Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Wed, 24 Sep 2003 14:33:21 GMT
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http://www.renevo.com
http://www.planetcnc.com

Check both, find the information, download it, play it. There ya go. Updates will be coming with new levels I'm doing, and other special surprises, INCLUDING new structures!

Subject: Renegade Alert is Released!!
Posted by bigejoe14 on Wed, 24 Sep 2003 14:54:22 GMT
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Evangelical Can I get an amen?

Subject: Renegade Alert is Released!!
Posted by England on Wed, 24 Sep 2003 14:58:54 GMT
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England(me) Temp offline due to 50 people killing my bandwidth by using 1.5Megs a second - 1500K/s
Mac
Fileplanet

Subject: Renegade Alert is Released!!
Posted by gendres on Wed, 24 Sep 2003 15:01:25 GMT
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Excelente!

Subject: Renegade Alert is Released!!
Posted by John Shaft Jr. on Wed, 24 Sep 2003 16:12:51 GMT
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YES!!!!!! *Breakdances, does a headspin and then backflips back on my feet*

Subject: Renegade Alert is Released!!
Posted by Try_lee on Wed, 24 Sep 2003 16:15:20 GMT
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Woohooty da woo!

Subject: Renegade Alert is Released!!
Posted by kawolsky on Wed, 24 Sep 2003 16:41:50 GMT
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omg!!!
bangs head on desk in excitement

Subject: Renegade Alert is Released!!
Posted by Ferhago on Wed, 24 Sep 2003 16:58:17 GMT
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KICK ASS!

Subject: Renegade Alert is Released!!
Posted by Walrus on Wed, 24 Sep 2003 18:10:19 GMT
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Damd right!

Thank you for the good news.

Subject: Renegade Alert is Released!!
Posted by Sk8rRIMuk on Wed, 24 Sep 2003 18:22:34 GMT
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I think after 5hours straight of Ren Alert it's finally time for a break from the L337N355 .

Subject: Renegade Alert is Released!!
Posted by warranto on Wed, 24 Sep 2003 19:04:54 GMT
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I only have one thing to say about this so-called "mod".

WOW. It's not simply a mod, it's a whole new game. New rules, new strats, new everything. I have yet to play reborn, but based on this new release, it's going to have some big shoes to fill.

Subject: Renegade Alert is Released!!
Posted by kawolsky on Wed, 24 Sep 2003 19:34:16 GMT
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this mod r0x
i just played it with a couple of ppl from here,
inc titan at 1 point, and i class this mod A++++
mwuhuhuhuhu

Subject: Renegade Alert is Released!!
Posted by cowmisfit on Wed, 24 Sep 2003 19:52:02 GMT
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AHHAHAHAHAH GOD DAMNT LOL i saw it this morn but coulndt get it because i had to go to
school arg now ill have to wait 3 hours till i can get on my good comp and download it and 5 hours
just of waiting in line ahaha but sounds cool so i dont think i ll be disepointed.

Subject: Renegade Alert is Released!!
Posted by Vitaminous on Wed, 24 Sep 2003 19:55:29 GMT
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/me works on his 24Players server.

Subject: Renegade Alert is Released!!
Posted by Jaspah on Wed, 24 Sep 2003 20:00:27 GMT
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I want to try it, But I uninstalled Renegade because I couldn't find a updated patch. And I ain't
waiting a week to auto download it.

Subject: Renegade Alert is Released!!
Posted by Weirdo on Wed, 24 Sep 2003 20:03:48 GMT
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Just my luck. It's finally released, and now I have too much homework to play.

Subject: Renegade Alert is Released!!
Posted by NHJ BV on Wed, 24 Sep 2003 20:24:03 GMT
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I secretly hoped it would take another two weeks or so...I'm getting ADSL in a few weeks

(yeah, I know about the CD thing)

Subject: Renegade Alert is Released!!
Posted by smwScott on Wed, 24 Sep 2003 20:37:13 GMT
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j4S[p]I want to try it, But I uninstalled Renegade because I couldn't find a updated patch. And I ain't waiting a week to auto download it.

My auto update is fast enough, takes like 40 mins on cable. You could always go to http://ftp.westwood.com if your anti-auto download or on 56k.

Subject: Renegade Alert is Released!!
Posted by Xtrm2Matt on Wed, 24 Sep 2003 20:51:06 GMT
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I played with ACK eariler, i must say, its awsome. We had some fun (including me driving off a cliff by accident in a Tesla Tank :\.. HEY! I couldn't tell the different between front of back LOL!).

It loads alot faster and i get slight better FPS

Subject: Renegade Alert is Released!!
Posted by Ferhago on Wed, 24 Sep 2003 20:54:08 GMT
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Man you get better fps? It KILLS my fps

Especially on zama

Subject: Renegade Alert is Released!!
Posted by Titan1x77 on Wed, 24 Sep 2003 21:16:14 GMT
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horribe FPS...especially considering not alot of major servers are going to host....The only map that held up strong was forest of illusions.

Would of ben nice to create vis for zama flying

Subject: Renegade Alert is Released!!

Posted by [Aircraftkiller](#) on Wed, 24 Sep 2003 21:20:52 GMT
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It has vis. Horrible FPS? I got the same FPS I always do, 30+. The modification is geared towards people with a better computer than Renegade's minimum specifications... And, as such, the only person I hear complaining is you.

Subject: Renegade Alert is Released!!
Posted by [Titan1x77](#) on Wed, 24 Sep 2003 21:23:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller The modification is geared towards people with a better computer than Renegade's minimum specifications.

oh now we get the reborn excuse

Subject: Renegade Alert is Released!!
Posted by [General Havoc](#) on Wed, 24 Sep 2003 21:25:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not complaining but that level (Zama flying) either has 100% perfect Vis or none at all generated. I'd say the latter as the framerate isn't as high as I would expect (when idle). I'm not saying it doesn't have Vis but from my experiance of it you should see at least one Vis glitch somewhere on the map. Vis renders from each sector so I would expect to see at least one especially as it is a flying map where the camera slips out of a sector.

Subject: Renegade Alert is Released!!
Posted by [Aircraftkiller](#) on Wed, 24 Sep 2003 21:27:03 GMT
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Excuse? What the fuck are you on? Inspect the *.mix files and the Always.dat file and you'll see that the game uses a lot more texture memory than Renegade does.

Most, if not all, Renegade landscape textures are 128x128 or 256x256. Almost ALL Renegade Alert textures are 512x512 which gives them a lot more detail than standard Renegade does. All soldiers have 512x512 textures. All vehicles that we created have 512x512 textures.

