Subject: Renegade Alert's public beta is released
Posted by Aircraftkiller on Tue, 01 Apr 2003 03:10:46 GMT
View Forum Message <> Reply to Message

http://www.cncrenegade.info

Subject: Renegade Alert's public beta is released
Posted by Predator on Tue, 01 Apr 2003 03:15:14 GMT
View Forum Message <> Reply to Message

i can't expesse myself and my joy quite so much right now :bigups: :mrgreen: :thumbsup: :bigups: :biggrin:

Subject: Renegade Alert's public beta is released
Posted by bigejoe14 on Tue, 01 Apr 2003 03:16:14 GMT
View Forum Message <> Reply to Message

W00ters!

Subject: Renegade Alert's public beta is released
Posted by C4miner on Tue, 01 Apr 2003 03:16:23 GMT
View Forum Message <> Reply to Message

Can't wait till the download finishes... in 22 hours

Well 4 with my download accelerator.

Desperately needs mirrors.

Subject: Renegade Alert's public beta is released
Posted by Aspenth on Tue, 01 Apr 2003 03:22:16 GMT
View Forum Message <> Reply to Message

Yeah, I wish there was something I could do to improve the speed of my server. Speed is probably the only downfall of my server with HostOnce since I get unlimited everything else for such a cheap price. Believe me, if I had more of a use for a web server aside from my own uploading use, I'd consider investing in a more professional server.

Subject: Renegade Alert's public beta is released
Posted by C4miner on Tue, 01 Apr 2003 03:23:59 GMT

Hey, I got no problem with the speed, I got all night to download it. A server is better than no server. Thx.

Subject: Renegade Alert's public beta is released
Posted by Beanyhead on Tue, 01 Apr 2003 03:29:34 GMT

AspenthYeah, I wish there was something I could do to improve the speed of my server. Speed is probably the only downfall of my server with HostOnce since I get unlimited everything else for such a cheap price. Believe me, if I had more of a use for a web server aside from my own uploading use, I'd consider investing in a more professional server.

ROFL, I used to use that host... not anymore

Subject: Renegade Alert's public beta is released
Posted by Aspenth on Tue, 01 Apr 2003 03:32:16 GMT

BeanyheadAspenthYeah, I wish there was something I could do to improve the speed of my server. Speed is probably the only downfall of my server with HostOnce since I get unlimited everything else for such a cheap price. Believe me, if I had more of a use for a web server aside from my own uploading use, I'd consider investing in a more professional server.

ROFL, I used to use that host... not anymore

Perhaps then you'd be so kind as to enlighten me who your host is now.

Subject: Renegade Alert's public beta is released
Posted by C4miner on Tue, 01 Apr 2003 03:32:54 GMT

Probably one that he pays alot more for

Subject: Renegade Alert's public beta is released
Posted by Raven on Tue, 01 Apr 2003 03:33:32 GMT

someone should send it to me, i could upload it at however fast everyone's download is. it's going to take me 22 hours to download it from there.

Subject: Renegade Alert's public beta is released
Posted by Javaxcx on Tue, 01 Apr 2003 03:39:07 GMT
View Forum Message <> Reply to Message

Subject: Renegade Alert's public beta is released
Posted by Aurora on Tue, 01 Apr 2003 03:39:41 GMT
View Forum Message <> Reply to Message

EVERYONE ELSE STOP DOWNLOADING IT!

LET ME GET IT FIRST!

damn this 2.4kb/s transfer rate...

Subject: Renegade Alert's public beta is released
Posted by C4miner on Tue, 01 Apr 2003 03:42:37 GMT
View Forum Message <> Reply to Message

Raven use download accelerator plus it boosts the transfer rate from like 1.5 kb/sec to 5.4 kb/sec

Subject: Renegade Alert's public beta is released
Posted by Raven on Tue, 01 Apr 2003 03:52:43 GMT
View Forum Message <> Reply to Message

who has it that can just send it to me like normal speeds. i can upload it to everyone else after that. i'll give you my msn, just anyone who has it, post here and let me know and i'll private message you my icq or msn whichever you have. i prefer icq.

