Subject: Re: Red Alert: FPS

Posted by [FeaR](#) on Sun, 29 Sep 2013 16:34:22 GMT

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liquidv2 wrote on Sat, 28 September 2013 11:42 what do you plan on having the pillboxes do, work like little guard towers in Renegade?

i think thats the plan with them yes, you can add them in the LevelEditor.

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Mon, 30 Sep 2013 04:36:25 GMT

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my thinking is that this mod, in the best case scenario, isn't going to get tons and tons of players the maps and settings should probably accommodate a lower number

Renegade, the stock maps, and its settings and prices in general were intended for 16 vs 16 (vehicle limit of 8, being half of that)

you might want to keep the map sizes similar, rather than scale everything up and have a battlefield with limited interaction

also, DJ is still oblivious to the world around him

Subject: Re: Red Alert: FPS

Posted by [EvilWhiteDragon](#) on Mon, 30 Sep 2013 15:04:02 GMT

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I agree with you regarding to limited size and everything, but not with 32 players. For me the sweetspot is 24 players, providing plenty of action all over the place without getting too messy. In any case, most mods seem to have been made of like 48 to 64 players in terms of size.

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Mon, 30 Sep 2013 17:43:22 GMT

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that's exactly my thought

i played A Path Beyond once or twice in 2006 or 2007, and i bought a rocket guy and ran across the map for 5 to 10 minutes before i found the enemy base
i then proceeded to run through 3 or 4 buildings before i found an enemy

the overall experience was so enjoyable that i never played it again

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Mon, 30 Sep 2013 18:39:18 GMT

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reminds me of a lot of the fanmaps on ultra

lol

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Mon, 30 Sep 2013 18:51:03 GMT

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that too

fan maps are a neat idea, but they're doomed for two reasons

one, the majority of Ren players don't have the maps and the games generally have low player counts

two, the majority of fan maps are pretty huge, so the small number of players and massive terrain make for some pretty empty and uneventful games

(on top of that, most fan maps are largely unfinished and kind of trashy)

if you look at the stock Renegade maps, they aren't that big at all

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Mon, 30 Sep 2013 18:54:31 GMT
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yeah, all the fan maps that i like are the ones with simple designs (like the original ones).

Subject: Re: Red Alert: FPS
Posted by [dubstar](#) on Mon, 30 Sep 2013 21:37:20 GMT
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Is this a total conversion whereas we would download it as a game installer, if so wouldn't it be wiser to use the auto download feature 4.0 users have (rather than installing another version of renegade, this is where it will fail to attract attention)

And I agree big maps are tedious (PvP/AOW Mode) unless you bump up the speed of everything.

Other than that I look forward to playing it, maybe it will become my next new addiction

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Tue, 01 Oct 2013 11:04:15 GMT
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For those interested, our first Dev Blog is now online @
<http://www.indiedb.com/games/red-alert-fps/news/red-alert-fps-dev-blog-01>

Happy reading

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Tue, 01 Oct 2013 11:16:01 GMT
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Just a question... Do you have any clear design goals for RA:FPS? Maybe even a kind of planning? Something that gives a bit of direction in its development?

Subject: Re: Red Alert: FPS
Posted by [reborn](#) on Tue, 01 Oct 2013 11:21:39 GMT
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EvilWhiteDragon wrote on Tue, 01 October 2013 07:16 Just a question... Do you have any clear design goals for RA:FPS? Maybe even a kind of planning? Something that gives a bit of direction in its development?

Peh. Peh. Peh. Peh. Proj. Project Management? GTFO!

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Tue, 01 Oct 2013 11:40:39 GMT
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EvilWhiteDragon wrote on Tue, 01 October 2013 07:16 Just a question... Do you have any clear design goals for RA:FPS? Maybe even a kind of planning? Something that gives a bit of direction in its development?

Take a look at TCW, that kinda sums up how this will end up. lol.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Tue, 01 Oct 2013 11:43:37 GMT
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You know nothing of what is being done internally for TCW

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Tue, 01 Oct 2013 12:12:24 GMT
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zunnie wrote on Tue, 01 October 2013 13:43 You know nothing of what is being done internally for TCW
No we don't. The question is whether you do... Which you still haven't answered.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Tue, 01 Oct 2013 12:26:33 GMT
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Well obviously as one of the founders of the game i know what is going on there. Except this topic is about RA:FPS and not TCW.

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Tue, 01 Oct 2013 14:16:03 GMT
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zunnie wrote on Tue, 01 October 2013 14:26 Well obviously as one of the founders of the game i know what is going on there. Except this topic is about RA:FPS and not TCW. You still haven't answered what your plans are for RA:FPS.

And trust me, a lot of founders or high-level executives don't know what's going on in their organisation, so I wouldn't be at all surpriced if that'd be the case for RA:FPS (and/or TCW), nor is it obvious.

Edit: you were the one that diverted towards TCW btw, Xpert just took it as an example for what he suspects is happening here as well.

Subject: Re: Red Alert: FPS
Posted by [Mauler](#) on Tue, 01 Oct 2013 21:09:46 GMT
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As the guy making TCW. I can tell you know that I prefer the development private till I feel the time is ready.. TCW is far from dead. And last time I checked you guys aren't developers for TCW, So why act like you know what is going on?

Subject: Re: Red Alert: FPS
Posted by [dubstar](#) on Tue, 01 Oct 2013 21:55:59 GMT
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zunnie wrote on Tue, 01 October 2013
04:04 <http://www.indiedb.com/games/red-alert-fps/news/red-alert-fps-dev-blog-01>

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Tue, 01 Oct 2013 22:14:50 GMT
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Mauler wrote on Tue, 01 October 2013 23:09 As the guy making TCW. I can tell you know that I prefer the development private till I feel the time is ready.. TCW is far from dead. And last time I checked you guys aren't developers for TCW, So why act like you know what is going on? Well, keeping development internal is one thing, we're just asking for general design goals for RA:FPS (and now TCW). That's not that hard now is it? When would you call TCW (or RA:FPS) v1 done?

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Tue, 01 Oct 2013 23:23:04 GMT

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Mauler wrote on Tue, 01 October 2013 17:09As the guy making TCW. I can tell you know that I prefer the development private till I feel the time is ready.. TCW is far from dead. And last time I checked you guys aren't developers for TCW, So why act like you know what is going on?

I've never understood this intense secrecy surrounding mods. You guys aren't going to have more than 15 to 20 players at most when/if it releases. You're not ginning up any interest in this based on the fact that APB has already gone where you've just begun to go. It's not like you're going to magically draw players to play the same thing they already played from 2003 to 2013. You do realize that 11 years have passed since I started working on APB? Do you think those thousands of players who played during that decade are going to come back for this? Do you think there are enough players to bother modding this dead game?

Go learn Unreal and make something that people will care about, and for fuck's sake post your work on Polycount so you get some actual feedback to improve instead of just people going "HURRDURR IT ARE AEWSUM!!!!1"

Subject: Re: Red Alert: FPS

Posted by [Mauler](#) on Wed, 02 Oct 2013 06:13:53 GMT

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Aircraftkiller wrote on Tue, 01 October 2013 17:23

I've never understood this intense secrecy surrounding mods. You guys aren't going to have more than 15 to 20 players at most when/if it releases. You're not ginning up any interest in this based on the fact that APB has already gone where you've just begun to go. It's not like you're going to magically draw players to play the same thing they already played from 2003 to 2013. You do realize that 11 years have passed since I started working on APB? Do you think those thousands of players who played during that decade are going to come back for this? Do you think there are enough players to bother modding this dead game?

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I do it for sheer enjoyment, I don't plan to be a hardcore professional developer like you.. And I have worked with newer editors like UDK, Hammer and Cryengine..

I don't intent to bring back the thousands of players back, but I would like to create things and provide some fun to existing players we got..I could care less about players ingame... it's all about creating something I can play with members of MPF or whomever wishes to play..

P.s there is no secrecy.. why would I show off things that aren't even complete.. And what does it matter RAFPS is going off the same idea as APB.. who cares, no need to make it a big issue lol

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Wed, 02 Oct 2013 06:49:02 GMT
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What Mauler said

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Wed, 02 Oct 2013 07:31:25 GMT
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And still we have no clue where you want to go with RA:FPS or TCW.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Wed, 02 Oct 2013 07:46:15 GMT
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Isn't it obvious what it will be?