The levels have above 25,000 polygons in most cases. Zama Flying is around 32,000 polygons. The Woods Today is around 40,000 polygons. Smaller levels are around 15,000 polygons, like DMIsles and Forest of Illusion.

It IS geared towards more modern computers.

I run it fine with 640 MB of SDRAM, a GeForce 4 Ti4200, and a 1,250 MHz Athlon XP 2600+

---

processor.

Subject: Renegade Alert is Released!!
Posted by Slicer_238 on Wed, 24 Sep 2003 21:27:48 GMT
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HOLY POOP ON A STICK KICK MAJOR ASS.

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Wed, 24 Sep 2003 21:29:09 GMT
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General HavocI'm not complaining but that level (Zama flying) either has 100% perfect Vis or none at all generated. I'd say the latter as the framerate isn't as high as I would expect (when idle). I'm not saying it doesn't have Vis but from my experiance of it you should see at least one Vis glitch somewhere on the map. Vis renders from each sector so I would expect to see at least one especially as it is a flying map where the camera slips out of a sector.

I know the vis was done, but in this level the vis doesn't change much. You can see vast areas from almost anywhere in the level, except underground. Trust me here, this is why the FPS slow downs occur.

Subject: Renegade Alert is Released!!
Posted by General Havoc on Wed, 24 Sep 2003 21:33:23 GMT
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Aircraftkiller... and a 1,250 MHz Athlon XP 2600+ processor

The AMD Athlon XP 2600+ Runs at 2083 Mhz even the AMD Athlon XP 1500+ runs at 1333 Mhz.

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Wed, 24 Sep 2003 21:33:56 GMT
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Ah, okay, nevermind - misread something.

Subject: Renegade Alert is Released!!
Posted by General Havoc on Wed, 24 Sep 2003 21:44:22 GMT
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Great work on the mod. I just played it on a EU WOL server with 6 players and it was great. Still some problems to overcome but thats how it is. Soviets won 3 times although Allies did come close the one time, the Testa coil seems a little too powerful because it wipes out tanks in 2 hits. I like the destoryable bridge but the probelm comes to getting a V3 rocket launcher oiver the river, one guy had a problem with it. The theif seems to work as it should and the grenades work great, It's getting there - all the bugs i've seen i have reported on the forum and other peole seem to be doing the same so hopefully the next release will be even better

---

Subject: Renegade Alert is Released!!
Posted by Nodbugger on Wed, 24 Sep 2003 21:44:34 GMT
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the .exe wont even open. I double click it nothing happens and it in the tasks when i ctrol alt dlt.

Subject: Renegade Alert is Released!!
Posted by General Havoc on Wed, 24 Sep 2003 21:46:51 GMT
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Nodbuggerthe .exe wont even open. I double click it nothing happens and it in the tasks when i ctrol alt dlt.

You running an older version of windows than XP?

Subject: Renegade Alert is Released!!
Posted by Nodbugger on Wed, 24 Sep 2003 21:47:49 GMT
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General HavocNodbuggerthe .exe wont even open. I double click it nothing happens and it in the tasks when i ctrol alt dlt.

You running an older version of windows than XP?

Nope, I have XP.

Subject: Renegade Alert is Released!!
Posted by Dante on Wed, 24 Sep 2003 21:53:55 GMT
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it will take a few for the exe to open the first time, just be patient, on the installer it takes time to load a 211m setup file, and on the game, it begins it caching on startup, so don't be afraid if it takes up to 5+ minutes to load, it will load.

Subject: Renegade Alert is Released!!
Posted by smwScott on Wed, 24 Sep 2003 22:38:02 GMT
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To be honest when I looked at the screenshots and early beta I thought the game looked pretty bad in terms of graphics. But I must say, you guys have really outdone yourselves. I'm highly impressed, I didn't think the Renegade engine could look this good and maintain a decent FPS.

And I don't know why people are complaining about the FPS. I have a:

Pentium 4 2.2 Ghz
512MB RAM
Geforce 4 Ti4200 128MB

And it hangs around 60-70 FPS constantly on 1600x1200x32 and everything maxed. Renegade rarely dropped below the 75 cap. But considering the improvement in graphics, it's well worth the slight drop.

And just for your general information, although I'm sure you already know, I might as well tell you a few things I saw.

On the volt auto rifle model theres one of those WS textures.
Theres WS textures whenever the Soviet or Allied attack choppers fire.
Tany's hair changs color in certain light
An insane amount of smoke billows out of vehicles, didn't have this prob on LAN

Not complaining, just trying to help. You guys did a great job.

Subject: Renegade Alert is Released!!
Posted by Dante on Wed, 24 Sep 2003 22:50:31 GMT
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smwScottTo be honest when I looked at the screenshots and early beta I thought the game looked pretty bad in terms of graphics. But I must say, you guys have really outdone yourselves. I'm highly impressed, I didn't think the Renegade engine could look this good and maintain a decent FPS.

And I don't know why people are complaining about the FPS. I have a:

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Tany's hair changs color in certain light
An insane amount of smoke billows out of vehicles, didn't have this prob on LAN

Not complaining, just trying to help. You guys did a great job.

thank you for your kind words and help in these matters, the Ren engine is capable of alot of things that westwood did not yet get to.

The missing textures have been addressed, and will be fixed in the first patch.
Tanya's hair is just a mess, one of those bad hair days, we will get her a good hairstylist soon, and hopefully she will decide on a color one day.
The smoke aggregates may need some trimming on the damage, but they are supposed to have some smoke billow out, not sure of how much you are talking, so if you could post a vid or screenie, that would be great.

And again, thanks for the kind words

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Wed, 24 Sep 2003 22:51:21 GMT
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Smoke shouldn't be coming out of vehicles unless they're damaged below 50%.

Subject: Renegade Alert is Released!!
Posted by Ferhago on Wed, 24 Sep 2003 22:55:51 GMT
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Oh goody. So after all this hype and everything else I dont get to play it above a fucking snails pace because I dont have enough money for a new computer. Wonderful.

Subject: Renegade Alert is Released!!
Posted by Dante on Wed, 24 Sep 2003 22:58:46 GMT
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FerhagoOh goody. So after all this hype and everything else I dont get to play it above a fucking snails pace because I dont have enough money for a new computer. Wonderful.

you should be able to play it fine

---

the min specs for Ren was like a 400, and VERY few people still have those, i run a 1.3 P4, and it performs great.

Subject: Renegade Alert is Released!!
Posted by Try_lee on Wed, 24 Sep 2003 23:03:57 GMT
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AircraftkillerSmoke shouldn't be coming out of vehicles unless they're damaged below 50%.

At the moment, smoke comes out of at least the hind at 100% health. There may be more, but the hind does for certain.

