
Subject: Red Alert 2 : Vengeance
Posted by [Renardin6](#) on Wed, 06 Apr 2005 23:15:38 GMT
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<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=120>

All the scripts are done. We only need a skinner/texture artist to help on weapons and characters. Vengeance is already completed on all coding aspects (even for sea units.)

Go to Reborn forum and post there if you know somebody that can help us.

Thank you.

Subject: Red Alert 2 : Vengeance
Posted by [Renardin6](#) on Sat, 09 Apr 2005 16:28:07 GMT
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Ok, so I guess nobody cares about this mod.

Subject: Red Alert 2 : Vengeance
Posted by [OnfireUK](#) on Sat, 09 Apr 2005 17:01:03 GMT
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Don't even know what it is...
Does it even have its own site?

Subject: Red Alert 2 : Vengeance
Posted by [Hav0c](#) on Sat, 09 Apr 2005 17:16:35 GMT
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No, part of its forum are on the Reborn forum and part on the DriReign forums.

Subject: Red Alert 2 : Vengeance
Posted by [Jecht](#) on Sat, 09 Apr 2005 19:41:39 GMT
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Im not much of a mod player with the exception of CS Source, sorry.

Subject: Red Alert 2 : Vengeance
Posted by [Vitaminous](#) on Sat, 09 Apr 2005 19:42:27 GMT

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That's because it has been in production for years and VERY little has been done.

Fact is: It's probably never going to be released.

Subject: Red Alert 2 : Vengeance
Posted by [bigwig992](#) on Sun, 10 Apr 2005 02:43:13 GMT
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A lot of cool coding was done for it, ranking up, deploying vehicles and a couple other things. A lot of buildings were modeled too but soon they were out of date. I really wish KGB let us help out more with the mod, it was kind of secluded.

Subject: Red Alert 2 : Vengeance
Posted by [Renardin6](#) on Sun, 10 Apr 2005 10:56:33 GMT
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TheKGBspy wish the same... And Believe, more progress has been done and will be showed wednesday on <http://www.cncreborn.net>

Subject: Red Alert 2 : Vengeance
Posted by [Aircraftkiller](#) on Sun, 10 Apr 2005 16:09:42 GMT
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It sucks just like Reborn does... No need to worry about anyone playing either of them.

Subject: Red Alert 2 : Vengeance
Posted by [Renx](#) on Sun, 10 Apr 2005 16:54:55 GMT
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gbullIm not much of a mod player with the exception of CS Source, sorry.

CS:S isn't a mod

Subject: Red Alert 2 : Vengeance
Posted by [icedog90](#) on Sun, 10 Apr 2005 17:09:31 GMT
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RenxCS:S isn't a mod

Subject: Red Alert 2 : Vengeance
Posted by [Jecht](#) on Sun, 10 Apr 2005 19:34:14 GMT
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my bad, CS

Subject: Red Alert 2 : Vengeance
Posted by [Vitaminous](#) on Mon, 11 Apr 2005 03:02:48 GMT
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CS isn't a mod, either.

Subject: Red Alert 2 : Vengeance
Posted by [cheesesoda](#) on Mon, 11 Apr 2005 03:19:46 GMT
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The original CS was.

Subject: Red Alert 2 : Vengeance
Posted by [genetix](#) on Mon, 11 Apr 2005 03:28:22 GMT
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AircraftkillerIt sucks just like Reborn does... No need to worry about anyone playing either of them.

So did the release of renalert. I wasted my bandwidth downloading that. I would much rather download reborn.

I dont expect HL2 equivilent graphics on the Renegade engine. I'm looking for mods with good GAMEPLAY on the renegade engine.

Subject: Red Alert 2 : Vengeance
Posted by [Spice](#) on Mon, 11 Apr 2005 04:08:07 GMT
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I actually have many memorable moments from playing renalert. Mainly from the 992 version.

On topic , I think Vengence would be better off switching game engines or just giving up.

Subject: Red Alert 2 : Vengeance
Posted by [Vitaminous](#) on Mon, 11 Apr 2005 05:33:56 GMT

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j_ball430The original CS was.

No shit, but the current one isn't.