Subject: Renegade Alert's public beta is released
Posted by Aspenth on Tue, 01 Apr 2003 04:02:32 GMT
View Forum Message <> Reply to Message

I'll have it in about an hour since I'm transferring at approximately 14 KB/s. But I also started downloading early because I knew what the URL was long before ACK posted about it here.

Subject: Renegade Alert's public beta is released
Posted by SomeRhino on Tue, 01 Apr 2003 05:39:17 GMT
View Forum Message <> Reply to Message

Haha, I'm getting 440 bytes/sec. There should be a secret download for those involved with the project.

Hmm, did The Realm just get hacked?

Subject: Renegade Alert's public beta is released
Posted by Whitedragon on Tue, 01 Apr 2003 08:41:45 GMT
View Forum Message <> Reply to Message

CnCHQcom server up with Ren Alert, 12 players.

Subject: Renegade Alert's public beta is released
Posted by Oddjob on Tue, 01 Apr 2003 10:00:13 GMT
View Forum Message <> Reply to Message

Yes a big thanks goes to the mod team. 9 months of hard work will soon pay off with respect from the Renegade community. Well done all round.

Subject: Renegade Alert's public beta is released
Posted by Commando no. 448 on Tue, 01 Apr 2003 10:54:19 GMT
View Forum Message <> Reply to Message

I am disgusted. A 77 meg HTML of the You are an idiot page. This is shamefull. Not worth the ten minutes d/l. Just kidding. I won't post a smily because it would give this away instantly. I want people to read it. Nice work buddies at the Renegade Alert.

Subject: Renegade Alert's public beta is released
Posted by Commando no. 448 on Tue, 01 Apr 2003 11:03:53 GMT
View Forum Message <> Reply to Message

Whoh! Problem! No scripts file in my zip. I got it off fileplanet. Can you release a Zip of the scripts only? I will try running it without it.

Subject: Renegade Alert's public beta is released
Posted by Majiin Vegeta on Tue, 01 Apr 2003 11:16:21 GMT
View Forum Message <> Reply to Message

 kewl i wsill download it at college tomoroow

my 56k would take ages!

Subject: Renegade Alert's public beta is released
Posted by Kingdud on Tue, 01 Apr 2003 11:40:47 GMT
View Forum Message <> Reply to Message

May I say it? Plze...THANKS ACK! W00ty McW00ty W00t!!!!!!!!!!!!!!!!!

Peace out,

-Kingdud

Subject: Renegade Alert's public beta is released
Posted by Predator on Tue, 01 Apr 2003 11:46:15 GMT
View Forum Message <> Reply to Message

Quote:Whoh! Problem! No scripts file in my zip. I got it off fileplanet. Can you release a Zip of the scripts only? I will try running it without ityou need to download C&C Basin and get IT'S scripts to play :rolleyes:

Subject: Renegade Alert's public beta is released
Posted by Ze French on Tue, 01 Apr 2003 11:47:21 GMT
View Forum Message <> Reply to Message

W000t!!Thanks alot RenAlert team!!

Subject: Renegade Alert's public beta is released
Posted by Commando no. 448 on Tue, 01 Apr 2003 12:13:46 GMT
View Forum Message <> Reply to Message

What? Well anyways I was wondering how do I get the theif to work. I was standing puzzled in the soviet ref. I love Volkov. Downed a pillbox single handedly. Maybe it is the scripts. Are you sure I need CNC_Basin?

Subject: Renegade Alert's public beta is released
Posted by Yano on Tue, 01 Apr 2003 13:08:37 GMT
View Forum Message <> Reply to Message

  O SNAPS

Subject: Renegade Alert's public beta is released
Posted by Sir Phoenixx on Tue, 01 Apr 2003 13:15:46 GMT
View Forum Message <> Reply to Message

YaY!

Subject: Renegade Alert's public beta is released
Posted by JVTech on Tue, 01 Apr 2003 13:16:09 GMT
View Forum Message <> Reply to Message

all I can say is........