Subject: Renegade Alert is Released!!
Posted by Ferhago on Wed, 24 Sep 2003 23:06:34 GMT
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Yeah well my p4 1500mghz radeon 7000 is still pretty old. It cant get above 10 fps on that map zama

Even with lowest detail

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Wed, 24 Sep 2003 23:07:51 GMT
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Just one question why realse Ren Alert when it looks as if its only 60% done? :rolleyes:

Subject: Renegade Alert is Released!!
Posted by Titan1x77 on Wed, 24 Sep 2003 23:08:32 GMT
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the heavy tank smoked at 100% too

BTW how do i uninstall it without it effecting renegade.

Someone uninstalled it and renegade wasnt playable....does it change the config files??

Subject: Renegade Alert is Released!!
Posted by Dante on Wed, 24 Sep 2003 23:10:37 GMT

---

sounds to me like they installed it in there Renegade directory, and didn't read the directions

---

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Wed, 24 Sep 2003 23:15:27 GMT

To unistall it goto Control Panel then Add/Remove Programs and Remove it works fine without disturbing renegade lol all that downloading for nothing

---

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Wed, 24 Sep 2003 23:16:36 GMT

sjezk3Just one question why realse Ren Alert when it looks as if its only 60% done? :rolleyes:

I could say the same for your brain.

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Wed, 24 Sep 2003 23:21:54 GMT

hahaha such a comedian :rolleyes: seriously though you go into the menu and you cant even buy a nuke let alone a flame trooper i mean why have them options when there not availible i cant see much diffrence from the beta and the full version. oh well i give this mod 2 weeks till it dies out seems like reborn is gonna be the master of all mods :twisted:

Subject: Renegade Alert is Released!!
Posted by Slicer_238 on Wed, 24 Sep 2003 23:23:31 GMT

Damn, I hate my 56k right now. I can't wait for until neek week and a half. (be getting cable internet)

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Wed, 24 Sep 2003 23:23:49 GMT

Becuase we're going to implement it later on in patches, dillweed. I am amazed by you, you're totally incapable of figuring that out even though we've said it so many times...

I know what your next response will be, something along the lines of "patches wut r paches ogmf !!!!!!!!!!!!!!!111!11"

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Wed, 24 Sep 2003 23:28:45 GMT
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you thought wrong actually i already knew that... heres what i am gonna say

why didnt you do all this before realsing it ? rather than bring out a new patch every week could this be because it was rushed?

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Wed, 24 Sep 2003 23:30:48 GMT
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You obviously know nothing about game development.

Subject: Renegade Alert is Released!!
Posted by Try_lee on Wed, 24 Sep 2003 23:34:17 GMT
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He also knows nothing about the infantry purchase menu.

Quote:you cant even buy a nuke let alone a flame trooper

Subject: Renegade Alert is Released!!
Posted by Slicer_238 on Wed, 24 Sep 2003 23:34:31 GMT
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I've played the leaked beta of Reborn and if yoru saying it will be better. It will only be better when RenAlert is fully completed and been played for 5 years. Reborn will never get completed.

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Wed, 24 Sep 2003 23:37:04 GMT
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when renegade was first realsed did it look 60% finished? anyway i could argue with you all know night but i aint gonna waste my time on you cos you have an answer to everything gud luck with

ren alert roflmao   COME ON REBORN !!!!!!!!!

Subject: Renegade Alert is Released!!
Posted by Slicer_238 on Wed, 24 Sep 2003 23:40:40 GMT
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HAHAHAHAHAH> it took reborn longer to make a crappy beta then it did Renalert to get a working beta that was decent. Just think how the time frame goes. RenAlert will be fully completed and still be played by teh time Reborn gets to their so called 90% done according to ModDB last time I looked.

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Wed, 24 Sep 2003 23:43:58 GMT
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thats cos more work, time and effort has gone into reborn there onto there 4th beta already lol

---

Subject: Renegade Alert is Released!!
Posted by Slicer_238 on Wed, 24 Sep 2003 23:46:49 GMT
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Does this one make all the crashes take 5 seconds later to happen?

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Wed, 24 Sep 2003 23:48:07 GMT
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thats just on the Tick tank im not sure whats in the lastest beta because there not taking on anymore beta testers at the moment there keeping things to themselfs especially after it got Leaked !

Subject: Renegade Alert is Released!!
Posted by Slicer_238 on Wed, 24 Sep 2003 23:57:18 GMT
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Hmm, well hopefully it might start working.

Subject: Renegade Alert is Released!!

Posted by ThinkHarder on Thu, 25 Sep 2003 00:10:47 GMT
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I have to agree with sjezk3 here. The MOD looks like it has potential but basically its no where near finished. I understand you are going to be releasing patches for it but why not just wait until all the simple bugs like texture errors are fixed and a few more maps before releasing it. This just seems like a rush job to me.

As for the maps themselves, well apart from there being only only 3. The flying one is very un balanced as the allied team have crap base defences while the soviets have there huge massive kill-almost-anything-in-one-shot tesla coil thing. They also do not look any more detailed than renegade, they do load faster however, which is strange. I did not get a FPS his on my system but then it is quite high spec (2400+, Radeon 9800. 1gb DDR). The forest one is a little wierd, a bit to dark for my liking, but at least its origional.

Why did you not just make it like all the other mods, why does it have to be seperate. And whats with the EA logo and things, its nothing to do with EA apart from it being a MOD of an EA game. Your going on asif EA made or sponsored it or something, which they didnt.

On a personal note, ACK why do you have to react so nasty when someone says ANYTHING remotly bad about something you have made. No one is saying your not skilled at map making etc, but its ovious that not everyone is going to like the things you make, some will like it, others wont. No reason to get nasty if someone says somthing negative. I am refering to the "I could say the same for your brain" reply, and others like it. Chill out dude!!

On the whole it has the potential to be a good mod but it does need a LOT of work before it becomes that. IMO it shouldnt have been released yet. It does seem somewhat incomplete.

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Thu, 25 Sep 2003 00:18:04 GMT
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Somehow I get the indication that you nay-sayers have no idea of what you're saying, thus you continually argue with yourselves.

"It needs to be finished before being released, but we don't want you to patch it, just release it, but patch it! but don't release it because it isn't finished! PATCH IT THOUGH! BUT DON'T RELEASE IT! PATCH IT FIRST THOUGH!!"

Make up your mind and take what you get. It's not like we aren't working for you and making this better. Bitching and moaning about you thinking it isn't finished is bullshit. You pay us and we'll do a lot better.