Quote:

This game is all about Command and Conquer: Red Alert suited in an FPS environment. We will work out all units, buildings and assets as much as we can to make it enjoyable for everyone.

Play with the technician as your spawn character in the buildings of the Red Alert universe where you can purchase more advanced units after your first Ore Truck deposit.

On our server suitable for 75 players, hosted on an 8 core Xeon 3.6 GHz with 16GB RAM, work as a team and organize rushes, through tactics and lead your team to victory with a broad range of units such as the Allied Light Tank, Allied Medium Tank, Soviet V2, Soviet Heavy Tank and the Soviet Mammoth Tank.

Also available are the Demolition Trucks and the Superweapon Atomic Bombs for those big explosions getting rid of any enemy unit or structure in a blast.

The game will have dynamics such as 'tied to structure purchase options' meaning you lose purchase items as buildings are destroyed, and of course the always fun 'manual ore harvesting' we all love to do.

Choose your character, drive, fly or glide your vehicle/aircraft/boat and conquer your enemy Red Alert style

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Wed, 02 Oct 2013 08:24:14 GMT
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zunnie wrote on Wed, 02 October 2013 09:46 Isn't it obvious what it will be?

Quote:

This game is all about Command and Conquer: Red Alert suited in an FPS environment. We will work out all units, buildings and assets as much as we can to make it enjoyable for everyone.

Play with the technician as your spawn character in the buildings of the Red Alert universe where you can purchase more advanced units after your first Ore Truck deposit.

On our server suitable for 75 players, hosted on an 8 core Xeon 3.6 GHz with 16GB RAM, work as a team and organize rushes, through tactics and lead your team to victory with a broad range of units such as the Allied Light Tank, Allied Medium Tank, Soviet V2, Soviet Heavy Tank and the Soviet Mammoth Tank.

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The game will have dynamics such as 'tied to structure purchase options' meaning you lose purchase items as buildings are destroyed, and of course the always fun 'manual ore harvesting' we all love to do.

Choose your character, drive, fly or glide your vehicle/aircraft/boat and conquer your enemy Red Alert style

Well, I was expecting *some* differential power from APB to be there. I guess I was hoping for too much

Subject: Re: Red Alert: FPS

Posted by [reborn](#) on Wed, 02 Oct 2013 08:52:09 GMT

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Random team types at the start of the map, with unique structures and units based on that team type being available would be a cool dynamic.

For example, one team might start as France and the other side as Cuba.

I know that really that's RA2, but it's still something that might interest you if you're not going to strictly stick to a direct translation.

Imagine playing the same map 10 times, but it's a different dynamic every time you played it, with different structures and units.

Will you introduce the Yak and MiG? Seeing the attack dog and kennel would be cool (even if they are just bots)!

I also miss the sand bag walls and chain link fences.

Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Wed, 02 Oct 2013 08:53:46 GMT

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You'll have to wait and see sometime in the near future.
We're not going to enclose everything we plant to do just yet.

We are still working out a lot of things: code, max, textures, sound, etc. but we are making progress every day.

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Wed, 02 Oct 2013 10:10:04 GMT
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you're making it secret, but 80% of the people who play it are devs anyway

seems legit

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Wed, 02 Oct 2013 10:28:15 GMT
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ehhh wrote on Wed, 02 October 2013 12:10you're making it secret, but announce it anyway and 80% of the people who play it are devs anyway

seems legit
TIFI4U

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Wed, 02 Oct 2013 10:41:27 GMT
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A render of the to be Allied Anti Air defense by ImperialKaskins:

Subject: Re: Red Alert: FPS
Posted by [OWA](#) on Wed, 02 Oct 2013 13:00:01 GMT
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zunnie wrote on Wed, 02 October 2013 08:46Isn't it obvious what it will be?

Quote:

This game is all about Command and Conquer: Red Alert suited in an FPS environment.
We will work out all units, buildings and assets as much as we can to make it enjoyable for

everyone.

Play with the technician as your spawn character in the buildings of the Red Alert universe where you can purchase more advanced units after your first Ore Truck deposit.

On our server suitable for 75 players, hosted on an 8 core Xeon 3.6 GHz with 16GB RAM, work as a team and organize rushes, through tactics and lead your team to victory with a broad range of units such as the Allied Light Tank, Allied Medium Tank, Soviet V2, Soviet Heavy Tank and the Soviet Mammoth Tank.

Also available are the Demolition Trucks and the Superweapon Atomic Bombs for those big explosions getting rid of any enemy unit or structure in a blast.

The game will have dynamics such as 'tied to structure purchase options' meaning you lose purchase items as buildings are destroyed, and of course the always fun 'manual ore harvesting' we all love to do.

Choose your character, drive, fly or glide your vehicle/aircraft/boat and conquer your enemy Red Alert style

Sounds like APB to me. What's going to be different that will make me want to play RA:FPS instead of APB?

Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Wed, 02 Oct 2013 13:11:38 GMT

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Gameplay..

Subject: Re: Red Alert: FPS

Posted by [OWA](#) on Wed, 02 Oct 2013 13:26:28 GMT

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zunnie wrote on Wed, 02 October 2013 14:11Gameplay..

I was hoping that you could convince me a little more than that, but whatever floats your boat I guess.

I'm not sure how different you can really make it to be honest, seeing as both games have C&C mode as their primary game-type.

I guess you could tweak the balance a bit and implement certain units differently, but at the end of the day there's no denying that the two projects are really quite similar.

Subject: Re: Red Alert: FPS

Posted by [Spyder](#) on Wed, 02 Oct 2013 15:14:14 GMT

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Do you guys even have jobs?

Subject: Re: Red Alert: FPS

Posted by [EvilWhiteDragon](#) on Wed, 02 Oct 2013 16:08:57 GMT

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zunnie wrote on Wed, 02 October 2013 15:11Gameplay..

If it's limited to gameplay... wouldn't it be more sensible to create a mod of APB? APB:revisited or something?

Subject: Re: Red Alert: FPS

Posted by [Generalcamo](#) on Wed, 02 Oct 2013 21:10:09 GMT

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Considering the majority of your recent work, it would look better anyway.

Also, they have access to 4.0 script technology no one else has. You could use that to your great advantage.

Subject: Re: Red Alert: FPS

Posted by [nikki6ixx](#) on Wed, 02 Oct 2013 21:53:34 GMT

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One Winged Angel wrote on Wed, 02 October 2013 06:00

Sounds like APB to me. What's going to be different that will make me want to play RA:FPS instead of APB?

zunnie wrote on Wed, 02 October 2013 06:11Gameplay..

I don't know anything about game development but I do know a thing or two about project management and if 'Gameplay' is your only clear, tangible goal, this project will be dead by the end of the month.

Subject: Re: Red Alert: FPS

Posted by [EvilWhiteDragon](#) on Wed, 02 Oct 2013 22:02:30 GMT

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nikki6ixx wrote on Wed, 02 October 2013 23:53One Winged Angel wrote on Wed, 02 October 2013 06:00

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zunnie wrote on Wed, 02 October 2013 06:11Gameplay..

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I wouldn't say dead per se, but I'd agree that the chances of a decent release are actually *really* low.

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Thu, 03 Oct 2013 00:55:25 GMT

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how did Reborn do (or how is it doing)?

that was in the works essentially forever, and in two or less weeks it came to a grinding halt

this might not be the best use of time, especially considering someone else already modded Renegade into Red Alert (and did it 10 years ago)

Subject: Re: Red Alert: FPS

Posted by [OWA](#) on Thu, 03 Oct 2013 02:25:24 GMT

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liquidv2 wrote on Thu, 03 October 2013 01:55how did Reborn do (or how is it doing)?

Reborn did ok, but without much PR and a reason to keep people playing (i.e. persistent stats and rewards) it's not doing as well as it could do.

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Thu, 03 Oct 2013 02:53:58 GMT

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and my guess is Reborn probably had a lot more force behind it than this mod would

i guess, like Mauler or kenz or someone said, it would be a game to play with friends or something (which seems like an incredible amount of work just for that, but to each his own)

Subject: Re: Red Alert: FPS

Posted by [Xpert](#) on Thu, 03 Oct 2013 05:09:53 GMT

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It's a sad waste of time but whatever, lol. You're better off making a red alert map like dubstar said instead of a completely new mod.

Subject: Re: Red Alert: FPS
Posted by [dubstar](#) on Thu, 03 Oct 2013 06:28:06 GMT
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Maps with all assets, infantry and vehicles, etc xD

Anyone here know if Renegade X standalone multiplayer is still in the works?

