Subject: Latest Red Alert FPS News!
Posted by nikki6ixx on Tue, 21 Oct 2014 01:14:46 GMT
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Subject: Re: Latest Red Alert FPS News!
Posted by ehhh on Tue, 21 Oct 2014 04:54:56 GMT
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lol

Subject: Re: Latest Red Alert FPS News!
Posted by Gen_Blacky on Tue, 21 Oct 2014 18:02:20 GMT
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looks like a winner.

Subject: Re: Latest Red Alert FPS News!
Posted by ehhh on Tue, 21 Oct 2014 21:06:18 GMT
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who designed that webpage anyway?

jesus christ

Subject: Re: Latest Red Alert FPS News!
Posted by Xpert on Sat, 25 Oct 2014 20:33:49 GMT
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ehhh wrote on Tue, 21 October 2014 17:06who designed that webpage anyway?

jesus christ

the bottom of the page clearly said n3trunn3r. you blind trist wtf?

Subject: Re: Latest Red Alert FPS News!
Posted by ehhh on Sun, 26 Oct 2014 04:46:20 GMT
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it was so ugly i missed it=[

Subject: Re: Latest Red Alert FPS News!
Posted by RMCool13 on Mon, 27 Oct 2014 02:17:47 GMT
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Gen_Blacky wrote on Tue, 21 October 2014 13:02looks like a winner.

Subject: Re: Latest Red Alert FPS News!
Posted by Renx on Thu, 30 Oct 2014 01:53:02 GMT
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Why would anyone make anything on w3d? Do you have a gf that needs to build a portfolio
retexturing things?

Subject: Re: Latest Red Alert FPS News!
Posted by Jerad2142 on Fri, 31 Oct 2014 16:42:08 GMT
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Renx wrote on Wed, 29 October 2014 19:53Why would anyone make anything on w3d? Do you
have a gf that needs to build a portfolio retexturing things?
*C++ as a scripting language is nice lots of power there.
*Leveledit is far easier and more intuitive to use than some of the other game's editors.
*Unlike Unity its net code works for vehicles that can be entered and exited (where the player's
computer might not be the actual 'owner/creator' of the object. Unity requires the input key press
to be sent to the owner computer before it sends the updates back to your computer, which
guarantees control lag if you aren't the creator.
*If the 1001 shitty games on steam's green light prove anything its that people don't care much
about quality, so in the end you should develop on whatever engine is easiest for you to use or
best for what your doing.

Subject: Re: Latest Red Alert FPS News!
Posted by sla.ro(master) on Thu, 06 Nov 2014 11:10:33 GMT
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Jerad Gray wrote on Fri, 31 October 2014 18:42Renx wrote on Wed, 29 October 2014 19:53Why
would anyone make anything on w3d? Do you have a gf that needs to build a portfolio retexturing
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 Agreed   , I wish Renegade itself was more popular..
 Don't forget about Lua server side , which brings fast development.

Subject: Re: Latest Red Alert FPS News!
Posted by zeratul on Thu, 06 Nov 2014 21:48:25 GMT
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Jerad Gray wrote on Fri, 31 October 2014 10:42
*Unlike Unity its net code works for vehicles that can be entered and exited (where the player's computer might not be the actual 'owner/creator' of the object. Unity requires the input key press to be sent to the owner computer before it sends the updates back to your computer, which guarantees control lag if you aren't the creator.

Unity is a pain in the ass.

Subject: Re: Latest Red Alert FPS News!
Posted by Generalcamo on Sat, 15 Nov 2014 21:16:29 GMT
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Now in RA:APB:

The exact same ripped aircraft carrier used in nearly every single one of MPF's maps, now with a terrible logo swap.

Subject: Re: Latest Red Alert FPS News!
Posted by InternetThug on Sat, 15 Nov 2014 21:37:44 GMT
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anyone else find it hilarious that there are like six idiots left that play renegade and they do nothing but rip on each other and talk shit lmao

---

Subject: Re: Latest Red Alert FPS News!
Posted by liquidv2 on Sat, 15 Nov 2014 22:26:17 GMT
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that's generally how the last 5 years have been, so it's no different now
just on a smaller scale

Subject: Re: Latest Red Alert FPS News!
Posted by -TLS-DJ-EYE-K on Sat, 15 Nov 2014 22:47:45 GMT
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InternetThug wrote on Sat, 15 November 2014 22:37anyone else find it hilarious that there are
like six idiots left that play renegade and they do nothing but rip on each other and talk shit lmao

Camo in this case is still mad at MPF that he got booted out from the Community. I missed the
reason why... So why Camo?

