
Subject: Exclusive Renegade Alert Screenshots
Posted by [Slavik](#) on Wed, 09 Jul 2003 17:26:07 GMT
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Eighteen in all.

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Subject: Exclusive Renegade Alert Screenshots
Posted by [sloppyjo](#) on Wed, 09 Jul 2003 17:29:17 GMT
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Subject: Exclusive Renegade Alert Screenshots
Posted by [KIRBY098](#) on Wed, 09 Jul 2003 17:42:01 GMT
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Whoo-eee.

Such attention to detail. Now this is a team that's getting things done, and doing it right. Good work guys.

Subject: Exclusive Renegade Alert Screenshots
Posted by [Imdgr8one](#) on Wed, 09 Jul 2003 17:54:41 GMT
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Subject: Exclusive Renegade Alert Screenshots
Posted by [Madtone](#) on Wed, 09 Jul 2003 18:40:36 GMT
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only one bad thing about this beta..... Can't fly the hind cuz it gets stuck in WarFac!!!

Subject: Exclusive Renegade Alert Screenshots
Posted by [Dante](#) on Wed, 09 Jul 2003 19:39:01 GMT
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that will be fixed by the flyin scripts that will be implemented in the next release.

Subject: Exclusive Renegade Alert Screenshots
Posted by [Aircraftkiller](#) on Thu, 10 Jul 2003 10:32:27 GMT
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I already fixed it... Way ahead of you.

Subject: Exclusive Renegade Alert Screenshots
Posted by [PiMuRho](#) on Thu, 10 Jul 2003 10:38:01 GMT
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Increased the height of the roof?

Subject: Exclusive Renegade Alert Screenshots
Posted by [Aircraftkiller](#) on Thu, 10 Jul 2003 10:44:22 GMT
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Nope... WorldBox was too large, just made it conform to the logical space of the vehicle instead of being overly large.

Subject: Exclusive Renegade Alert Screenshots
Posted by [Wild1](#) on Thu, 10 Jul 2003 17:58:52 GMT
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Over at CnC Den I saw several screen shots and I was wondering if the missing transport helicopter blades were a vis glitch. Were helipads supposed to be put in this map? Youi might also want to consider changing the CH-46 (Sea King) to the CH-47 (CHinook).

Subject: Exclusive Renegade Alert Screenshots
Posted by [-Tech-](#) on Thu, 10 Jul 2003 23:40:03 GMT
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Ooowaahhh...

Subject: Exclusive Renegade Alert Screenshots
Posted by [Wild1](#) on Tue, 15 Jul 2003 22:26:24 GMT
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I wonder why WW decided to add a Sea King in Renegade instead of the Chinook anyway.

Subject: Exclusive Renegade Alert Screenshots
Posted by [Jaspah](#) on Wed, 16 Jul 2003 01:01:11 GMT
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Nice!

Subject: Exclusive Renegade Alert Screenshots
Posted by [Aircraftkiller](#) on Wed, 16 Jul 2003 01:13:56 GMT
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Wild11 wonder why WW decided to add a Sea King in Renegade instead of the Chinook anyway.

It's not a Sea King. It's a Sea Knight.

The Chinook wasn't in Tiberian Dawn. The Chinook was in Red Alert.

Subject: Exclusive Renegade Alert Screenshots
Posted by [Yano](#) on Wed, 16 Jul 2003 01:18:45 GMT
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How about a direct link next time... :rolleyes:

Subject: Exclusive Renegade Alert Screenshots
Posted by [Vitaminous](#) on Wed, 16 Jul 2003 01:24:45 GMT
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How comes he's hiding them if they're publicly released?

Edit:Good thing that you just changed your post

Subject: Exclusive Renegade Alert Screenshots
Posted by [Yano](#) on Wed, 16 Jul 2003 01:26:50 GMT
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AprimeHow comes he's hiding them if they're publicly released?

Edit:Good thing that you just changed your post
I was not talking about ACK.....

Subject: Exclusive Renegade Alert Screenshots

Posted by [Vitaminous](#) on Wed, 16 Jul 2003 01:39:10 GMT

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It was hard to figure out first...

Subject: Exclusive Renegade Alert Screenshots

Posted by [Yano](#) on Wed, 16 Jul 2003 01:42:26 GMT

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Well tough crap

Subject: Exclusive Renegade Alert Screenshots

Posted by [coolmant](#) on Wed, 16 Jul 2003 02:00:06 GMT

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Enough screenies, when is this mod and the others like Ren Evo coming out? GRRRR

Subject: Exclusive Renegade Alert Screenshots

Posted by [Wild1](#) on Wed, 16 Jul 2003 02:17:17 GMT

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I think the Chinook was in TD. If you don't believe me go look at the briefing where you have to rescue Dr. Mobious. The Chopper that is spinning is a Chinook.

Thanks Ack for correcting me. I don't know what I was thinking.