WOOT!!!!!

Subject: Renegade Alert's public beta is released
Posted by NHJ BV on Tue, 01 Apr 2003 13:46:37 GMT
View Forum Message <> Reply to Message

RedAlertMod.zip 5:26:13 left (At 4.0K/sec)

I hate 56k...

BTW, will any future updates be released as an update as well or do we have to download all
77MB+ again?

Subject: Renegade Alert's public beta is released
Posted by zxdxz on Tue, 01 Apr 2003 14:25:35 GMT
View Forum Message <> Reply to Message

great jobs RA-mod team!!
I'd wonder is there any scripts selector to switch between original script and RA one....

...can any shortcut command can tell game.exe to call specific scripts.dll to load with?

Subject: Renegade Alert's public beta is released
Posted by Ze French on Tue, 01 Apr 2003 14:47:20 GMT
View Forum Message <> Reply to Message

Can someone PLEASE tell me how to get this mod to work?I cant rename the sripts.dll file to
scripts2.ddl because it already exists!

Subject: Renegade Alert's public beta is released
Posted by LTKirovy on Tue, 01 Apr 2003 14:49:15 GMT
View Forum Message <> Reply to Message

Any more download links? I wanna download after school, however, it is impossible to get it in 22 hours, as my bro would cancel it

Subject: Renegade Alert's public beta is released
Posted by Sk8rRIMuk on Tue, 01 Apr 2003 15:14:32 GMT
View Forum Message <> Reply to Message

NHJ BVRedAlertMod.zip 5:26:13 left (At 4.0K/sec)

I hate 56k...

BTW, will any future updates be released as an update as well or do we have to download all 77MB+ again?

RedAlertMod.zip 14:13 left (At 84.0K/sec)

I love broadband

-Sk8rRIMuk

Subject: Renegade Alert's public beta is released
Posted by Raven on Tue, 01 Apr 2003 15:28:36 GMT
View Forum Message <> Reply to Message

um, just 1 map? that's it?

Subject: Renegade Alert's public beta is released
Posted by Raven on Tue, 01 Apr 2003 17:18:10 GMT
View Forum Message <> Reply to Message

i sure hope this is the april fools beta and the real one comes out tomorrow

Subject: Renegade Alert's public beta is released
Posted by DarkRanger on Tue, 01 Apr 2003 17:33:39 GMT
View Forum Message <> Reply to Message

yeah i hope so too. the beta is very bad...

Subject: Renegade Alert's public beta is released
Posted by Beanyhead on Tue, 01 Apr 2003 18:02:27 GMT
View Forum Message <> Reply to Message

AspenthBeanyheadAspenthYeah, I wish there was something I could do to improve the speed of my server. Speed is probably the only downfall of my server with HostOnce since I get unlimited everything else for such a cheap price. Believe me, if I had more of a use for a web server aside from my own uploading use, I'd consider investing in a more professional server.

ROFL, I used to use that host... not anymore

Perhaps then you'd be so kind as to enlighten me who your host is now.

ROFL, http://www.g-hosting.net although http://www.hostforweb.com is good also.

Subject: Renegade Alert's public beta is released
Posted by kawolsky on Tue, 01 Apr 2003 18:24:10 GMT
View Forum Message <> Reply to Message

aurorax0EVERYONE ELSE STOP DOWNLOADING IT!

LET ME GET IT FIRST!

damn this 2.4kb/s transfer rate...

LOL

Subject: Renegade Alert's public beta is released
Posted by kawolsky on Tue, 01 Apr 2003 18:26:11 GMT
View Forum Message <> Reply to Message

 WOOT

Subject: Renegade Alert's public beta is released
Posted by Aircraftkiller on Tue, 01 Apr 2003 18:56:44 GMT
View Forum Message <> Reply to Message

Raveni sure hope this is the april fools beta and the real one comes out tomorrow

I hope you get a brain or something. I said one map would go in if you paid any attention at all.

It's a public beta, not a full fucking game for free.