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Thu, 03 Oct 2013 08:37:57 GMT
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Let's forget for a moment that Counter Strike started this way too

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Thu, 03 Oct 2013 10:14:30 GMT
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did you just compare cs to renegade

pls no

Subject: Re: Red Alert: FPS
Posted by [danpaul88](#) on Thu, 03 Oct 2013 12:32:42 GMT
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Except CS didn't start with an engine that was already 10 years out of date before they even made a single model.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Thu, 03 Oct 2013 12:38:44 GMT
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That does not matter: "34,200 Counter-Strike" according to the Steam daily stats are still playing Counter-Strike.

A quite old engine as well. And guess what: People still make stuff for it

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Thu, 03 Oct 2013 13:41:29 GMT

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exactly, its a very popular game, people make mods for it and put it in the steam workshop etc.
something renegade doesn't have, so if someone makes a mod for it, it'll die in a few weeks.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Thu, 03 Oct 2013 13:53:54 GMT
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It's possible

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Thu, 03 Oct 2013 15:34:13 GMT
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No.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Thu, 03 Oct 2013 15:51:16 GMT
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Some of you guys are so negative

Subject: Re: Red Alert: FPS
Posted by [EvilWhiteDragon](#) on Thu, 03 Oct 2013 16:17:23 GMT
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Some of MPF dev's are so optimistic and out of touch with reality.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Thu, 03 Oct 2013 16:44:55 GMT
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Perhaps

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Thu, 03 Oct 2013 17:26:08 GMT
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EvilWhiteDragon wrote on Thu, 03 October 2013 12:17All of MPF dev's are so delusional and out of touch with reality.

Fixed.

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Thu, 03 Oct 2013 20:27:54 GMT

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it's hard to be optimistic in the face of so much blunt, honest truth
people don't understand what you hope to accomplish here, essentially re-making a Renegade mod that was started in 2003
it's like a party that you're now ten years late for

Subject: Re: Red Alert: FPS

Posted by [dubstar](#) on Thu, 03 Oct 2013 22:34:30 GMT

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If you are willing to put the time and effort into a whole new mod, why not use the RenegadeX engine? It would reach out to more people (look at the interest black dawn got, maybe red alert FPS will bring even more attention).

Subject: Re: Red Alert: FPS

Posted by [OWA](#) on Thu, 03 Oct 2013 22:35:21 GMT

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zunnie wrote on Thu, 03 October 2013 09:37Let's forget for a moment that Counter Strike started this way too

If you want to go with the Counter Strike analogy, then it's already been made on this engine in the form of APB.

RA:FPS is simply a clone because it's on the same engine and the idea is not original.

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Thu, 03 Oct 2013 22:52:17 GMT

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more like making a whole new cs game, when csgo has been out for like 2 years

lol

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Thu, 03 Oct 2013 23:50:13 GMT
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ehhh wrote on Thu, 03 October 2013 18:52more like making a whole new cs game a shitty knockoff of CS, when csgo has been out for like 2 years

lol

FTFY

Subject: Re: Red Alert: FPS
Posted by [nikki6ixx](#) on Fri, 04 Oct 2013 00:48:30 GMT
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I get the impression that this whole idea is the product of a 3AM IRC session involving the decision-making power of several jobless drunks.

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Fri, 04 Oct 2013 01:21:39 GMT
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zunnie wrote on Sun, 22 September 2013 13:23Oh and aCk, i heared you are complaining about my joblessness, yea man, i am jobless at this moment for a while now, but other than that i have a life though Thanks.

There is that, Nikki.

zunnie wrote on Sun, 22 September 2013 13:23i am jobless at this moment for a while now

zunnie wrote on Sun, 22 September 2013 13:23i am jobless at this moment

zunnie wrote on Sun, 22 September 2013 13:23i am jobless

zunnie wrote on Sun, 22 September 2013 13:23i have a life though

A+++++ great post, would lol again

Subject: Re: Red Alert: FPS
Posted by [robbyke](#) on Fri, 04 Oct 2013 18:05:19 GMT
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well even though i shouldnt be responding here, i always see the same things happen on this forum

someone tries, nearly everyone tries to shoot it down.

however renegade is near dead, and noone around here has even considered to even take whole renegade to a new engine, upgrade scripts and make it equally modable as renegade is now.

I believe that most of these oh so good guys could create a "new" renegade, which tbh really doesnt have to be based on any rts game if you guys have some imagination.

it would make renegade newer and removes the EA limits, on top it would make it possible to get it on steam if were lucky

as an extra all the fun things people can do will still be possible in which i think mods, mapping etc, the main reason i stil code for renegade is because i dont know a game in which i would find it fun to create something because most game are way to limited in their gameplay

Subject: Re: Red Alert: FPS

Posted by [Mauler](#) on Fri, 04 Oct 2013 21:14:30 GMT

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I'm guessing you've never heard of Renegade-X...

I for one am eager for MP release, and plan on modding that when the time comes

Subject: Re: Red Alert: FPS

Posted by [Mad Ivan](#) on Fri, 04 Oct 2013 22:05:04 GMT

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If you are suggesting building a modern engine, which is backwards-compatible with Renegade's assets and scripts, I would recommend trying that out for yourself first (no offence meant) and reflecting on the process about a month in. Impossible - no; but very very long (and possibly very frustrating) - yes. It doesn't matter how "good" someone is. Fact is that the good people have a job in that area, which pays their bills. Doing something like the above will do nothing, but broaden their portfolio, which is nice if you are stuck with a shitty job (or jobless, to which I'll come back in a minute) and out of education, but doesn't do much otherwise (this applies especially to designers and artists, IMO).

Quote:

the main reason i stil code for renegade is because i dont know a game in which i would find it fun to create something because most game are way to limited in their gameplay

I find the argument that UDK is limited in the different types of gameplay mechanics that you can implement to be very naive. The same goes for Unity. My educated guess is that CryEngine isn't far behind either.

A common argument among people is that there aren't enough resources out there for people to learn from, which isn't true.

Another argument is that it's too hard or complicated, because of all the features. A modernized re-make of the Renegade engine would be complicated as well. Graphics pipelines aren't what they used to be as we've moved away from the fixed pipeline (which vanilla W3D is) and are focusing on a programmable pipeline (shaders, which Saberhawk nicely chiselled into the engine). We have post-processing, different lighting models (to name a couple) and I don't even want to start on the physics. With so much "freedom" there is no way it won't get complicated.

If learning a new programming language (UnrealScript) is too much, scripts.dll coders should be familiar with C++, which would make their transition into C# smooth (for Unity).

Now, not having a job isn't actually such a bad thing, if you want to do game development (in one form or another) and find it fun. It's a great opportunity to do something cool and pave your way into a career. With that being said, I fail to see how using an outdated, limited, practically ancient game engine to redo something that's already been done ages ago (using the same engine) is doing anyone any good. The argument here is that the gameplay is going to be different, but how different can it be, provided that the Renegade "package" is mostly good for making

Renegade-like games (aka "way to limited in their gameplay")? Is it worth the effort?

I skimmed over a few comments about CS' success. I would remind you that CS was a mod for a state-of-the-art blockbuster game (of it's time), which already had established a strong, vibrant online community before the mod was released. Another argument is that CS is *extremely* easy to pick up and play. "Pick up gun and shoot" is a pretty detailed description of the gameplay, IMO. Not to forget that the setting of the game is such, that your average Joe could relate to (the buzzword is "immersion" here).

Since I realize, that I might sound a bit aggressive, the point of this post isn't to bring you down. Not at all! I think that what you are doing is in it's essence cool, but kind of pointless. Why not do something fresh and modern instead?

Red Alert has never been my cup of tea, but it's ok. Why not have a dark, gritty (heck I can imagine it with gore, even) take on it in UDK, instead of doing something that mostly it's developers will play?

Subject: Re: Red Alert: FPS

Posted by [reborn](#) on Sat, 05 Oct 2013 06:51:12 GMT

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Mad Ivan wrote on Fri, 04 October 2013 18:05robbyke wrote on Fri, 04 October 2013 11:05

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You're so right. You have some really good, well explained points that really hit home. You also have some good ideas, too. Nice post!

The only thing is, Zunnie and company are doing this because they find exactly what they are doing fun and enjoyable. They're not doing it for the reasons you mention, and have little aspiration to do so. I'd wager that they're mainly doing this for themselves, and would like some players to join them, but the real goal is to make it, rather than have it received favourably by a large audience, learn marketable skills or improve portfolio's and CV's.