Subject: Renegade Alert is Released!!
Posted by Crimson on Thu, 25 Sep 2003 00:29:46 GMT

Aircraftkiller"It needs to be finished before being released, but we don't want you to patch it, just release it, but patch it! but don't release it because it isn't finished! PATCH IT THOUGH! BUT DON'T RELEASE IT! PATCH IT FIRST THOUGH!!"

OMG first it took too long, now you're saying to take your time... between the "OMG RENALERT IS NEVER GONNA COME OUT" and the "OMG RENALERT CAME OUT TOO FAST" -- I'm glad most people are intelligent enough to see the quality of this mod and realize the hundreds of hours put into this project.

If my cable modem ever decides to get an IP, I'll host a small RenAlert server, too.

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Thu, 25 Sep 2003 00:33:27 GMT

Read what I said, whats with the harsh replies?!

I just believe that the mod is no where near completed and it needs more work before it is released properly. That is my opinion and I am entitled to it, regardless of what you think about it. However you are also entitled to yours, but damn do you have to be so nasty, no wonder you have a bad reputation, just calm down!

EDIT:

Crimson: I never posted asking for it to hurry up, I was not one of those impatient people I am quite prepaired to wait.

Also people are quite happy to download this mod without thinking about the secret hidden trojens and spyware it might have in it, along with every other mod. Doesnt they strengthen your argument over Renguard - the only people moaning about it are the cheaters themselves who want a way round it. Just thought I would meantion that!

BTW that was your 1000th post, congrats

Subject: Renegade Alert is Released!!
Posted by Crimson on Thu, 25 Sep 2003 00:44:41 GMT

ThinkHarder... but damn do you have to be so nasty, no wonder you have a bad reputation, just calm down!...

If you think I have a bad reputation, then I know where YOU hang out. I only have a bad reputation among the lowlifes. And I'm fine with that.

No, YOU yourself didn't post that. It's the cumulation of posts. There are people who are never happy no matter what you do, and when you work hard to make people happy, those people who will never be happy really frustrate you... especially because they tend to voice their unhappiness loudly and our hope is that people who haven't downloaded the mod won't listen to that drivel and download it themselves to judge.

Subject: Renegade Alert is Released!!
Posted by smwScott on Thu, 25 Sep 2003 00:51:08 GMT
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DantesmwScottTo be honest when I looked at the screenshots and early beta I thought the game looked pretty bad in terms of graphics. But I must say, you guys have really outdone yourselves. I'm highly impressed, I didn't think the Renegade engine could look this good and maintain a decent FPS.

And I don't know why people are complaining about the FPS. I have a:

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512MB RAM
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And it hangs around 60-70 FPS constantly on 1600x1200x32 and everything maxed. Renegade rarely dropped below the 75 cap. But considering the improvement in graphics, it's well worth the slight drop.

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Theres WS textures whenever the Soviet or Allied attack choppers fire.
Tany's hair changs color in certain light
An insane amount of smoke billows out of vehicles, didn't have this prob on LAN

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The missing textures have been addressed, and will be fixed in the first patch.
Tanya's hair is just a mess, one of those bad hair days, we will get her a good hairstylist soon, and hopefully she will decide on a color one day.
The smoke aggregates may need some trimming on the damage, but they are supposed to have some smoke billow out, not sure of how much you are talking, so if you could post a vid or screenie, that would be great.

And again, thanks for the kind words

Sure, I'll try and get a pic tomorrow. I got some company over tonight and can't just leave em' alone while I play a game. I got a feeling it was the host though, because everything was fine in a LAN game I hosted to test out the units but on this guys server a huge plume of smoke just billowed out of all the vehicles at full health.

I don't have his name, sorry. I know I'm not really a huge help with this info, but I'll see if it happens again tomorrow.

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Thu, 25 Sep 2003 00:57:28 GMT
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CrimsonThinkHarder... but damn do you have to be so nasty, no wonder you have a bad reputation, just calm down!...

If you think I have a bad reputation, then I know where YOU hang out. I only have a bad reputation among the lowlifes. And I'm fine with that.

I was talking about ACK not you. I also know the places where people think low of you, but just because they don't like you does not mean they are not as good as you. Why do you have to call them "lowlifes". Granted the ones that take it to the extreme by attacking your site, etc, are lowlifes but the fast majority are just people who disagree with the things you have to say. What is so wrong about that? It is just an opinion.

The one thing I do think highly of you for is the fact that basically you dont give a crap about these people and ignore them, a lot of people wouldnt be able to do that.

Subject: Renegade Alert is Released!!
Posted by Alf on Thu, 25 Sep 2003 01:08:06 GMT
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OMG I can't believe people are talking about the same thing here. This mod sucks!

Common you guys, you mean to say you've been working on this shit for what 2 years, and this is all you've come up with?! Man maybe you need to spend less time rubbing yourself off on this board, acting all high and mighty, "Mr no critisism aloud" and put a little bit more effort into this pile you call a mod.

But seriously, this mod is so crap, it's like they got a bunch of pre schoolers and said "Hey we need some skinners for this new mod we're making and need artisic tallent like yours, can you help us" Then they went to some special hospital and got the paitents to scribble down a load of crap which they could excuse for code.

To top it off they went out and got themselves some hats made up with the EA logo so that they could pretend they are working for EA. Please tell me you guys don't sit around having your "Official EA production meetings".

Come on, this is a trick isn't it? you've got the real version still on your comps, the version you can play and belive is not running off a Com64, that can in fact, be regarded as a mod.

Subject: Renegade Alert is Released!!
Posted by Ferhago on Thu, 25 Sep 2003 01:18:41 GMT
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Quote:Common you guys, you mean to say you've been working on this shit for what 2 years, and this is all you've come up with?!

I ummm actually feel the same way :oops:

I had a lot more fun with the reborn beta

Subject: Renegade Alert is Released!!
Posted by smwScott on Thu, 25 Sep 2003 01:20:22 GMT
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AlfOMG I can't believe people are talking about the same thing here. This mod sucks!

Common you guys, you mean to say you've been working on this shit for what 2 years, and this is all you've come up with?! Man maybe you need to spend less time rubbing yourself off on this board, acting all high and mighty, "Mr no critisism aloud" and put a little bit more effort into this pile you call a mod.

But seriously, this mod is so crap, it's like they got a bunch of pre schoolers and said "Hey we need some skinners for this new mod we're making and need artisic tallent like yours, can you help us" Then they went to some special hospital and got the paitents to scribble down a load of crap which they could excuse for code.

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Come on, this is a trick isn't it? you've got the real version still on your comps, the version you can play and belive is not running off a Com64, that can in fact, be regarded as a mod.

Don't be a dick. You don't like it then don't play it. I and a lot of other people like it and am a lot more impressed then I thought I would be. The graphics are better than Renegade so you really can't complain...