Subject: Red Alert 2 : Vengeance
Posted by [Aircraftkiller](#) on Mon, 11 Apr 2005 06:25:16 GMT
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genetixAircraftkillerIt sucks just like Reborn does... No need to worry about anyone playing either of them.

So did the release of renalert. I wasted my bandwidth downloading that. I would much rather download reborn.

I dont expect HL2 equivalent graphics on the Renegade engine. I'm looking for mods with good GAMEPLAY on the renegade engine.

That's great. Funny thing is that 2,000 players a month disagreed with you, considering we had them... And Reborn didn't.

Subject: Red Alert 2 : Vengeance
Posted by [PiMuRho](#) on Mon, 11 Apr 2005 08:35:22 GMT
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Vitaminousj_ball430The original CS was.

No shit, but the current one isn't.

Technically, it is.

It's not standalone. It requires HL2 in order to run. It also uses HL2 content.

Subject: Red Alert 2 : Vengeance
Posted by [icedog90](#) on Mon, 11 Apr 2005 09:11:55 GMT
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That's called an expansion pack. Red Alert: Aftermath wasn't a mod, but it required Red Alert.

Subject: Red Alert 2 : Vengeance
Posted by [PiMuRho](#) on Mon, 11 Apr 2005 09:58:18 GMT

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CS:S isn't anything like an expansion pack. It's a multiplayer game that has no connection to the HL2 universe.

Subject: Red Alert 2 : Vengeance
Posted by [YSLMuffins](#) on Mon, 11 Apr 2005 10:04:32 GMT
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It's a game. That's all I need to know to be happy.

Subject: Red Alert 2 : Vengeance
Posted by [Sir Phoenixx](#) on Mon, 11 Apr 2005 13:03:38 GMT
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VitaminousCS isn't a mod, either.
Vitaminousj_ball430The original CS was.

No shit, but the current one isn't.
Counter Strike was, is, and will always be a mod. Just because the mod went retail doesn't change anything.

Subject: Red Alert 2 : Vengeance
Posted by [Renardin6](#) on Tue, 12 Apr 2005 14:42:23 GMT
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:rolleyes: Back on topic. If you can't contribute, go away.

Subject: Red Alert 2 : Vengeance
Posted by [Aircraftkiller](#) on Tue, 12 Apr 2005 17:26:55 GMT
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You should go away then!

Subject: Red Alert 2 : Vengeance
Posted by [Oblivion165](#) on Tue, 12 Apr 2005 18:10:14 GMT
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I remember playing a map of this mod, it was very good. The buildings had some unique features

Subject: Red Alert 2 : Vengeance
Posted by [icedog90](#) on Tue, 12 Apr 2005 18:50:10 GMT
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I wish you'd change your signature.

PiMuRhoCS:S isn't anything like an expansion pack. It's a multiplayer game that has no connection to the HL2 universe.

I wasn't directing that toward CSS.

Subject: Red Alert 2 : Vengeance
Posted by [Oblivion165](#) on Tue, 12 Apr 2005 20:44:49 GMT
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icedog90I wish you'd change your signature.

Are you talking to me? If so its only 48kb.

Subject: Red Alert 2 : Vengeance
Posted by [cheesesoda](#) on Wed, 13 Apr 2005 00:42:36 GMT
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He means it is horrible and freaks him out. I can vouch for that opinion as well.

Subject: Red Alert 2 : Vengeance
Posted by [Mick](#) on Wed, 13 Apr 2005 17:20:07 GMT
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Trust ol ACK to contribute his usual share of dumbass bashing.

Subject: Red Alert 2 : Vengeance
Posted by [Oblivion165](#) on Wed, 13 Apr 2005 18:59:14 GMT
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j_ball430He means it is horrible and freaks him out. I can vouch for that opinion as well.

Well i change around alot, im sure you wont have to deal with it for long.

Subject: Red Alert 2 : Vengeance
Posted by [Renardin6](#) on Fri, 15 Apr 2005 11:50:11 GMT
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So, to be back on topic, we need :

- skinner (to help us going more fast mainly)
- mappers

We have already people for animation, models. Code is 100% done.

If you are interested, contact [theKGBspy @ boris_the_invincible@hotmail.com](#)