Subject: Renegade Alert's public beta is released
Posted by Duke of Nukes on Tue, 01 Apr 2003 19:25:26 GMT
View Forum Message <> Reply to Message

allies cant get into soviets base 1 person at a time...Allies base defenses suck and the bunkers couldn't even hit infantry when I tested it out with a shock trooper...

other than that I thought it was pretty good...what's the point of having the V2's shoot into the sky though?

Subject: Renegade Alert's public beta is released
Posted by Aircraftkiller on Tue, 01 Apr 2003 19:36:47 GMT
View Forum Message <> Reply to Message

Because the Allies aren't supposed to just waltz in to a Soviet base. If the Tesla Coil is still up, they're required to work as a team to take it down, or just own the field and keep the Soviets from taking down their base.

Subject: Renegade Alert's public beta is released
Posted by Raven on Tue, 01 Apr 2003 19:39:47 GMT
View Forum Message <> Reply to Message

AircraftkillerRaveni sure hope this is the april fools beta and the real one comes out tomorrow

I hope you get a brain or something. I said one map would go in if you paid any attention at all.

It's a public beta, not a full fucking game for free.

oh, so you're going to charge for the full version?

yeah, wtf is with the v2s. they were homing in red alert, they just shoot straight in here. also i'm having problems with the health meters, like it's not always coming up with the green or red boxes around the enemy even at close range, so it's not showing their health or anything. might need to tone down the jumping also just a bit, guys were jumping 8 feet high. also can't see all the weapons and guns in first person view on some characters, like even the pistol. also i'm not a big fan of the invisible barriers, it'd make more sense to put something there, like maybe one of the walls or fences you could build in red alert. kind of sucks trying to go around a hill and getting half way up and to the left of it when you slam into an invisible barrier in a v2 rocket, which doesn't have enough horsepower to get you back out, so you're stuck.

Subject: Renegade Alert's public beta is released
Posted by flyingfox on Tue, 01 Apr 2003 19:47:34 GMT
View Forum Message <> Reply to Message

delete

Subject: Renegade Alert's public beta is released
Posted by Raven on Tue, 01 Apr 2003 19:47:58 GMT
View Forum Message <> Reply to Message

where's the allied flamethrowing base defenses? where's the kennel? the dogs? the migs? the helis, the power plants, the radar dome, the technology center, the nuke silos. it would be cool if you could only do nukes if your nuke silo was still alive. where's the allied spy that looks just like the soviets? why does the tesla coil shoot continuously instead of once at a time like it did in red alert, should be like same way obelisk shoots but blue and jagged like the engi blue beam. where's the dogs man? i want to be one of the dogs that goes to kill infantry. where's the subs? the gems and the ore, a harvester that looks like a dump truck and not an ice cream truck. where's the mcv so i can drive it somewhere else and set up another base man? also is it possible to set it to so individuals can purchase more ore trucks like in red alert? that'd be sweet to have 4 or 5 ore trucks so long as someone can afford one. also don't limit vehicles, i haven't been in a game big enough to know if they are limited, but it would be cool if in a 40 player game you could have 15 vehicles and raid a base, rather than be restricted to 7 or 8. when is somebody going to start working on the goldeneye levels?

Subject: Renegade Alert's public beta is released
Posted by maj.boredom on Tue, 01 Apr 2003 20:18:37 GMT
View Forum Message <> Reply to Message

Ravenwhere's the allied flamethrowing base defenses? where's the kennel? the dogs? the migs? the helis, the power plants, the radar dome, the technology center, the nuke silos. it would be cool if you could only do nukes if your nuke silo was still alive. where's the allied spy that looks just like the soviets? why does the tesla coil shoot continuously instead of once at a time like it did in red alert, should be like same way obelisk shoots but blue and jagged like the engi blue beam. where's the dogs man? i want to be one of the dogs that goes to kill infantry. where's the subs? the gems and the ore, a harvester that looks like a dump truck and not an ice cream truck. where's the mcv so i can drive it somewhere else and set up another base man? also is it possible to set it to so individuals can purchase more ore trucks like in red alert? that'd be sweet to have 4 or 5 ore trucks so long as someone can afford one. also don't limit vehicles, i haven't been in a game big enough to know if they are limited, but it would be cool if in a 40 player game you could have 15 vehicles and raid a base, rather than be restricted to 7 or 8. when is somebody going to start working on the goldeneye levels?