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Thu, 25 Sep 2003 01:38:49 GMT
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smwScottAlfOMG I can't believe people are talking about the same thing here. This mod suc........can play and belive is not running off a Com64, that can in fact, be regarded as a mod.

Don't be a dick. You don't like it then don't play it. I and a lot of other people like it and am a lot more impressed then I thought I would be. The graphics are better than Renegade so you really can't complain...

He is entitled to is opinion and if he wants to complain then he can do. So you don't be a dick. These are community forums and are here to let ALL members express thier feelings, be them possative or negative.

The graphics may or may not be better than Renegade but thats not the point really. Good Graphics are no good if the gameplay is not. (pesonally I don't see any difference, but then I run everything with 4xAA and 8XAF)

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Thu, 25 Sep 2003 01:57:09 GMT
View Forum Message <> Reply to Message

AlfOMG I can't believe people are talking about the same thing here. This mod sucks!

Common you guys, you mean to say you've been working on this shit for what 2 years, and this is all you've come up with?! Man maybe you need to spend less time rubbing yourself off on this board, acting all high and mighty, "Mr no critisism aloud" and put a little bit more effort into this pile you call a mod.

But seriously, this mod is so crap, it's like they got a bunch of pre schoolers and said "Hey we need some skinners for this new mod we're making and need artisic tallent like yours, can you help us" Then they went to some special hospital and got the paitents to scribble down a load of crap which they could excuse for code.

To top it off they went out and got themselves some hats made up with the EA logo so that they could pretend they are working for EA. Please tell me you guys don't sit around having your "Official EA production meetings".

Come on, this is a trick isn't it? you've got the real version still on your comps, the version you can play and belive is not running off a Com64, that can in fact, be regarded as a mod.

Good old baiting with the red herring. What were you talking about, again? You mentioned nothing about the modification. You blathered on with blanket generalizations. "This and this needs work, texture is crap..." Nope, we get "everything sucks" instead.

Who are you, and why did you register today just to post inane drivel that I won't take seriously??

Subject: Renegade Alert is Released!!
Posted by Krazyfoxx on Thu, 25 Sep 2003 02:04:38 GMT
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ThinkHardersmwScottAlfOMG I can't believe people are talking about the same thing here. This mod suc........can play and belive is not running off a Com64, that can in fact, be regarded as a mod.

Don't be a dick. You don't like it then don't play it. I and a lot of other people like it and am a lot more impressed then I thought I would be. The graphics are better than Renegade so you really can't complain...

He is entitled to is opinion and if he wants to complain then he can do. So you don't be a dick. These are community forums and are here to let ALL members express thier feelings, be them possative or negative.

The graphics may or may not be better than Renegade but thats not the point really. Good Graphics are no good if the gameplay is not. (pesonally I don't see any difference, but then I run everything with 4xAA and 8XAF)
True, everyone is entitled to their own opinion, but they should at least have the balls to state it without creating a new nick to hide behind. Ever hear of CONSTRUCTIVE criticism? I haven't had

bullshit. I guess that's about all you can expect out of a spineless organism.

Subject: Renegade Alert is Released!!
Posted by Aurora on Thu, 25 Sep 2003 02:08:55 GMT
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CrimsonAircraftkiller"It needs to be finished before being released, but we don't want you to patch it, just release it, but patch it! but don't release it because it isn't finished! PATCH IT THOUGH! BUT DON'T RELEASE IT! PATCH IT FIRST THOUGH!!"

OMG first it took too long, now you're saying to take your time... between the "OMG RENALERT IS NEVER GONNA COME OUT" and the "OMG RENALERT CAME OUT TOO FAST" -- I'm glad most people are intelligent enough to see the quality of this mod and realize the hundreds of hours put into this project.

If my cable modem ever decides to get an IP, I'll host a small RenAlert server, too.

Nuff said.

Subject: Renegade Alert is Released!!
Posted by cowmisfit on Thu, 25 Sep 2003 02:13:37 GMT
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I FINNALY GOT IT   I like it a lot except for one thing. I dont get why all of the guns even the pistol

are so powerfull yes its more realistic but renegade isnt supposed to and you must have some differince in there strengths i mean ive already be accused of cheating 4 times on this thing and ive had it for not even 4 hours but overall good job guys expectially on the maps i assum ACK did them so good job dude   And to who ever did the textures and models of the hind and other vehicals wow those are quite incredible. GREAT JOB TO THE ENTIRE REN ALERT TEAM CANT WAIT FOR MORE PATCHES TO FIX THE FEW ERRORS I CAN SEE>

Subject: Renegade Alert is Released!!
Posted by Crimson on Thu, 25 Sep 2003 02:14:54 GMT
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ThinkHarderI was talking about ACK not you. I also know the places where people think low of you, but just because they don't like you does not mean they are not as good as you. Why do you have to call them "lowlifes". Granted the ones that take it to the extreme by attacking your site, etc, are lowlifes but the fast majority are just people who disagree with the things you have to say. What is so wrong about that? It is just an opinion.

The one thing I do think highly of you for is the fact that basically you dont give a crap about these people and ignore them, a lot of people wouldnt be able to do that.

Ah, sorry I misunderstood you. Those I refer to as lowlifes are the ones who attack my server and home connection, and those who blindly listen to the "leader's" propaganda without getting a brain and forming an opinion of their own. Those who apparently haven't worked a day in their lives and haven't learned that no one, not even a software company, is perfect.

But I digress.

As for the mod, I suggest that everyone stop taking the complainers seriously unless they come up with something more than generalizations. If you don't like the mod for no particular reason, then don't play it and I suggest you hush. You're entitled to your opinion, but if you don't have something specific to mention in regards to bugs, balance, etc, then you're wasting your typing.

Subject: Renegade Alert is Released!!
Posted by Blazer on Thu, 25 Sep 2003 02:18:00 GMT
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ThinkHarderpeople are quite happy to download this mod without thinking about the secret hidden trojens and spyware it might have in it, along with every other mod.

Feel free to virus scan it, packet sniff, etc and post your results.

Subject: Renegade Alert is Released!!
Posted by Blazer on Thu, 25 Sep 2003 02:20:59 GMT

AlfOMG I can't believe people are talking about the same thing here. This mod sucks!

Common you guys, you mean to say you've been working on this shit for what 2 years, and this is all you've come up with?! Man maybe you need to spend less time rubbing yourself off on this board, acting all high and mighty, "Mr no critisism aloud" and put a little bit more effort into this pile you call a mod.

But seriously, this mod is so crap, it's like they got a bunch of pre schoolers and said "Hey we need some skinners for this new mod we're making and need artisic tallent like yours, can you help us" Then they went to some special hospital and got the paitents to scribble down a load of crap which they could excuse for code.