Subject: Re: Latest Red Alert FPS News!
Posted by liquidv2 on Sat, 15 Nov 2014 23:21:25 GMT
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and this dense motherfucker is still mad that he got demodded from MPF and later banned for
using triggerbot - some things never change lol

Subject: Re: Latest Red Alert FPS News!
Posted by InternetThug on Sun, 16 Nov 2014 00:25:20 GMT
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im still butt furious that im banned from jelly

Subject: Re: Latest Red Alert FPS News!
Posted by -TLS-DJ-EYE-K on Sun, 16 Nov 2014 01:51:18 GMT
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InternetThug wrote on Sun, 16 November 2014 01:25im still butt furious that im banned from jelly

Out of curiosity, i know you were banned,but what exactly did they ban you for?

Subject: Re: Latest Red Alert FPS News!
Posted by liquidv2 on Sun, 16 Nov 2014 02:10:29 GMT
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because Ethenal and i hate him forever

Subject: Re: Latest Red Alert FPS News!
Posted by InternetThug on Sun, 16 Nov 2014 02:14:15 GMT
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he pretty much summed it up

Subject: Re: Latest Red Alert FPS News!
Posted by ehhh on Sun, 16 Nov 2014 03:35:09 GMT
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yeah eth is such a virg

Subject: Re: Latest Red Alert FPS News!
Posted by Aircraftkiller on Sun, 16 Nov 2014 16:01:40 GMT
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Jerad Gray wrote on Fri, 31 October 2014 12:42Renx wrote on Wed, 29 October 2014 19:53Why would anyone make anything on w3d? Do you have a gf that needs to build a portfolio retexturing things?
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*If the 1001 shitty games on steam's green light prove anything its that people don't care much about quality, so in the end you should develop on whatever engine is easiest for you to use or best for what your doing.

BUT ENOUGH ABOUT NOT WANTING TO FIGURE OUT HOW TO MAKE MODS FOR GAMES THAT PEOPLE ACTUALLY PLAY, LET'S EDIT THIS OLD ASS ENGINE FROM 1998 AND SEE IF WE CAN CALL IT A GAME INSTEAD OF A MOD BECAUSE WE CHANGED THE NAME OF THE EXECUTABLE FROM GAME.EXE TO OURMOD.EXE BECAUSE WE'RE GAME DEVELOPERS LOL

Subject: Re: Latest Red Alert FPS News!
Posted by Jerad2142 on Mon, 17 Nov 2014 13:56:37 GMT
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Aircraftkiller wrote on Sun, 16 November 2014 09:01Jerad Gray wrote on Fri, 31 October 2014
12:42Renx wrote on Wed, 29 October 2014 19:53Why would anyone make anything on w3d? Do
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IF WE CAN CALL IT A GAME INSTEAD OF A MOD BECAUSE WE CHANGED THE NAME OF
THE EXECUTABLE FROM GAME.EXE TO OURMOD.EXE BECAUSE WE'RE GAME
DEVELOPERS LOL
Lets just make a mine craft rip off, then we can make it look worse than Ren and it'll be
considered art

Subject: Re: Latest Red Alert FPS News!
Posted by OWA on Tue, 25 Nov 2014 11:56:38 GMT
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nikki6ixx wrote on Tue, 21 October 2014 02:14Red Alert: FPS

Subject: Re: Latest Red Alert FPS News!
Posted by Jerad2142 on Wed, 26 Nov 2014 17:59:20 GMT
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Generalcamo wrote on Sat, 15 November 2014 14:16Now in RA:APB:

The exact same ripped aircraft carrier used in nearly every single one of MPF's maps, now with a
terrible logo swap.
I think the "water" bothers me more than the carrier...