Subject: Re: Red Alert: FPS
Posted by [iRANian](#) on Sat, 05 Oct 2013 08:11:46 GMT
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They do it because they have no talent.

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Sat, 05 Oct 2013 10:17:54 GMT
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won't even have a small audience tbh

Subject: Re: Red Alert: FPS
Posted by [robbyke](#) on Sat, 05 Oct 2013 11:39:49 GMT
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Mauler wrote on Fri, 04 October 2013 23:14

I'm guessing you've never heard of Renegade-X...

I for one am eager for MP release, and plan on modding that when the time comes

ive heard of it, and i keep an eye out for it, however i am totally not skilled enough to be able to create my own ssgm like functionality, mainly because i find it hard to learn decompiling and most game are protected against it.

ive even tried to do it with renegade just to learn the proces however i just cant find the tools/tutorials for it so i kinda gave up on the thing

its easy to talk when you already now that kind of stuff it quite hard to learn it.especially on your own

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Sat, 05 Oct 2013 14:26:09 GMT
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reborn wrote on Sat, 05 October 2013 02:51portfolio's and CV's.

Subject: Re: Red Alert: FPS

Posted by [iRANian](#) on Sat, 05 Oct 2013 14:45:18 GMT

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He's just polishing his Dutch.

Subject: Re: Red Alert: FPS

Posted by [Mad Ivan](#) on Sat, 05 Oct 2013 21:03:49 GMT

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robbyke wrote on Sat, 05 October 2013 04:39

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In reverse order to your post, I'll skip the "its easy to talk" bit for now, but I'll get back to it later.

The topic of "decompilation"-based (or "exe hacking") mods is a really broad and controversial one, so I'll spare any details that come to mind. There are no(t a lot of) "general" tutorials on how to do this, because you already need to be a ^good^ (actually, very experienced and brilliant fit the description better, IMO) programmer to understand what's going on under the hood. Every engine is different and the more experience you've got with implementing different games from scratch in different contexts, the more sense things will make when looking at the code structure, coming out of a disassembler. Games in general are "protected against it", because by injecting their own code, people can write exploits, allowing for cheats and/or even worse (identity theft comes to mind), which adds "understanding compilers" and "understanding obfuscation techniques" to the skills list if you want to venture into something like that.

I, personally, perceive things like recompiling scripts.dll (jonwill), some of the major improvements to the Renegade engine (Sir Kane, Saberhawk, jonwill) and other simmlar projects like a sort of really impressive, amazing voodoo, done by some of the best witchdoctors around.

So with that said, why bother to do that kind of stuff in the first place, when there are enough modern, well-documented, general-purpose, feature-rich engines out there (that don't require you to get your hands dirty with writing in assembly...or feeding Russian hacking forum topics into Google Translate)?

From what I understand, once the multi-player version (of Renegade-X) is out, they will ship a development kit for map-makers and coders. With 90% certainty, I think that the language will be UnrealScript - Renegade-X, after all, is made in UDK. My bet is that they will ship UDK with the Renegade X assets and code. All the more reasons for people to start picking UDK up (if the previous weren't enough).

Quote:

its easy to talk when you already now that kind of stuff it quite hard to learn it.especially on your own

I can see the "walk a mile in someone else's shoes" argument, but some of the people, who post here have actually been in that position before.

Pardon me for the autobiography,

Toggle Spoiler but I started modding Tiberian Sun in 2000, at the age of 12 ("coding"). I tried picking up my first C++ book when I was around 14. None of my relatives are in a technical/engineering profession (as a matter of fact, my mother dismissed my interest in making games and mods as a waste of time), my IT-inclined friends at the time were far more interested in how cool this piece of hardware is over the other, so they couldn't be bothered with the "programming nonsense", teachers in high-school couldn't be bothered with spending time with me about something that we might cover for an year in IT class when I turn 17. After Generals, I "retired" from modding to focus on my studies. I didn't mingle with people, who code until I went to uni at the age of 18, so in that span of 6 years I was completely on my own - books, tutorials, write code, repeat, experiment. When I started my first degree (in Informatics), I was ahead of most of my classmates, when it came to Programming classes.

My reasons for quitting that degree and going abroad are completely irrelevant to the topic of learning the "kind of stuff", so I'll cut to the chase. It is hard doing it on your own, and based on what I've said above, I think that I completely understand you and a lot of the people who are just starting out (or are anxious about starting out). At the same time I can't help to think that people nowadays are exposed to so much more sources of information, compared to back in the days, so with that in mind, I think that "quite hard to learn it.especially on your own" is a bit exaggerated.

It's no walk in the park, but nowadays there are ways to learn things (that used to require going to specialized schools) without leaving your home. People can go beyond the basics and even into so many other areas without having to shove money into an institution and/or spend ages sourcing materials from books. There are so many forums, Google+ Hangouts, communities - It's crazy!

reborn wrote on Fri, 04 October 2013 23:51

You're so right. You have some really good, well explained points that really hit home. You also have some good ideas, too. Nice post!

The only thing is, Zunnie and company are doing this because they find exactly what they are doing fun and enjoyable. They're not doing it for the reasons you mention, and have little aspiration to do so. I'd wager that they're mainly doing this for themselves, and would like some players to join them, but the real goal is to make it, rather than have it received favourably by a large audience, learn marketable skills or improve portfolio's and CV's.

Thank you :-]

A few things escape me, then. If they are making it just for the sake of making it, why post about it? Why make an indieDB page about it? Why get into a "cs made it big <passive aggressive about how we can make it big>" argument? Why defend an engine choice? Why the whole MPF thing in the first place? It's like having a marketing machine for the sake of having a marketing machine?

I've read "MPF Production" topics before and the reason why I'm bothering with replying to this one is that about 80% of the game-dev job descriptions I've read in the past 3 years feature "passion for making games" and these guys seem to have it... which is really great (and kind of admirable - I know people on GamDev courses in uni, who don't), but are going about it a weird way, which is kind of disappointing... and pointless.

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Sun, 06 Oct 2013 16:07:56 GMT
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the point is that it's fun for them
i guess that's really all that matters lol

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Fri, 11 Oct 2013 12:41:36 GMT
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He couldn't take my honesty and criticism anymore.

Quote:

```
[08:35:11] * zunnie sets mode: +b !*@cloaked-kdo.spv.196.142.IP  
[08:35:18] * You were kicked by zunnie (enough of your bullshit)  
[08:35:18] * Attempting to rejoin channel #MPF-NewMaps  
[08:35:18] * Unable to join channel (address is banned)
```

Such a shame.

Subject: Re: Red Alert: FPS
Posted by [zunnie](#) on Fri, 11 Oct 2013 12:54:43 GMT
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I figured you would post here lmao.
That ban has nothing to do with RA:FPS so i wonder why you post here.

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Fri, 11 Oct 2013 15:38:55 GMT
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Because it's referencing the same issue. You can't take any form of criticism, whether it be nice or direct and brutal. You will always be oblivious and delusional thinking everything is amazing. I would think someone would finally get it after over 10 years but I guess not.

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Fri, 11 Oct 2013 22:20:51 GMT
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I want to see them post their work at Polycount just to see the butthurt grow ten fold

Subject: Re: Red Alert: FPS
Posted by [shaitan](#) on Sat, 12 Oct 2013 03:57:27 GMT
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Banned from a channel you were not even talking in. What is the point in that?

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Sat, 12 Oct 2013 04:55:13 GMT
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he might have been criticizing some other aspect of MPF in there
zunnie didn't want to hear it, so he eventually removed him

Subject: Re: Red Alert: FPS
Posted by [Generalcamo](#) on Sun, 13 Oct 2013 12:04:43 GMT
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zunnie wrote on Fri, 11 October 2013 08:54I figured you would post here lmao.
That ban has nothing to do with RA:FPS so i wonder why you post here.
So... what was the reason?

Subject: Re: Red Alert: FPS
Posted by [nikki6ixx](#) on Sun, 13 Oct 2013 22:20:58 GMT
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Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Mon, 14 Oct 2013 02:46:40 GMT
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/Fucking LOL, nikki

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Mon, 14 Oct 2013 03:32:33 GMT
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nikki, LMFAOOOOOOOOOOOOOOOOOO

Subject: Re: Red Alert: FPS
Posted by [Sean](#) on Mon, 14 Oct 2013 04:08:23 GMT
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Yeah..it's always a great idea to push someone that still cares and works on Renegade away.