To top it off they went out and got themselves some hats made up with the EA logo so that they could pretend they are working for EA. Please tell me you guys don't sit around having your "Official EA production meetings".

Come on, this is a trick isn't it? you've got the real version still on your comps, the version you can play and belive is not running off a Com64, that can in fact, be regarded as a mod.

Wow, could it be any more obvious this is simply an attempt to slander RenAlert. Next time, try to be more subtle, and even better yet...actually play the game before you diss it.

Subject: Renegade Alert is Released!!
Posted by Blazer on Thu, 25 Sep 2003 02:24:06 GMT

FerhagoQuote:Common you guys, you mean to say you've been working on this shit for what 2 years, and this is all you've come up with?!

I ummm actually feel the same way :oops:

I had a lot more fun with the reborn beta

Things that are "wow this is fun" often do not have good gameplay or replayability. Im sure everyone would have a blast if a mod had flying penismobiles, and dogs you could kick and they explode, and if you shoot someone in the nuts it falls off and the sky turns into a rainbow...but thats not a game, its a kalidescope. RenAlert is made for serious gameplay, not for people who were fans of the "BuzzMod"'s.

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Thu, 25 Sep 2003 02:27:51 GMT

BlazerThinkHarderpeople are quite happy to download this mod without thinking about the secret

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hidden trojens and spyware it might have in it, along with every other mod.

Feel free to virus scan it, packet sniff, etc and post your results.

If you actually read what I put I was sticking up for your (the entire teams) effort on RenGuard. What I meant was people download mods and other things made by fans not companies (BR, RenAlert, Reborn, phpBB2 or anything that is free, open scource or fan made) without thinking about the things it *might* contain, so why should they bother about RenGuard - In short the people who are complaining about what RenGuard *might* contain are the cheaters themselves, wanting to try and back engieneer it and create a cheat that can get past it, not that any of them have the inteligence to do it. Either that or they are just good old fashioned n00bs.

EDIT: sorry about the spelling its half 3 in the morning!

Subject: Renegade Alert is Released!!
Posted by Blazer on Thu, 25 Sep 2003 02:29:38 GMT
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ThinkHarderBlazerThinkHarderpeople are quite happy to download this mod without thinking about the secret hidden trojens and spyware it might have in it, along with every other mod.

Feel free to virus scan it, packet sniff, etc and post your results.

If you actually read what I put I was sticking up for your (the entire teams) effort on RenGuard. What I meant was people download mods and other things made by fans not companies (BR, RenAlert, Reborn, phpBB2 or anything that is free, open scource or fan made) without thinking about the things it *might* contain, so why should they bother about RenGuard - In short the people who are complaining about what RenGuard *might* contain are the cheaters themselves, wanting to try and back engieneer it and create a cheat that can get past it, not that any of them have the inteligence to do it. Either that or they are just good old fashioned n00bs.

Heh okay but I was serious. Its good practise to scan anything you download from the net, and I think apps should have a virus scan report inside the archive to show that the files were clean when they were packaged.

Subject: Renegade Alert is Released!!
Posted by SS217 on Thu, 25 Sep 2003 02:30:59 GMT
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BlazerFerhagoQuote:Common you guys, you mean to say you've been working on this shit for what 2 years, and this is all you've come up with?!

I ummm actually feel the same way :oops:

I had a lot more fun with the reborn beta

Things that are "wow this is fun" often do not have good gameplay or replayability. Im sure everyone would have a blast if a mod had flying penismobiles, and dogs you could kick and they explode, and if you shoot someone in the nuts it falls off and the sky turns into a rainbow...but thats not a game, its a kalidescope. RenAlert is made for serious gameplay, not for people who were fans of the "BuzzMod"'s.

^^ I SO want to make that mod

But honestly, it's a good mod, what I like about it's a team mod, meaning you need to work together instead of OMGOMGR0XX0RRAMBO style. But infantry are sort of pointless because of this. :/

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Thu, 25 Sep 2003 02:33:13 GMT
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BlazerThinkHarderBlazerThinkHarderpeople are quite happy to download this mod without thinking about the secret hidden trojens and spyware it might have in it, along with every other mod.

Feel free to virus scan it, packet sniff, etc and post your results.

If you actually read what I put I was sticking up for your (the entire teams) effort on RenGu.... My big post......st good old fashioned n00bs.

Heh okay but I was serious. Its good practise to scan anything you download from the net, and I think apps should have a virus scan report inside the archive to show that the files were clean when they were packaged.

Holly crap that was a fast reply! hehe. I don't scan everything I download, but then autoprotect would pick anything up if it found anything. It is a good idea to scan everything though.

I think these people who are moaning are going on about secret scripts, uploaders and general things like that rarther than viruses, but you see my point, if they can download a mod without thinking about it, why cant they download something to stop cheats. Its made by the same people as mods (the gaming community) and its acutally trying to do some good.

Subject: Renegade Alert is Released!!
Posted by Blazer on Thu, 25 Sep 2003 02:36:00 GMT
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Because the ones doomsaying about Renguard being infested with trojans and viruses and backdoors, are the cheaters themselves. They want to keep cheating, and are pissed that something is coming out to stop them, so they will say and do anything they can to hurt the project. If they make one person decide not to use it, then they feel like they have won.

Subject: Renegade Alert is Released!!
Posted by mrpirate on Thu, 25 Sep 2003 02:37:43 GMT
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This is my constructive criticism:

I like what you guys have done with the mod. The textures are fantastic and everything looks really cool. You used that C&C_Under-style water which looks great. My issues are more with the gameplay. Although it's obvious that this mod is more vehicle-oriented, I'd like to have the infantry be able to do more against them. Just, as it is, the infantry side of this mod is next to non-existant; infantry is too easy to kill, which decreases the amount of skill needed to fight with them. As well, tanks can own the infantry units with too much ease. I'd like to see the amount of armour increased on basic units especially. Other than that, it's a cool mod.

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Thu, 25 Sep 2003 02:40:11 GMT
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I totally agree. The soldiers dying quickly is a bug that slipped past, but will be fixed. I'm primarily a soldier and I prefer to fight on the ground, or in the air - I don't like being killed by a tank in a few shots, so we'll be decreasing the effectiveness of vehicle ammunution (OTHER THAN MACHINE GUN FIRE) on soldiers... Something like 65%.

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Thu, 25 Sep 2003 02:42:27 GMT
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mrpirateBig post about infantary.

