
Subject: What happened to renegade alert?
Posted by [Ferhago](#) on Wed, 07 May 2003 08:23:36 GMT
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I havent seen many updates for it in a while. Are you guys still working on it or have you decided to scrap it? A little assurance every now and then would help.

Subject: What happened to renegade alert?
Posted by [Gernader8](#) on Wed, 07 May 2003 11:08:10 GMT
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Its still going. Last update was 4/16/03, ya i know that was awhile ago, but all the work that remains is some small tedious stuff and some other things.

Edit: Date change

Subject: What happened to renegade alert?
Posted by [General Havoc](#) on Wed, 07 May 2003 11:33:32 GMT
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Your sure you have the correct date? That one you just posted is in a weeks time today. Anyway the RenAlert mod is still progressing well. Only a few days ago they asked me about using the helipad scripts so that shows signs of progress in the mod. Also you may have noticed that the scripts version 1.1.1 released less than 1 week ago contained scripts written by Dante specifically for the mod. Basically the theif and spy scripts. This mod should be good if people support it.

_General Havoc

Subject: What happened to renegade alert?
Posted by [Ferhago](#) on Wed, 07 May 2003 11:35:24 GMT
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I support it fully. Hinds will be so much fun to fly. I still dont get how your gonna get the thief to work though

Subject: What happened to renegade alert?
Posted by [General Havoc](#) on Wed, 07 May 2003 11:54:25 GMT
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They have already done it Most things are possible with scripts, ask over at Renegade Evolution if you want to know if something is possible in renegade, they will help you out.

Here is the script that Dante wrote to get the thief to work, you may not understand it but it does work.

Script Name: "RA_Thief_Script"

Desc: Thief Script, very useful indeed... will deduct x amount of credits from the team specified as Team_To_Steal_From, add x amount of credits to whatever team the object that entered the zone is when the spy reaches this zone.

Status: Needs Tested

Script Parameters:

Credits_To_Steal=500:float
Credits_To_Award=100:float
Prevent_Theft_Timer=30:float
Thief_Preset_Name:string
Team_To_Steal_From=0:int

Notes: Set this on a zone, will trigger on zone entry.

The Thief Preset Name is the same as the spy one, just needs to be the name of the preset from the preset tree for the thief

_General Havoc

Subject: What happened to renegade alert?

Posted by [maytridy](#) on Wed, 07 May 2003 20:18:41 GMT

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That is gonna be so awesome. I can't wait for the final version!

Subject: What happened to renegade alert?

Posted by [Ferahgo](#) on Thu, 08 May 2003 12:51:25 GMT

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Huh I didnt know that. I always confuse whats is considered editing the source code and what isnt