Flamethrowers were only Sovs and Spies were only Allies. 2ndly, most the buildings you

Red Alert? Maybe in an expansion pack I missed.

Subject: Renegade Alert's public beta is released
Posted by C4miner on Tue, 01 Apr 2003 21:29:42 GMT
View Forum Message <> Reply to Message

I don't know if the beta speaks for the full version, but the beta didn't hold my interest for more than 10 minutes

---

Subject: Renegade Alert's public beta is released
Posted by Commando no. 448 on Tue, 01 Apr 2003 21:36:35 GMT
View Forum Message <> Reply to Message

Still. WHAT ABOUT MY THEIF! How the heck do I get that thing working! I love cash so I want to steal it! Do I need more then 1 player to steal though? Maybe that was it. How does it steal money? Per player? Per second? I want to steal things! How do I steal? I am going crazy! Must steal... Must steal... Must steal...

PS. Try driving a ranger up the ref ramp. It is funny to watch.

Subject: Renegade Alert's public beta is released
Posted by Raven on Tue, 01 Apr 2003 21:51:57 GMT
View Forum Message <> Reply to Message

maj.boredomRavenwhere's the allied flamethrowing base defenses? where's the kennel? the dogs? the migs? the helis, the power plants, the radar dome, the technology center, the nuke silos. it would be cool if you could only do nukes if your nuke silo was still alive. where's the allied spy that looks just like the soviets? why does the tesla coil shoot continuously instead of once at a time like it did in red alert, should be like same way obelisk shoots but blue and jagged like the engi blue beam. where's the dogs man? i want to be one of the dogs that goes to kill infantry. where's the subs? the gems and the ore, a harvester that looks like a dump truck and not an ice cream truck. where's the mcv so i can drive it somewhere else and set up another base man? also is it possible to set it to so individuals can purchase more ore trucks like in red alert? that'd be sweet to have 4 or 5 ore trucks so long as someone can afford one. also don't limit vehicles, i haven't been in a game big enough to know if they are limited, but it would be cool if in a 40 player game you could have 15 vehicles and raid a base, rather than be restricted to 7 or 8. when is somebody going to start working on the goldeneye levels?

Flamethrowers were only Sovs and Spies were only Allies. 2ndly, most the buildings you

Red Alert? Maybe in an expansion pack I missed.

yeah flamethrowers were soviets, but i did say the allied spy. allied chronojam, need one of those, blank out the radar in the vicinity. also i think when hosting this map all units should be on

radar, just like it was in red alert. it'd be cool if a chronojam could jam the radar of the soviets when they get near it. so, there will be water units on other maps, and different buildings on other maps? or are you just assuming? what about helis and migs?

and james bond goldeneye was a fps shooter for the n64 with some of my favorite maps from any game, even if they weren't all that great they bring back memories as i'm sure they would for a lot of people. but you know, it was on the n64 so i guess you had to have people to play it with or it wouldn't have been much fun to you. those truly would be some of the most fun maps if they were made. and i know it's beta, i'm just giving feedback.

Subject: Renegade Alert's public beta is released
Posted by C4miner on Tue, 01 Apr 2003 21:55:57 GMT
View Forum Message <> Reply to Message

omg someone please make maps for complex, facility, and the big one with the jail cells. Those are the top 3 maps of like, all time

---

Subject: Renegade Alert's public beta is released
Posted by Whitedragon on Tue, 01 Apr 2003 22:13:58 GMT
View Forum Message <> Reply to Message

Commando no. 448Still. WHAT ABOUT MY THEIF! How the heck do I get that thing working! I love cash so I want to steal it! Do I need more then 1 player to steal though? Maybe that was it. How does it steal money? Per player? Per second? I want to steal things! How do I steal? I am going crazy! Must steal... Must steal... Must steal...
Thief doesnt work yet.