There's joking around, then there's plain insulting and idiotic trolling...

I'm personally glad that zunnie or his staff don't take you guys seriously.. MPF would be like any other community then that doesn't really give a shit and doesn't try new shit.

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Mon, 14 Oct 2013 04:55:34 GMT
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There is no way that you're being serious.

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Mon, 14 Oct 2013 06:50:00 GMT
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Aircraftkiller wrote on Mon, 14 October 2013 00:55There is no way that you're being serious.

Oh he's very serious. More serious than him getting caught with triggerbot while AFK.

Subject: Re: Red Alert: FPS
Posted by [Ethenal](#) on Mon, 14 Oct 2013 06:59:30 GMT
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Imfao

Subject: Re: Red Alert: FPS
Posted by [-TLS-DJ-EYE-K](#) on Mon, 14 Oct 2013 11:32:43 GMT
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Xpert wrote on Mon, 14 October 2013 08:50 Aircraftkiller wrote on Mon, 14 October 2013 00:55 There is no way that you're being serious.

Oh he's very serious. More serious than him getting caught with triggerbot while AFK.

And Comments like that is why you were removed, you are an attention seeking drama queen. No matter how long ago something happened, you just tend to play the asshole role and bring it up over and over again, he cheated, he got caught, get over it.

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Mon, 14 Oct 2013 11:54:20 GMT
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Hey DJ, go back to modding at MPF!

Oh wait...

TOO SOON?

Subject: Re: Red Alert: FPS
Posted by [Renardin6](#) on Mon, 14 Oct 2013 11:58:47 GMT
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To the guy who is making the new mod... You should give up now with W3D. And you don't seem to have the skills for a better engine. So stop it now.

Your current idea will fail. You don't even realize what time and effort it takes to make such a modification. If you persist, go away from W3D. It's the best advice I can ever give you.

Good luck!

Subject: Re: Red Alert: FPS

Posted by [kenz3001](#) on Mon, 14 Oct 2013 14:51:20 GMT

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Renardin6 wrote on Mon, 14 October 2013 04:58 To the guy who is making the new mod... You should give up now with W3D. And you don't seem to have the skills for a better engine. So stop it now.

Your current idea will fail. You don't even realize what time and effort it takes to make such a modification. If your persist, go away from W3D. It's the best advice I can ever give you.

Good luck!

hahahaha i wish you realized that some of the MPF Team work on other mod's / indie games using modern engines (udk, source and cryengine3)

W3D is old yes but MPF is not making the game to please people they are doing it coz its FUN if people like it thats a bonus

as for all the haters well you going to hate even if was on a new(er) engine coz thats your nature i seen alot of you bitch about RengadeX and then come on here and say why you no make RA:FPS on UDK / modern engine witch will be the same thing in your eyes hate hate hate thats all i see on RenegadeForums.com

Subject: Re: Red Alert: FPS

Posted by [EvilWhiteDragon](#) on Mon, 14 Oct 2013 15:05:43 GMT

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Renardin6 wrote on Mon, 14 October 2013 13:58 To the guy who is making the new mod... You should give up now with W3D. And you don't seem to have the skills for a better engine. So stop it now.

Your current idea will fail. You don't even realize what time and effort it takes to make such a modification. If your persist, go away from W3D. It's the best advice I can ever give you.

Good luck!

This! See, even all reasonably famous mod-makers advise you to move away from the W3D engine. Not because it is a bad engine (with the TT fixes) but because it is a dead-end. TT will work on it for a while longer, but don't expect huge gains.

If you want to spend your time wisely, seek cooperation with Renegade-X and APB to bring RA(2) to the UDK. That way you can even release it for free, completely legal.

Subject: Re: Red Alert: FPS

Posted by [ExEric3](#) on Mon, 14 Oct 2013 16:59:33 GMT

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Xpert wrote on Mon, 14 October 2013 08:50 Aircraftkiller wrote on Mon, 14 October 2013 00:55 There is no way that you're being serious.

Oh he's very serious. More serious than him getting caught with triggerbot while AFK.

Subject: Re: Red Alert: FPS

Posted by [Ethenal](#) on Mon, 14 Oct 2013 17:56:32 GMT

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-TLS-DJ-EYE-K wrote on Mon, 14 October 2013 06:32 Xpert wrote on Mon, 14 October 2013 08:50 Aircraftkiller wrote on Mon, 14 October 2013 00:55 There is no way that you're being serious.

Oh he's very serious. More serious than him getting caught with triggerbot while AFK.

And Comments like that is why you were removed, you are an attention seeking drama queen. No matter how long ago something happened, you just tend to play the asshole role and bring it up over and over again, he cheated, he got caught, get over it.

lol, I don't think I'd remove somebody from our community for reminding Azazel repeatedly that he's a cheating hypocrite piece of shit, but hey, that's just me - I only admin the last good one left.

however, I know nothing will ever get through your thick skull so I'm more or less just posting this to entertain myself

I wonder what the rate of autism in Germany is...

Subject: Re: Red Alert: FPS

Posted by [dubstar](#) on Mon, 14 Oct 2013 18:00:21 GMT

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you guys enjoy modding your favourite game/engine RENEGADE fairplay. renegade is the only real online gaming experience I have had, that is why I am so eager to play renegadeX (standalone multiplayer), fingers crossed it will have the same adrenaline as playing the renegade I know and love (Ai=coopHD(tyvm)xD).

tbh guys if you are the people helping out with RenegadeX then I would work on that and nothing else. The longer it takes to make the older it gets

Subject: Re: Red Alert: FPS

Posted by [kenz3001](#) on Mon, 14 Oct 2013 21:32:05 GMT

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dubstar wrote on Mon, 14 October 2013 11:00tbh guys if you are the people helping out with RenegadeX then I would work on that and nothing else. The longer it takes to make the older it gets

well only one member from the RA:FPS / MPF team is working on RenegadeX and thats me ... all i am doing for RA:FPS is the 2D work (promo's logo's and UI) for now

but renx and RA:FPS are 2 different projects made by 2 different teams ... Totem Arts are making RenegedX and Multi-Player Forums are making RA:FPS

there was talk of bringing TCW to UDK or a newer engine there might be the same idea for RA:FPS in the future but this is speculation

alls i can say is if you hate W3D so much what are you doing on a W3D based game's Forum

Subject: Re: Red Alert: FPS

Posted by [dubstar](#) on Mon, 14 Oct 2013 21:58:04 GMT

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I never said I hated renegade, far from it.

I would like to see it evolve into modern gaming. It's a bloody shame EA doesn't create somekind of Unity3D version for people to play through their browser or something. Renegade's AOW feature is unique and the game itself can host a massive array of online modes compared to other games.

Subject: Re: Red Alert: FPS

Posted by [kenz3001](#) on Mon, 14 Oct 2013 22:36:13 GMT

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dubstar wrote on Mon, 14 October 2013 14:58 I never said I hated renegade, far from it.

I would like to see it evolve into modern gaming. It's a bloody shame EA doesn't create somekind of Unity3D version for people to play through their browser or something. Renegade's AOW feature is unique and the game itself can host a massive array of online modes compared to other

games.

sorry that comment was not directed at you

indeed would be nice but Renegade Free2Play (pay2Win) no thanks they are killing the gaming experience with that shit

Subject: Re: Red Alert: FPS

Posted by [dubstar](#) on Mon, 14 Oct 2013 22:58:55 GMT

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I jumped the gun on that one and realised what I read before. nvm lol's

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Tue, 15 Oct 2013 02:15:37 GMT

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in a way, it's admirable that MPF tries to make new things for Renegade however, the Red Alert: FPS project is absolutely not a new thing for Renegade as the picture explains, it was already done (and probably better than MPF will be capable of doing, because it was fine-tuned and worked on for almost ten years or something absurd like that)

it's a shame, really

Subject: Re: Red Alert: FPS

Posted by [dubstar](#) on Tue, 15 Oct 2013 12:51:52 GMT

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http://www.youtube.com/watch?v=aXgt5Fs_Z5s

Submarines and everything cool

You know what would be better xD designing your own factions complete with infantry, vehicles and buildings. Then pit them against each other rather than the usual GDI Vs Nod (could be Nod Vs your faction, etc).

