
Subject: red alert "2" mod

Posted by [crisisady](#) on Sun, 03 Aug 2003 08:46:53 GMT

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have you all seen or heard any red alert 2 modifications for renegade?

Subject: red alert "2" mod

Posted by [pulverizer](#) on Sun, 03 Aug 2003 08:56:22 GMT

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yeah, chronowar... but it died a while ago
I think there is no ra2 mod at the moment...

Subject: red alert "2" mod

Posted by [crisisady](#) on Sun, 03 Aug 2003 09:02:03 GMT

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ohz....
then is it possible to download chronowar now?

Subject: red alert "2" mod

Posted by [pulverizer](#) on Sun, 03 Aug 2003 09:28:49 GMT

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no, they never released it

Subject: red alert "2" mod

Posted by [crisisady](#) on Sun, 03 Aug 2003 14:00:22 GMT

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then have u all heard of any upcoming release of red alert 2 mod for renegade? :rolleyes:

Subject: red alert "2" mod

Posted by [Wild1](#) on Sun, 03 Aug 2003 15:59:58 GMT

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I have, its RA2: Vengeance. It looks promising, if they could ever get their website back up.

shakes fist

Subject: red alert "2" mod
Posted by [bigwig992](#) on Sun, 03 Aug 2003 17:06:26 GMT
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Hey, it's Kresin's fault it's not back up yet. But yes, there is a RA2 modification for Renegade in the works. I love playing the beta *hides beta behind back*. I did make some nice preview type thing a long time ago, but since we changed out forums we lost all our post. Our site's down too because KZ decided to stop hosting us. We have a new domain name and everything, we just need the data base from KZ or kresin, and it'll be back up. Be patient wild, or I will have to kick you.

Subject: red alert "2" mod
Posted by [mike9292](#) on Sun, 03 Aug 2003 17:31:26 GMT
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the only reason i remembered there was a ra2 mod was that cyborgcd was in it and he helped me with my first map

Subject: red alert "2" mod
Posted by [Magic013](#) on Sun, 03 Aug 2003 18:02:15 GMT
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I have some RA2 building models wich I'm working on, but I'm gonna use them for Tib Evo as long as there isn't a serios thought about an RA2 mod or exp.

Subject: red alert "2" mod
Posted by [Wild1](#) on Sun, 03 Aug 2003 19:09:03 GMT
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What the hell did I do?

Oh yeah, I found the beta. Its pretty cool. I really like the Nuke Silo.
Don't worry, I'm not going to release it. It's pretty cool though.

Subject: red alert "2" mod
Posted by [bigwig992](#) on Sun, 03 Aug 2003 20:01:36 GMT
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Twas a joke. Magic thoes models look like their good for generals, not so much for Renegade. We already have most of the soviet structures done, and are working on allied ones.

Subject: red alert "2" mod

Posted by [Magic013](#) on Sun, 03 Aug 2003 20:54:02 GMT

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bigwig992Twas a joke. Magic thoes models look like their good for generals, not so much for Renegade. We already have most of the soviet structures done, and are working on allied ones. I got some Allied structures aswell, just check out my image gallery but they are still too high poly and for now I'm working on the Nuke Silo with a huge DM complex underneath it. Tell me when your site is up cuz I would like to see screens of your mod.

Subject: red alert "2" mod

Posted by [Wild1](#) on Sun, 03 Aug 2003 23:54:11 GMT

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Like that will ever happen.

Subject: red alert "2" mod

Posted by [mike9292](#) on Mon, 04 Aug 2003 00:05:16 GMT

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magic u showed the telsa coil and the barracks before o nthe old forum to but the new buildings are good

Subject: red alert "2" mod

Posted by [Magic013](#) on Mon, 04 Aug 2003 00:45:38 GMT

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mike9292magic u showed the telsa coil and the barracks before on the old forum to but the new buildings are good
Thx, I'm trying to bring the poly down and I now have a good program to edit textures.

Subject: red alert "2" mod

Posted by [bigwig992](#) on Mon, 04 Aug 2003 02:05:21 GMT

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Wild1Like that will ever happen.

Yeah yeah yeah, yell at kresin not me.

Subject: red alert "2" mod

Posted by [brent3000](#) on Mon, 04 Aug 2003 03:20:12 GMT

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Magic013I have some RA2 building models wich I'm working on, but I'm gonna use them for Tib Evo as long as there isn't a serios thought about an RA2 mod or exp.

looks cool and you are going to put that in renegade how it will prob be just a bit to big you know

Subject: red alert "2" mod

Posted by [mike9292](#) on Mon, 04 Aug 2003 06:20:02 GMT

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just use the scale tool

Subject: red alert "2" mod

Posted by [brent3000](#) on Mon, 04 Aug 2003 06:57:34 GMT

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still when he puts it in the game it will have to be a bit big

Subject: red alert "2" mod

Posted by [crisisady](#) on Mon, 04 Aug 2003 10:58:33 GMT

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oh hell ya nice... any ideal where can i d/l this RA2: Vengeance beta or ahlp or wat?

Subject: red alert "2" mod

Posted by [Ugauga01](#) on Mon, 04 Aug 2003 15:46:10 GMT

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What is the PolyCount of the Nuclear-Silo??

Subject: red alert "2" mod

Posted by [Magic013](#) on Mon, 04 Aug 2003 20:53:20 GMT

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Ugauga01What is the PolyCount of the Nuclear-Silo??

The polycounts is about 1800, but I will use this building as a DM building and I'm using VIS on the map aswell. Id you want to see updates on the map go here.

btw, what do you think of this:

Subject: red alert "2" mod

Posted by [brent3000](#) on Tue, 05 Aug 2003 05:26:18 GMT

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Magic013Ugauga01What is the PolyCount of the Nuclear-Silo??

The polycounts is about 1800, but I will use this building as a DM building and I'm using VIS on the map aswell. Id you want to see updates on the map go here.

btw, what do you think of this:

looks cool

Subject: red alert "2" mod

Posted by [crisisady](#) on Tue, 05 Aug 2003 11:43:56 GMT

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r u all the creators of RA2 mod??? n pls pls tell me where can i find the screenshots of it.....

Subject: red alert "2" mod

Posted by [bigwig992](#) on Tue, 05 Aug 2003 18:55:03 GMT

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Naw. Their making another one, I think. We're making Vengeance. There is a beta out, but that's team only . There is a small demo level though, that includes acouple tanks and the V3. Once our site gets back up (if it ever does) you can get it there. <http://www.drireign.com>. Yeah...still working on it.

Subject: red alert "2" mod

Posted by [bigwig992](#) on Tue, 05 Aug 2003 18:55:54 GMT

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Subject: red alert "2" mod

Posted by [brent3000](#) on Tue, 05 Aug 2003 21:42:05 GMT

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bigwig992Naw. Their making another one, I think. We're making Vengeance. There is a beta out, but that's team only . There is a small demo level though, that includes acouple tanks and the V3. Once our site gets back up (if it ever does) you can get it there. <http://www.drireign.com>.

Yeah...still working on it.

do you have the file from <http://www.drireign.com>

if you do can you send me it

Subject: red alert "2" mod

Posted by [Magic013](#) on Tue, 05 Aug 2003 23:54:42 GMT

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or upload it at Dante's modx.