Subject: Renegade Alert's public beta is released
Posted by Aurora on Tue, 01 Apr 2003 23:36:52 GMT
View Forum Message <> Reply to Message

You people are idiots.

B-E-T-A

COMPREHEND??? YES???NO???

Not everything is finished, not everything is working.

THIS IS NOT THE FULL THING
FRIGGIN CHILL

Subject: Renegade Alert's public beta is released
Posted by LTKirovy on Wed, 02 Apr 2003 00:08:33 GMT
View Forum Message <> Reply to Message

One correction Raven. V2's were never ever homing in a normal game. I stil play Red Alert, and I have yet to see a v2 rocket home in on its target

---

Subject: Renegade Alert's public beta is released
Posted by bigejoe14 on Wed, 02 Apr 2003 09:14:30 GMT
View Forum Message <> Reply to Message

Not trying to sound mean or anything but, how come no custom gun models? Is it because of it just being a beta? Or a .dll?

Subject: Renegade Alert's public beta is released
Posted by Blazer on Wed, 02 Apr 2003 09:30:57 GMT
View Forum Message <> Reply to Message

This is an early beta, there is allready a new version that hasn't been released yet, that fixes many issues. Custom gun models are last on the list, because only one person on the team is working on them.

Subject: Renegade Alert's public beta is released
Posted by Scythar on Wed, 02 Apr 2003 12:08:47 GMT
View Forum Message <> Reply to Message

This is awesome mod already, but the fearsome Zero-bug seems to have returned with full power. Even restarting Renegade didn't work when I tried just a while ago on the DOMserver. Yesterday it worked well though, dunno why.

Subject: Renegade Alert's public beta is released
Posted by Sir Phoenixx on Wed, 02 Apr 2003 13:18:52 GMT
View Forum Message <> Reply to Message

bigejoe14Not trying to sound mean or anything but, how come no custom gun models? Is it because of it just being a beta? Or a .dll?

Damn people, stop it with the stupid questions. It's a beta.

Subject: Renegade Alert's public beta is released

Posted by Raven on Wed, 02 Apr 2003 13:44:59 GMT
View Forum Message <> Reply to Message

I thought the whole concept of Beta was user feedback?

Subject: Renegade Alert's public beta is released
Posted by bigejoe14 on Wed, 02 Apr 2003 14:08:36 GMT
View Forum Message <> Reply to Message

Sir Phoenixxbigejoe14Not trying to sound mean or anything but, how come no custom gun models? Is it because of it just being a beta? Or a .dll?

Damn people, stop it with the stupid questions. It's a beta.
I clearly understand that it's a beta. I was just curious as to why there were no custom gun models. Thanks to Blazer for cleared up my question.

Subject: Renegade Alert's public beta is released
Posted by NHJ BV on Wed, 02 Apr 2003 14:59:27 GMT
View Forum Message <> Reply to Message

Could anyone please set up a server in Europe? Preferrably one under 24 players. Currently there is none

Subject: Renegade Alert's public beta is released
Posted by NHJ BV on Wed, 02 Apr 2003 15:24:40 GMT
View Forum Message <> Reply to Message

And does anyone know how to play this thing offline? I do not posess a network card, so I cannot use LAN. I tried RenSkirmish, but then it acts like there is no map present. I tried using a virtual network card (Microsoft Loopback adapter in XP, it is called), but it keeps saying "gameplay pending"...I think that I just have to wait for someone to host it on a server (in Europe).

Subject: Renegade Alert's public beta is released
Posted by bigejoe14 on Wed, 02 Apr 2003 15:53:39 GMT
View Forum Message <> Reply to Message

NHJ BVAnd does anyone know how to play this thing offline? I do not posess a network card, so I cannot use LAN. I tried RenSkirmish, but then it acts like there is no map present. I tried using a virtual network card (Microsoft Loopback adapter in XP, it is called), but it keeps saying "gameplay pending"...I think that I just have to wait for someone to host it on a server (in Europe).
You can play by yourself on LAN. Just make sure you're connected and just host a game. I did it last night wiht RenAlert. You shouldn't need a network card.