Yea I kind of agree the infantary are kind of weak. Also when you spawn why do you only have 75 health and no armour. If you go to a PT and get the standard rifle soldier (same as what you spawn with) you end up with the normal amount of health/armour. Is this a bug or what? While im on the subject of PTs, if you go right upto them you can use them, you have to stand back from them a little, anoying if your in a rush.

I know there was a lot of arguments about the artiallry too. The way it fires is, put bluntly, crap. It just doesnt work in a game like Renegade. Similar to the way the standard grenaider is crap too. These are some of the main reasons why I originally said the mod seems only half way to a beta, let alone a full version... it needs a lot of work.

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Thu, 25 Sep 2003 02:51:00 GMT
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Crap?? Why don't you learn how to use the damn thing? Not everything has to point forward and fly straight to be useful, jeez, it's like people can't master ANYTHING that takes even the slightest bit of skill to use... Stop complaining and learn how to use it.

I have NO ISSUES with using Artillery because I know how it fires, a ballistic trajectory, aim accordingly and you rarely miss.

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Thu, 25 Sep 2003 02:54:21 GMT
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ACK fuck off with ur shitty replies. Why are you always better than everyone else?

I have no problem with artiallary in other games. BF1942 and PlanetSide for example - most tanks fire like that. It just does not work with the Renegade engine IN MY OPINION.

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Thu, 25 Sep 2003 02:59:42 GMT
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Your opinion is wrong. You make a shitty opinion and I will respond in kind. That simple.

It's amazing that you can't even grasp a ballistic trajectory weapon which is simple to aim.

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Thu, 25 Sep 2003 03:04:41 GMT
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LOL I remember ages ago when the first beta test for Ren Alert was realsed and what did i say? The Artillery sucks, its retarded especially when it comes to attacking an enemy building. Once your start to shoot, the artillery jumps and the turret goes out of place and you have to you have to target the obeject once agian. The aiming on that thing is way off and as thinkharder said and i said along time ago it just doesnt work with renegade !!! :rolleyes:

YOU NEVER LEAAAARN DO YOOOU !!!!

EDIT: Grammer Improved !

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Thu, 25 Sep 2003 03:05:42 GMT
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Periods are your friend, as is most basic grammar usage.

Subject: Renegade Alert is Released!!
Posted by xpontius on Thu, 25 Sep 2003 03:10:03 GMT
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Yes reading that sentence u call a paragraph= having to start over when trying to get throught the mispellings..

Ill pull some strings at school for the T1 and see how renalert sizes up. I see theres mixed opinions.

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Thu, 25 Sep 2003 03:21:39 GMT
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As with anything, imagine that. :rolleyes:

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Thu, 25 Sep 2003 04:04:27 GMT
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Ok i didnt know everything had to be perfect for you guys im sure you could of understud what i was getting at. However i did read the post to myself to find it was not written the way i wanted it to be written i kinda rushed it so ive gone and changed it just for you

---

Subject: Renegade Alert is Released!!
Posted by Dante on Thu, 25 Sep 2003 17:43:07 GMT
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Quote:Why did you not just make it like all the other mods, why does it have to be seperate. And whats with the EA logo and things, its nothing to do with EA apart from it being a MOD of an EA game. Your going on asif EA made or sponsored it or something, which they didnt.

ok....

well, its called legal issues, not "i wanna be EA". they made the game, they retain the legal rights

---

to it, notice how that works?

Next quick issue:
Artillery, once you get used to it (i hated the damn thing to begin with) it is actually quite easy to control & aim, it just takes some skill, i was picking off infantry in the Soviet base last night from next to the weapons factory in the allied base. Its fine, just takes some skill, as with most real vehicles, you don't get it right the first time you jump in and click boom.

anything else, i consider critizism, and it is welcome, if you don't like it, im sorry, if you do, great.

as far as the infantry issues, they are being addressed, and will be updated in the next up and coming patch.

Subject: Renegade Alert is Released!!
Posted by warranto on Thu, 25 Sep 2003 18:44:28 GMT
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FerhagoYeah well my p4 1500mghz radeon 7000 is still pretty old. It cant get above 10 fps on that map zama

Even with lowest detail

It's on your end then. I have an AMD Athalon at 855 MHz with a GeForce 4 Ti 4200, and it runs fine.

Subject: Renegade Alert is Released!!
Posted by Dante on Thu, 25 Sep 2003 18:59:00 GMT
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Quote:Why did you not just make it like all the other mods, why does it have to be seperate.

its quite obvious you have never had the pleasure (translated as a headache) of the 0 bug, this is why we went with this option.

Subject: Renegade Alert is Released!!
Posted by Homey on Thu, 25 Sep 2003 19:53:02 GMT
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Whats better, a 100% mod or a mod that has everything excluding a few things... :rolleyes:
Look at desert combat for bf1942 its constantly being added to and getting better. Having something is better then nothing.

Subject: Renegade Alert is Released!!
Posted by bigejoe14 on Thu, 25 Sep 2003 20:30:30 GMT
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And that's exactly what they are going to do with the patches they are making, they are going to add new content. HURRR!!!

 :rolleyes:

Desert Comabat was released when it was only 80 megs in size. And they kept adding onto it with patches to make it better. Now the whole thing is like 800 megs.

Ren Alert was released when it was like 250 megs. And they are going to add new content on patches which will make it bigger.

Ren Alert: 250
DC: 80

Do the math before you start to spill your stupid juice all over the floor.

Subject: Renegade Alert is Released!!
Posted by spreegem on Thu, 25 Sep 2003 20:56:12 GMT
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I have a big problem, after unistalling Renalert, I can no longer install it, it says "Error writing to the temporary location" No i didn't install to my Renegade directory. Does anyone know what's wrong?? Or how to fix it??

BTW could I have permission to host RenAlert on my site?

Subject: Renegade Alert is Released!!
Posted by Walrus on Thu, 25 Sep 2003 21:57:10 GMT
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ohbugger, its going to be awhile before i can get my copy working. oh well. better late then never.

Subject: Renegade Alert is Released!!
Posted by Homey on Fri, 26 Sep 2003 00:22:58 GMT
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bigejoe14And that's exactly what they are going to do with the patches they are making, they are going to add new content. HURRR!!!

:rolleyes:

Desert Comabat was released when it was only 80 megs in size. And they kept adding onto it with patches to make it better. Now the whole thing is like 800 megs.

Ren Alert was released when it was like 250 megs. And they are going to add new content on patches which will make it bigger.

Ren Alert: 250
DC: 80

Do the math before you start to spill your stupid juice all over the floor.
2 Completely different games different sizes. Also dc uses bf1942 maps.