Subject: Re: Red Alert: FPS

Posted by [Sean](#) on Tue, 15 Oct 2013 16:18:53 GMT

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liquidv2 wrote on Mon, 14 October 2013 19:15 in a way, it's admirable that MPF tries to make new things for Renegade

They don't just try though, they succeed, as they're the 2nd most active Renegade server..they must be doing something right?

liquidv2 wrote on Mon, 14 October 2013 19:15

however, the Red Alert: FPS project is absolutely not a new thing for Renegade as the picture explains, it was already done (and probably better than MPF will be capable of doing, because it was fine-tuned and worked on for almost ten years or something absurd like that)

it's a shame, really

It might be true that what MPF are attempting to do has been done before in the past, but it's not necessarily true that it's going to be 100% the same. Some people play golf for fun, these guys want to make mods for themselves & their playerbases enjoyment. I still can't understand why there's so much hostility towards this, it doesn't make sense.

The only people working on things for Renegade at the moment are MPF & TT. Take one of those away and things are going to be a bit more boring.

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Tue, 15 Oct 2013 16:52:08 GMT

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hahaha

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Tue, 15 Oct 2013 18:29:35 GMT

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Sean wrote on Tue, 15 October 2013 11:18 Some people play golf for fun, these guys want to make mods for themselves & their playerbases enjoyment.

it's more like they're building an entire golf course for fun, and in the exact same style of a golf course that already exists and was built ten years ago

there's only so much they can make different about it - maybe hole 13 has sand traps in a different spot, or hole 5 has slightly longer grass on the fairway

Sean wrote on Tue, 15 October 2013 11:18 The only people working on things for Renegade at the moment are MPF & TT. Take one of those away and things are going to be a bit more boring.

if they're going to make something that's already been done, and can't say a single thing about what's different about their take on it, then it would almost be better if no one was making anything at all
at the very least, it wouldn't get peoples' collective Rene-hopes up

Subject: Re: Red Alert: FPS

Posted by [-TLS-DJ-EYE-K](#) on Tue, 15 Oct 2013 20:31:52 GMT

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Xpert wrote on Mon, 14 October 2013 13:54Hey DJ, go back to modding at MPF!

Oh wait...

TOO SOON?

Thats your reply? You are a joke Xpert, you have always been since u stole Campas Mod back in the Atomix/RC Days, You dont have something serious to reply, so you try to troll PPL, sadly its not working that way and just shows how small-minded you actually are. And no worries, you dont have to follow my Moddin way since you were banned for obvious reasons actually every1 agreed with.

Subject: Re: Red Alert: FPS

Posted by [iRANian](#) on Tue, 15 Oct 2013 20:49:09 GMT

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DJ said it's just a temporarily thing and he'll soon will be back to having his proud renegade title on mpf forums

Subject: Re: Red Alert: FPS

Posted by [Generalcamo](#) on Tue, 15 Oct 2013 21:00:15 GMT

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Gah, the insults being thrown reminds me of pre-schoolers... seriously. From both parties.

The only things I have to say about all this is that MPF has some talent in their ranks. Not all of them are cut out for game making (Ignoring constructive criticism is a definite out), but I have seen their potential.

But their potential is wasted on an engine that is older than most other engines, and having bad

work thrown in with quality work.

Seriously, heed the others' advice, and move to a different engine. Preferably one that is actually updated (Source, UDK, Unity, or even a custom engine). That way, the good work that could have had a larger audience. Seriously, imagine if RenegadeX decided to build on the Wolfenstein 3D engine instead of UDK.

Also, heeding constructive criticism is a good thing. At the very least, acknowledge that it exists without posting a stupid pointless and unfunny image macro.

And note this might be your last constructive post before this entire thread goes back to trolling. So I recommend heeding it.

Subject: Re: Red Alert: FPS

Posted by [Xpert](#) on Tue, 15 Oct 2013 21:06:23 GMT

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-TLS-DJ-EYE-K wrote on Tue, 15 October 2013 16:31 Xpert wrote on Mon, 14 October 2013 13:54 Hey DJ, go back to modding at MPF!
Oh wait...
TOO SOON?

-TLS-DJ-EYE-K wrote on Tue, 15 October 2013 16:31
That's your reply? You are a joke Xpert, you have always been since you stole Campas Mod back in the Atomix/RC Days,

Still riding my dick on that? Just because I was able to reproduce and code it from the bottom 10x better than his doesn't mean it's stolen. If that's the case, then please shoot the many of us that created SSGM plugins and released them because they're ideas from servers over the years. Might as well shoot the guy who created !donate and !teamdonate too!

-TLS-DJ-EYE-K wrote on Tue, 15 October 2013 16:31
You don't have something serious to reply, so you try to troll PPL, sadly it's not working that way and just shows how small-minded you actually are.

Says the guy who lacks any form of intelligence and can't comprehend any bit of grammar and who has this as a signature.

Ya... the irony.

-TLS-DJ-EYE-K wrote on Tue, 15 October 2013 16:31
And no worries, you don't have to follow my Moddin way since you were banned for obvious reasons actually every1 agreed with.

Your modding ways? Ya. It totally does well since it killed Area 54. LOL.

Also G-Camo - ImperialKaskins has talent. Sadly... his way of plotting it is complete garbage and has yet to change it.

Subject: Re: Red Alert: FPS
Posted by [OWA](#) on Tue, 15 Oct 2013 21:13:44 GMT
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Sean wrote on Tue, 15 October 2013 17:18
The only people working on things for Renegade at the moment are MPF & TT. Take one of those away and things are going to be a bit more boring.
I take it you haven't been to www.bluehellproductions.com then?

Subject: Re: Red Alert: FPS
Posted by [-TLS-DJ-EYE-K](#) on Tue, 15 Oct 2013 22:18:40 GMT
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You really wanna start to argue huh? Catch me up on IRC and we can sort this out. im the bigger Person and drop this here now, since it aint the Spam Section, but feel free to contact whenever u think its the right time to correct your wrong view on the RenWorld as it is currently Son

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Tue, 15 Oct 2013 22:51:48 GMT
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-TLS-DJ-EYE-K wrote on Tue, 15 October 2013 18:18 You really wanna start to argue huh? Catch me up on IRC and we can sort this out. im the bigger Person and drop this here now, since it aint the Spam Section, but feel free to contact whenever u think its the right time to correct your wrong view on the RenWorld as it is currently Son

This entire bit of broken English mixed in with half-ass abbreviations is an oxymoron if I've ever seen one

Subject: Re: Red Alert: FPS
Posted by [Ethenal](#) on Wed, 16 Oct 2013 00:53:31 GMT
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Aircraftkiller wrote on Tue, 15 October 2013 17:51 -TLS-DJ-EYE-K wrote on Tue, 15 October 2013 18:18 You really wanna start to argue huh? Catch me up on IRC and we can sort this out. im the bigger Person and drop this here now, since it aint the Spam Section, but feel free to contact

whenever u think its the right time to correct your wrong view on the RenWorld as it is currently Son

This entire bit of broken English mixed in with half-ass abbreviations is an oxymoron if I've ever seen one
refer to my signature

I didn't know DJ was Xpert's father

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Wed, 16 Oct 2013 04:45:30 GMT
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if DJ had children it would be a crime against humanity lol

Subject: Re: Red Alert: FPS
Posted by [-TLS-DJ-EYE-K](#) on Wed, 16 Oct 2013 06:43:27 GMT
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Ich machs einfacher für euch, da ihr alle ja anscheinend auf dem gleichen Intelligenz Niveau euch befindet, ausser rumblödeln haben die wenigsten hier überhaupt was auf dem Kasten, und damit es einen Troll Topic weniger gibt töte ich mal die Stimmung immo mit ein wenig Deutsch was die wenigsten von euch auch nur ansatzweise lesen oder verstehen können, weil ihr Gehirn nicht im Stande ist eine Fremdsprache sogut zu beherrschen wie ich

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Wed, 16 Oct 2013 08:30:38 GMT
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One Winged Angel wrote on Tue, 15 October 2013 17:13Sean wrote on Tue, 15 October 2013 17:18

The only people working on things for Renegade at the moment are MPF & TT. Take one of those away and things are going to be a bit more boring.

I take it you haven't been to www.bluehellproductions.com then?

Thanks to Blue Hell, they killed APB themselves. At least it was a long living mod and 10x what this Red Alert FPS piece of shit will be.