Subject: Renegade Alert's public beta is released
Posted by exnyte on Wed, 02 Apr 2003 16:58:07 GMT
View Forum Message <> Reply to Message

NHJ BVI tried using a virtual network card (Microsoft Loopback adapter in XP, it is called), but it keeps saying "gameplay pending"...

When you host it for just yourself on a LAN game, you need to make sure that you are hosting for just 1 player, otherwise you will get that "gameplay pending" message forever.

majikent

Subject: Renegade Alert's public beta is released
Posted by John Shaft Jr. on Wed, 02 Apr 2003 17:09:35 GMT
View Forum Message <> Reply to Message

Hehehehe.... Downloaded it in like 10 minutes. :thumbsup: :thumbsup:

Good Job Renegade Alert Team. :thumbsup: :thumbsup:

Subject: Renegade Alert's public beta is released
Posted by NHJ BV on Wed, 02 Apr 2003 17:15:39 GMT
View Forum Message <> Reply to Message

majikentNHJ BVI tried using a virtual network card (Microsoft Loopback adapter in XP, it is called), but it keeps saying "gameplay pending"...

When you host it for just yourself on a LAN game, you need to make sure that you are hosting for just 1 player, otherwise you will get that "gameplay pending" message forever.

majikent

That might be it...I'll check it out. BTW, the LAN menu is really choppy with that virtual card...(but not unusable)

And connecting the the internet for a 1player game isn't practical; I'm on 56k thus it costs money.

Subject: Renegade Alert's public beta is released
Posted by NHJ BV on Wed, 02 Apr 2003 17:47:23 GMT
View Forum Message <> Reply to Message

Putting the # of players to 1 didn't help; it still gave the flashing "gameplay pending" message. Then the great idea popped into my mind: maybe the server should not be dedicated!

Unfortunately, when I set it to non-dedicated (I certainly should've noticed that), the game failed to load (on the "to command & conquer" screen). It went slower and slower and sloooooooower until the progress bar came to a halt at +/- 20%...

Subject: Renegade Alert's public beta is released
Posted by Raven on Wed, 02 Apr 2003 18:18:51 GMT
View Forum Message <> Reply to Message

lmao dude. duh not dedicated. ha, i hosted a 1 player dedicated on wol before. some noob joined it and started playing. he claimed somebody had aimbot in the game.

Subject: Renegade Alert's public beta is released
Posted by Dante on Wed, 02 Apr 2003 18:26:11 GMT
View Forum Message <> Reply to Message

NHJ BVPutting the # of players to 1 didn't help; it still gave the flashing "gameplay pending" message. Then the great idea popped into my mind: maybe the server should not be dedicated!

Unfortunately, when I set it to non-dedicated (I certainly should've noticed that), the game failed to load (on the "to command & conquer" screen). It went slower and slower and sloooooooower until the progress bar came to a halt at +/- 20%...

Settings for Hosting 1 Player LAN

Dedicated OFF
Remix Teams ON 'for the full effect of the map
Change Teams ON
Number of Players = 1

ok?

Subject: Renegade Alert's public beta is released
Posted by NHJ BV on Thu, 03 Apr 2003 13:32:37 GMT
View Forum Message <> Reply to Message

Dante
Settings for Hosting 1 Player LAN

Dedicated OFF
Remix Teams ON 'for the full effect of the map
Change Teams ON
Number of Players = 1

ok?