Subject: Renegade Alert is Released!!
Posted by Homey on Fri, 26 Sep 2003 00:50:09 GMT
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[quote="bigejoe14"]
Ren Alert: 250
DC: 80
quote]
Dc was more then that and its now about 550. not 800

Subject: Renegade Alert is Released!!
Posted by npsmith82 on Fri, 26 Sep 2003 03:01:46 GMT
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I'm slowly downloading the file, at an amazing 2.8 Kb/sec! Already 20% so shouldn't be long and i'm looking forward to it.

Good work team.

Quick note : Artillery, i also have no problem with the way the artillery is made. It's not overly difficult to learn something once in a while guys, once you've perfected it, you can be deadly.

Subject: Renegade Alert is Released!!
Posted by bigejoe14 on Fri, 26 Sep 2003 16:19:43 GMT
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Quote:2 Completely different games different sizes. Also dc uses bf1942 maps.
Dosen't matter if they were different games or not. DC was as barren as hell when it was released.

Subject: Renegade Alert is Released!!
Posted by kawolsky on Fri, 26 Sep 2003 16:50:20 GMT
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ThinkHarderI have to agree with sjezk3 here. The MOD looks like it has potential but basically its no where near finished. I understand you are going to be releasing patches for it but why not just wait until all the simple bugs like texture errors are fixed and a few more maps before releasing it. This just seems like a rush job to me.

As for the maps themselves, well apart from there being only only 3. The flying one is very un balanced as the allied team have crap base defences while the soviets have there huge massive kill-almost-anything-in-one-shot tesla coil thing. They also do not look any more detailed than renegade, they do load faster however, which is strange. I did not get a FPS his on my system but then it is quite high spec (2400+, Radeon 9800. 1gb DDR). The forest one is a little wierd, a bit to dark for my liking, but at least its origional.

Why did you not just make it like all the other mods, why does it have to be seperate. And whats with the EA logo and things, its nothing to do with EA apart from it being a MOD of an EA game. Your going on asif EA made or sponsored it or something, which they didnt.

On a personal note, ACK why do you have to react so nasty when someone says ANYTHING remotely bad about something you have made. No one is saying your not skilled at map making etc, but its ovious that not everyone is going to like the things you make, some will like it, others wont. No reason to get nasty if someone says somthing negative. I am refering to the "I could say the same for your brain" reply, and others like it. Chill out dude!!

On the whole it has the potential to be a good mod but it does need a LOT of work before it becomes that. IMO it shouldnt have been released yet. It does seem somewhat incomplete.

carbon kid...shut up

Subject: Renegade Alert is Released!!
Posted by kawolsky on Fri, 26 Sep 2003 16:51:43 GMT
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sjezk3Just one question why realse Ren Alert when it looks as if its only 60% done? :rolleyes:

carbon kid shut up,
anyone else noticing a pattern between these two no-lifes?

Subject: Renegade Alert is Released!!
Posted by sjezk3 on Fri, 26 Sep 2003 17:34:13 GMT
View Forum Message <> Reply to Message

kawolskysjezk3Just one question why realse Ren Alert when it looks as if its only 60% done?
:rolleyes:

carbon kid shut up,
anyone else noticing a pattern between these two no-lifes?

sjezk3 is my other name i use carbon kid sometimes duh !

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Mon, 29 Sep 2003 01:27:43 GMT
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I am most definatly not Carbon-Kid you freak.

As for the artillary - this place is full of a load of stupid fucktards!

I said it doesnt work in renegade - not that I dont know how to use it or find it hard it aim - IT JUST DONT NOT WORK AS WELL WITH THE RENEGADE GAME ENGINE AS IT DOES WITH OTHERS.

As for DC, it was around 120mb in size when it first came out, used mostly BF1942 maps, and was acutually quite good, be it with a few bugs. However it was always, and still is, a PUBLIC ALPHA. Renalert is not a public alpha. Acording to this thread its not even a beta but final. It will be a LONG time before DC becomes final, its not even a beta yet so its alloud bugs, even though it hardly has any.

You cannot compare the 2 games they are 2 totally different games. RenAlert will NEVER be the size or quality of DC for a start.

Subject: Renegade Alert is Released!!
Posted by Gernader8 on Mon, 29 Sep 2003 02:26:25 GMT
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ThinkHarder....You cannot compare the 2 games they are 2 totally different games. RenAlert will NEVER be the size or quality of DC for a start.

Wait a second...you just said you cannot compare the two, but then you go on and compare them. By saying "RenAlert will NEVER be the size or quality of DC for a start" thats comparing it to DC.

Subject: Renegade Alert is Released!!
Posted by ThinkHarder on Mon, 29 Sep 2003 04:11:26 GMT
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Gernader8ThinkHarder....You cannot compare the 2 games they are 2 totally different games. RenAlert will NEVER be the size or quality of DC for a start.

Wait a second...you just said you cannot compare the two, but then you go on and compare them. By saying "RenAlert will NEVER be the size or quality of DC for a start" thats comparing it to DC.

See what I mean? WHO THE FUCK CARES?

In compare I meant you can't compare them technically - they are based on different game engines and thefore cannot be compared.

That doesnt stop you comparing the gameplay. And if you do both BF1942 and DC kick the shit out of Renegade in every way.

Subject: Renegade Alert is Released!!
Posted by Aircraftkiller on Mon, 29 Sep 2003 04:53:42 GMT
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You enjoy contradicting yourself?

Subject: Renegade Alert is Released!!
Posted by Ferhago on Tue, 30 Sep 2003 12:58:53 GMT
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Thats funny. He tries to make an intelligent point and when he is proven wrong he goes "Fuck everything your gay" and stuff like that because being intelligent obviously didn't work

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Subject: Renegade Alert is Released!!
Posted by OrcaPilot26 on Tue, 30 Sep 2003 15:53:49 GMT
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RenAlert is the best mod for Renegade, I say it's even better than Renegade itself.

 I never did like BF1942, sure it had good aircraft physics, but it seems like they didn't take the time to fix some problems. An empty vehicle usually ends up exploding, and you can stand on the wing of a bomber while it's flying. Renegade is more "streamlined" and it doesn't have these issues, probably because it'd been worked on for several years before release. That would explain the rather low detail of the game, but gameplay(multiplayer) is really good.

Subject: Renegade Alert is Released!!
Posted by ohmybad on Tue, 30 Sep 2003 23:00:17 GMT
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Quote:IT JUST DONT NOT WORK AS WELL WITH THE RENEGADE GAME ENGINE AS IT DOES WITH OTHERS.

OMG! Double negatives!

Subject: Renegade Alert is Released!!
Posted by Homey on Wed, 01 Oct 2003 00:03:28 GMT
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DC is an a ownage mod. Also the vehicle explodes automatically for a reason :rolleyes: You really think that was unintentional?