-TLS-DJ-EYE-K wrote on Wed, 16 October 2013 02:43Ich machs einfacher für euch, da ihr alle ja anscheinend auf dem gleichen Intelligenz Niveau euch befindet, ausser rumblödeln haben die wenigsten hier überhaupt was auf dem Kasten, und damit es einen Troll Topic weniger gibt töte ich mal die Stimmung immo mit ein wenig Deutsch was die wenigsten von euch auch nur ansatzweise lesen oder verstehen können, weil ihr Gehirn nicht im Stande ist eine Fremdsprache sogut zu beherrschen wie ich

It's not really a troll topic when 90% of the people in this thread are posting constructive criticism but to the naive and delusional people, it's "trolling" because their work is getting put down.

Speaking German doesn't really make you cool and it isn't really killing "the mood" as you say. All you're proving is that you can speak another language, but still fail to use correct punctuation with your own foreign language.

Subject: Re: Red Alert: FPS

Posted by [-TLS-DJ-EYE-K](#) on Wed, 16 Oct 2013 11:24:35 GMT

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Xpert wrote on Wed, 16 October 2013 10:30 One Winged Angel wrote on Tue, 15 October 2013 17:13 Sean wrote on Tue, 15 October 2013 17:18

The only people working on things for Renegade at the moment are MPF & TT. Take one of those away and things are going to be a bit more boring.

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Speaking German doesn't really make you cool and it isn't really killing "the mood" as you say. All you're proving is that you can speak another language, but still fail to use correct punctuation with your own foreign language.

Nana, mach dir mal keine Sorgen um meine Rechtschreibung, im Gegensatz zu dir spreche ich mehr als nur eine Sprache fließend und insofern freut es mich das du dir die zeit genommen hast um meine Sätze zu übersetzen. Natürlich macht mich das nicht cool aber wie sooft hebt es mich von dem Kaffeesatz der Troll Poster hier genügend ab um nicht mit ihnen verglichen zu werden.

P.S. Angebot steht noch, wenn du Teil eines konstruktiven Gedanken Austausches über dein Auftreten in der Öffentlichkeit werden möchtest, du weisst wo du mich findest.

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Wed, 16 Oct 2013 16:38:37 GMT

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saying "you're wrong" is not trolling
saying "something you're doing could be better" is not trolling
i don't believe DJ even know what trolling means

i'll put it in another language to make it cool

Subject: Re: Red Alert: FPS

Posted by [OWA](#) on Wed, 16 Oct 2013 17:07:07 GMT

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Xpert wrote on Wed, 16 October 2013 09:30One Winged Angel wrote on Tue, 15 October 2013 17:13Sean wrote on Tue, 15 October 2013 17:18

The only people working on things for Renegade at the moment are MPF & TT. Take one of those away and things are going to be a bit more boring.

I take it you haven't been to www.bluehellproductions.com then?

Thanks to Blue Hell, they killed APB themselves. At least it was a long living mod and 10x what this Red Alert FPS piece of shit will be.

APB's not quite dead yet. Work is continuing to be done on the project and new groundworks are being laid to revive it somewhat. There are servers up, but with the state that the game is in and non-existent stat system, APB is truly at an all time low.

If you've got any constructive suggestions over what you think went wrong, I'd be happy to forward them.

Subject: Re: Red Alert: FPS

Posted by [Ethenal](#) on Wed, 16 Oct 2013 17:33:38 GMT

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The irony of DJ talking about someone mastering a foreign language

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Wed, 16 Oct 2013 17:59:11 GMT

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One Winged Angel wrote on Wed, 16 October 2013 12:07APB's not quite dead yet.

If you've got any constructive suggestions over what you think went wrong, I'd be happy to forward them.

i have a feeling someone may take a crACK at this!

Subject: Re: Red Alert: FPS

Posted by [OWA](#) on Thu, 17 Oct 2013 01:30:20 GMT

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liquidv2 wrote on Wed, 16 October 2013 18:59One Winged Angel wrote on Wed, 16 October 2013 12:07APB's not quite dead yet.

If you've got any constructive suggestions over what you think went wrong, I'd be happy to forward them.

i have a feeling someone may take a crACK at this!

Subject: Re: Red Alert: FPS

Posted by [Aircraftkiller](#) on Thu, 17 Oct 2013 02:38:34 GMT

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It's pretty pointless for me to comment, they don't care what I think

Subject: Re: Red Alert: FPS

Posted by [iRANian](#) on Thu, 17 Oct 2013 15:25:01 GMT

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Good to see DJ has his half mod title back on the MPF forums. He's a very competent moderator who really represents the face of the MPF community and has never cheated or brought down communities in the past.

Congratulations to DJ!

Subject: Re: Red Alert: FPS

Posted by [cAmpa](#) on Thu, 17 Oct 2013 16:10:50 GMT

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iRANian wrote on Thu, 17 October 2013 17:25Good to see DJ has his half mod title back on the MPF forums. He's a very competent moderator who really represents the face of the MPF community and has never cheated or brought down communities in the past.

Congratulations to DJ!

What happened that his rights were removed?

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Thu, 17 Oct 2013 16:21:43 GMT

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cause dj

Subject: Re: Red Alert: FPS

Posted by [Xpert](#) on Thu, 17 Oct 2013 21:52:54 GMT

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iRANian wrote on Thu, 17 October 2013 11:25 Good to see DJ has his half mod title back on the MPF forums. He's a very competent moderator who really represents the face of the MPF community and has never cheated or brought down communities in the past.

Congratulations to DJ!

Probably because he paid 27 dollars for his mod.

<http://multiplayerforums.com/index.php?/topic/2454-new-donation-dj-eye-k/>

lol!

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Thu, 17 Oct 2013 21:56:51 GMT

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Imao

Subject: Re: Red Alert: FPS

Posted by [nikki6ixx](#) on Thu, 17 Oct 2013 22:21:52 GMT

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Wow 27 whole dollars! Where'd the other three go? Zunnie's beer fund?

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Thu, 17 Oct 2013 22:24:51 GMT

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cause 27 dollars is around 20 euros?

nerb

Subject: Re: Red Alert: FPS

Posted by [iRANian](#) on Thu, 17 Oct 2013 22:30:06 GMT

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Xpert wrote on Thu, 17 October 2013 14:52iRANian wrote on Thu, 17 October 2013 11:25Good to see DJ has his half mod title back on the MPF forums. He's a very competent moderator who really represents the face of the MPF community and has never cheated or brought down communities in the past.

Congratulations to DJ!

Probably because he paid 27 dollars for his mod.

<http://multiplayerforums.com/index.php?/topic/2454-new-donation-dj-eye-k/>

lol!

LOL donation

yeah 1 euro is 1.35 dollar these days. got a donation of 50 dollar for working on patching red alert and it turned out to be about 41 dollar when i bought a 30 euro game on steam

PRETTY COOL

Subject: Re: Red Alert: FPS

Posted by [Sean](#) on Thu, 17 Oct 2013 23:27:24 GMT

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Xpert wrote on Thu, 17 October 2013 14:52iRANian wrote on Thu, 17 October 2013 11:25Good to see DJ has his half mod title back on the MPF forums. He's a very competent moderator who really represents the face of the MPF community and has never cheated or brought down communities in the past.

Congratulations to DJ!

Probably because he paid 27 dollars for his mod.

<http://multiplayerforums.com/index.php?/topic/2454-new-donation-dj-eye-k/>

lol!

Completely untrue, trolling is one thing but now your talking shit about people who donate to help support servers?

Your a fucking joke.

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Thu, 17 Oct 2013 23:51:41 GMT
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*you're

Go learn some English, Azazel

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Fri, 18 Oct 2013 01:11:08 GMT
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there's nothing wrong with donating to help keep Renegade alive
they're laughing at the fact that he probably did it just to earn mod status on their server

or did you miss that entirely?

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Fri, 18 Oct 2013 02:57:14 GMT
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liquidv2 wrote on Thu, 17 October 2013 21:11
or did you miss that entirely?

I mean, he did need Triggerbot to make sure he doesn't miss anything!

Subject: Re: Red Alert: FPS
Posted by [BAGUETTE](#) on Fri, 18 Oct 2013 02:59:20 GMT
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deez puns

Subject: Re: Red Alert: FPS
Posted by [shaitan](#) on Fri, 18 Oct 2013 13:17:14 GMT
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Aircraftkiller wrote on Thu, 17 October 2013 19:51*you're

Go learn some English, Azazel

Did you not call out DJ on his grammar(a page or two ago) with a sentence structure that looked like something a toddler would make?