I'm afraid not. These are my settings for 1 player LAN (after installing Microsoft Loopback Adapter):

[Settings]
wConfigName=MQAgAHAAbABhAHkAZQByACAATABBAE4AIABSAGUAbgBBAGwAZQByAHQ
AIABCAGUAdABhAAAA
MapName=ra_keep_off_the_grass.lsd
ModName=RedAlertMod.pkg
TimeLimitMinutes=30
RadarMode=1
Port=4848
IsDedicated=no
IsAutoRestart=no
IsPassworded=no
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=yes
UseLagReduction=yes
wGameTitle=RABIAGQAaQBjAGEAdABIAGQAIABSAGUAbgBIAGcAYQBkAGUAIABTAGUAcgB
2AGUAcgAAAA==
MapName00=ra_keep_off_the_grass.lsd
IsFriendlyFirePermitted=yes
DoMapsLoop=yes
IsTeamChangingAllowed=yes
IsClanGame=no
MaxPlayers=1
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=200

I only have Remix Teams on "off", but that shouldn't be a huge difference, I think.

Subject: Renegade Alert's public beta is released
Posted by Raven on Thu, 03 Apr 2003 15:05:21 GMT
View Forum Message <> Reply to Message

looks like you're proper f*cked

Subject: Renegade Alert's public beta is released
Posted by NHJ BV on Thu, 03 Apr 2003 16:54:40 GMT

Ravenlooks like you're proper f*cked

My thoughts exactly

I guess I just need a network card...

Subject: Renegade Alert's public beta is released
Posted by Raven on Thu, 03 Apr 2003 17:21:57 GMT
View Forum Message <> Reply to Message

does that computer not have internet connection of any kind?

Subject: Renegade Alert's public beta is released
Posted by Duke of Nukes on Fri, 04 Apr 2003 04:02:10 GMT
View Forum Message <> Reply to Message

RavenI thought the whole concept of Beta was user feedback?
no...where did you get that from? User feedback is worthless for anything than boosting egos

---

Subject: Renegade Alert's public beta is released
Posted by Aircraftkiller on Fri, 04 Apr 2003 05:29:58 GMT
View Forum Message <> Reply to Message

See, there's feedback, and then there's something called "complaining" which only serves to make you look like the jackass you are.

Got it? Good...

Subject: Renegade Alert's public beta is released
Posted by Duke of Nukes on Fri, 04 Apr 2003 05:40:02 GMT
View Forum Message <> Reply to Message

Sir Phoenixxbigejoe14Not trying to sound mean or anything but, how come no custom gun models? Is it because of it just being a beta? Or a .dll?
Damn people, stop it with the stupid questions. It's a beta.
explain to me how he complained? he asked if you were gonna include custom gun models...doesn't seem like complaining to me

---

Subject: Renegade Alert's public beta is released
Posted by Aircraftkiller on Fri, 04 Apr 2003 05:41:49 GMT
View Forum Message <> Reply to Message

It's rather obvious that a total conversion would have all it needs by release.

Isn't it?

 :rolleyes:

Subject: Renegade Alert's public beta is released
Posted by Duke of Nukes on Fri, 04 Apr 2003 05:48:25 GMT
View Forum Message <> Reply to Message

it doesn't need those though...he asked if it would include them...not all of us have been keeping up on the latest info about it...

Subject: Renegade Alert's public beta is released
Posted by Aircraftkiller on Fri, 04 Apr 2003 05:50:01 GMT
View Forum Message <> Reply to Message

Well, that's your responsibility, not mine or anyone else's.

If you can't even keep up-to-date by checking a single website to see what's happened, then I don't know what to tell you.

Subject: Renegade Alert's public beta is released
Posted by Sir Phoenixx on Fri, 04 Apr 2003 13:35:59 GMT
View Forum Message <> Reply to Message

Duke of NukesSir Phoenixxbigejoe14Not trying to sound mean or anything but, how come no custom gun models? Is it because of it just being a beta? Or a .dll?
Damn people, stop it with the stupid questions. It's a beta.
explain to me how he complained? he asked if you were gonna include custom gun models...doesn't seem like complaining to me

Explain to me why you can't read? Doesn't seem like you can read to me. :rolleyes:

I never said he complained stupid. That was a stupid question, he's asking if we're including custom gun models in a Red Alert TD (Total Conversion, which means that everything that can be changed, is), which will obviously contain custom gun models. But since this is a beta, it doesn't, it's not that hard to figure that out.