Subject: Re: Red Alert: FPS
Posted by [Sean](#) on Fri, 18 Oct 2013 14:06:07 GMT
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liquidv2 wrote on Thu, 17 October 2013 18:11there's nothing wrong with donating to help keep Renegade alive
they're laughing at the fact that he probably did it just to earn mod status on their server

or did you miss that entirely?

Nope I didn't miss it, I just found it annoying that he was being bad mouthed for donating to a server.

I also mentioned that is was untrue that he got his mod power back by donating.

Xpert wrote on Thu, 17 October 2013 19:57liquidv2 wrote on Thu, 17 October 2013 21:11
or did you miss that entirely?

I mean, he did need Triggerbot to make sure he doesn't miss anything!

I'm sorry if you was offended by my comments Xpert. I didn't realise you'd be putting up a AOW/Snipe server because I said you ran your community into the ground LOL.

Hilarious.

Subject: Re: Red Alert: FPS
Posted by [Xpert](#) on Fri, 18 Oct 2013 19:06:14 GMT
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Sean wrote on Fri, 18 October 2013 10:06liquidv2 wrote on Thu, 17 October 2013 18:11there's nothing wrong with donating to help keep Renegade alive
they're laughing at the fact that he probably did it just to earn mod status on their server

or did you miss that entirely?

Nope I didn't miss it, I just found it annoying that he was being bad mouthed for donating to a server.

I also mentioned that is was untrue that he got his mod power back by donating.

Xpert wrote on Thu, 17 October 2013 19:57liquidv2 wrote on Thu, 17 October 2013 21:11
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I mean, he did need Triggerbot to make sure he doesn't miss anything!

I'm sorry if you was offended by my comments Xpert. I didn't realise you'd be putting up a AOW/Snipe server because I said you ran your community into the ground LOL.

Hilarious.

Those have been up for 5 days. It's testing grounds before I release more plugins. But nice try there!

Subject: Re: Red Alert: FPS
Posted by [ehhh](#) on Fri, 18 Oct 2013 19:06:53 GMT
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why dont you two get a room

Subject: Re: Red Alert: FPS
Posted by [liquidv2](#) on Fri, 18 Oct 2013 20:10:33 GMT
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Sean wrote on Fri, 18 October 2013 09:06Nope I didn't miss it, I just found it annoying that he was being bad mouthed for donating to a server.

I also mentioned that is was untrue that he got his mod power back by donating.
i don't think people actually thought that donating got his mod status back, but if it did it does seem humorous
the concept of people paying legitimate money in exchange for authority and power somewhere on the internet never ceases to amaze me

Sean wrote on Fri, 18 October 2013 09:06I'm sorry if you was offended by my comments Xpert. I didn't realise you'd be putting up a AOW/Snipe server because I said you ran your community into the ground LOL.

Hilarious.

out of the last ten years, your name basically tops the list for biggest douchebag cheating loser

remember how you'd go to Exodus and tell them they all sucked because they couldn't beat you, while you were using triggerbot the entire time and harassing them about it?

remember how hard you went after players accused of cheating? you were acting like it was on the same level of murder and rape, and yet you were doing it the entire time
remember how much shit you gave Exodus in general for trying to branch out of a larger community where the mod staff wasn't doing the right thing? it seems like everything you do is actually the wrong thing

and referring to your comment to Xpert, he had servers up days ago lol

Subject: Re: Red Alert: FPS

Posted by [DoMiNaNt_HuNtEr](#) on Fri, 18 Oct 2013 20:57:59 GMT

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Pepper ridge farm remembers. EVERYTHING. YOU. DO.

RA FPS just join APB. Combine forces. Also, wheres my moderator status? I thought I was approved to be moderator.

Or maybe it was Jelly server.

I'd make a hell of a good moderator.

Subject: Re: Red Alert: FPS

Posted by [Ethenal](#) on Fri, 18 Oct 2013 23:20:50 GMT

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liquidv2 wrote on Fri, 18 October 2013 15:10

Sean wrote on Fri, 18 October 2013 09:06 I'm sorry if you was offended by my comments Xpert. I didn't realise you'd be putting up a AOW/Snipe server because I said you ran your community into the ground LOL.

Hilarious.

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remember how much shit you gave Exodus in general for trying to branch out of a larger community where the mod staff wasn't doing the right thing? it seems like everything you do is actually the wrong thing

and referring to your comment to Xpert, he had servers up days ago lol

lol, he was kinda late to the party on Exodus. He didn't get in with the n00bstories "crowd" (what was left of it) until after he got banned from Exodus. Honestly, I think that's why they liked him!

It was kinda funny, we banned him without good proof, we just knew he was full of it and we needed to get his ass OUT of there because he was ruining our fucking server - and he absolutely caused the biggest dramafest that community ever had. It wasn't a relevant community long enough to have much more interesting stuff, but that time was a good ol' fashioned textbook Renedrama fest. The onslaught of TmX members complaining on our forums about his ban resembled almost exactly the newly registered MPF people posting shit on this thread. But in his case, some of TmX's mods actually PMed me and wanted to discuss his cheating and abuse of his mod powers at TmX (among other things) while ReLoaDeD was gone temporarily. He wasn't everyone's friend.

As for Xpert having started a new community, lol - good hyperbole .

but seriously keep being a white knight azazel all the chicks here dig it

Subject: Re: Red Alert: FPS

Posted by [liquidv2](#) on Sat, 19 Oct 2013 00:07:46 GMT

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he must imagine himself as Two Face turned into Harvey Dent or something

that's a surprisingly accurate summary of his past lol

Subject: Re: Red Alert: FPS

Posted by [Xpert](#) on Sat, 19 Oct 2013 00:38:00 GMT

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brb guys, starting up my ren community 11 years into ren for the 1 month I'm keeping these servers up lmao

Subject: Re: Red Alert: FPS

Posted by [Ethenal](#) on Sat, 19 Oct 2013 00:44:21 GMT

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liquidv2 wrote on Fri, 18 October 2013 19:07 that's a surprisingly accurate summary of his past lol I was spectating him in Exodus on Under when Nixon !kb-ed him. We knew he was full of shit, it's just hard to get solid proof on something like a triggerbot. Honestly, I think Azazel's AFK video is the only conclusive video proof of triggerbot I've ever seen LOL

Subject: Re: Red Alert: FPS

Posted by [Xpert](#) on Sat, 19 Oct 2013 01:14:07 GMT

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Hey, I said that guy had triggerbot in jelly. Next thing you know, it's rebdog and he releases a triggerbot Imfao. :[

Subject: Re: Red Alert: FPS

Posted by [DutchNeon](#) on Fri, 25 Oct 2013 23:23:57 GMT

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Garbage...

Subject: Re: Red Alert: FPS

Posted by [Tunaman](#) on Tue, 29 Oct 2013 07:04:53 GMT

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I don't understand, why would you rebuild everything? It's like trying to reinvent the wheel.

Subject: Re: Red Alert: FPS

Posted by [ehhh](#) on Tue, 29 Oct 2013 07:50:14 GMT

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but the wheel is actually pentagon and made out of cheese

Subject: Re: Red Alert: FPS

Posted by [BAGUETTE](#) on Tue, 29 Oct 2013 21:38:34 GMT

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and the cheese is actually the product of trists dad

Subject: Re: Red Alert: FPS

Posted by [nikki6ixx](#) on Tue, 29 Oct 2013 23:02:56 GMT

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Tunaman wrote on Tue, 29 October 2013 00:04 I don't understand, why would you rebuild everything? It's like trying to reinvent the wheel.

Because:

Subject: Re: Red Alert: FPS
Posted by [Aircraftkiller](#) on Wed, 30 Oct 2013 02:27:01 GMT
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Nikki Sixx is really the only reason I visit this place anymore, him and his fucking five star posts

Subject: Re: Red Alert: FPS
Posted by [nikki6ixx](#) on Wed, 30 Oct 2013 02:49:41 GMT
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That's a pretty horrible indictment of these forums.

Subject: Re: Red Alert: FPS
Posted by [sadukar09](#) on Thu, 12 Dec 2013 21:37:50 GMT
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From reading this thread, I reconsider my previous position.

Guilty by association it is.

Subject: Re: Red Alert: FPS
Posted by [nikki6ixx](#) on Tue, 08 Jul 2014 03:27:06 GMT
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So did you guys give up on this yet?

EDIT: Yep.
