Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Aircraftkiller on Thu, 31 Jul 2003 09:21:25 GMT

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Straight from Dante:

Saturday Evening (PST = GMT-8)

Features:
Full Expansion Setup (independant, but you must own Renegade)
Custom Patching Utility
Independant WOL Listings
Joined Chat Rooms With Renegade
Working Thief!!!!
Working Spy!!!!
Custom User Interface
Custom Menu Music
Custom Hud/Reticle
Custom RenAlertFDS for Win32
3 Maps:
C&C_ForrestOfIllusions
C&C_Zama_Flying
C&C_DM_Isles

Features up and coming soon:
GSA Support (New game listing with independant chat rooms)
RenAlert LinuxFDS
New Maps
New Models & Map updates
Bug Fixes (cause there will be some of coarse)
RenAlert Mod Tools
Skirmish Maps
SP Maps (currently under consideration by the staff)
Chronospheres
Radar Domes
FlameTowers
SuperWeapons
And Much Much More...

We'll be patching in new levels from myself as time goes on, along with unit additions, unit remodelsretextures, and more features. Just wait until you play the expansion pack. You'll love it. Patching utility is an automatic process, much like Westwood's patching utilities for C&C games.

Subject: Renegade Alert Official Expansion Set Release Date!

Posted by pulverizer on Thu, 31 Jul 2003 09:25:24 GMT
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cool!, can't wait!

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by kawolsky on Thu, 31 Jul 2003 09:42:12 GMT
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Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Sk8rRIMuk on Thu, 31 Jul 2003 09:59:53 GMT
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*Sk8rRIMuk becomes hyper

Can't wait

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by boma57 on Thu, 31 Jul 2003 16:11:28 GMT
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What are the specs of the servers hosting the independent WOL listings?

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Aircraftkiller on Thu, 31 Jul 2003 17:26:18 GMT
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It's just WOL itself, nothing different.

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by boma57 on Thu, 31 Jul 2003 18:26:47 GMT
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Oh, I thought you meant independent servers to host it from the initial release.

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by forsaken on Thu, 31 Jul 2003 18:48:51 GMT

maybe the pitts can do a red alert special and host a 24 people server all weekend

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Subject: Beta
Posted by zeratul2400 on Tue, 05 Aug 2003 12:30:27 GMT

The Beta of RenAllert is now on File Planet

Download Link
http://www.fileplanet.com/download.aspx?f=84982

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Deactivated on Tue, 05 Aug 2003 12:33:39 GMT

Um... that is just a link to Renegade MP demo.

Subject: Oops
Posted by zeratul2400 on Tue, 05 Aug 2003 13:52:41 GMT

For Download the Beta go to General Forums in Page 5 the last Message
it's my Error :oops:

Sorry Againe

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Aircraftkiller on Tue, 05 Aug 2003 13:56:21 GMT

STFU N00B

NO ONE WANTS TO HEAR ABOUT YOUR CANYON MODIFIED LEVEL THAT YOU
BASICALLY STOLE FROM TSE-CHENG LO TO CALL YOUR OWN.

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by kawolsky on Tue, 05 Aug 2003 14:24:35 GMT

can some one just tell me how theifs work?
what do they do?
thanks in advance

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by General Havoc on Tue, 05 Aug 2003 14:38:00 GMT

Well I've worked with the script so I can tell you how it works. Basically there is a unit called a theif that gains cash when they enter a certain zone, this may be in the Refinery somewhere. The theif will gain the amount of cash set in the script and then a certain amount is taken away from the enemy team, the value does not have to be the same. This means you could get 200 for stealing cah but it only takes away 100 from the enemy team. Thescript then sets a countdown timer after it has been entered by the theif, this prevents the theif stealing for a set amount of time, 30 seconds for example.

The spy is also another unit that has scripts. As far as I know this unit is not stealth but it may be. The unit can walk around the enemy base without getting hit by the base defences, meaning the unit can spy. It would probaly have a pistol or no weapon depending on how the team want it to work.

_General Havoc

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by kawolsky on Tue, 05 Aug 2003 14:41:10 GMT

General HavocWell I've worked with the script so I can tell you how it works. Basically there is a unit called a theif that gains cash when they enter a certain zone, this may be in the Refinery somewhere. The theif will gain the amount of cash set in the script and then a certain amount is taken away from the enemy team, the value does not have to be the same. This means you could get 200 for stealing cah but it only takes away 100 from the enemy team. Thescript then sets a countdown timer after it has been entered by the theif, this prevents the theif stealing for a set amount of time, 30 seconds for example.

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_General Havoc

ok thanks for the help GH,
iv been wondering that for a long time

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by maj.boredom on Tue, 05 Aug 2003 15:30:50 GMT
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General HavocWell I've worked with the script so I can tell you how it works. Basically there is a unit called a theif that gains cash when they enter a certain zone, this may be in the Refinery somewhere. The theif will gain the amount of cash set in the script and then a certain amount is taken away from the enemy team, the value does not have to be the same. This means you could get 200 for stealing cah but it only takes away 100 from the enemy team. Thescript then sets a countdown timer after it has been entered by the theif, this prevents the theif stealing for a set amount of time, 30 seconds for example.

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_General Havoc
Great work on getting those characters to function in true Red Alert form.

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Aircraftkiller on Tue, 05 Aug 2003 17:04:16 GMT
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He had nothing to do with making the characters function. That was only the team's job.

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by kawolsky on Tue, 05 Aug 2003 18:10:40 GMT
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AircraftkillerHe had nothing to do with making the characters function. That was only the team's job.

instead of saying what people have not done try estimating how much longer we have to wait....

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by General Havoc on Tue, 05 Aug 2003 19:46:51 GMT
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Yeah I'm not involved with the Renegade Alert modification, it's just I tested a load of script for Jonathan Wilson and Dante for the scripts.dll. I do find it interesting though working with them because you can do things that you wouldn't have thought possible in Renegade. Not being a mapper I don't use the scripts on real maps so thats up to the mappers to use them. There could be some very interesting things if I could map because when the scripts are used in combination

with each other you can get some great effects.

_General Havoc

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by forsaken on Tue, 05 Aug 2003 21:05:55 GMT
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then map GH, map!

here is the lastest info from ack, i think it is the lastest

http://www.arm-ent.com/forum/showthread.php?s=&threadid=3179

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Wild1 on Thu, 07 Aug 2003 22:09:37 GMT
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Hmmm...next Saturday?

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Aircraftkiller on Thu, 07 Aug 2003 22:11:04 GMT
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kawolskyAircraftkillerHe had nothing to do with making the characters function. That was only the team's job.

instead of saying what people have not done try estimating how much longer we have to wait....\

How about you stfu n00b?

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by TheMouse on Thu, 07 Aug 2003 22:57:17 GMT
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yay! i hope nothing goes wrong this time... i can't wait though!

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Wild1 on Thu, 07 Aug 2003 22:59:19 GMT

I wouldn't bet on it being anytime soon.

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by TheMouse on Thu, 07 Aug 2003 23:09:07 GMT

Wild1I wouldn't bet on it being anytime soon.

meh.

Subject: Renegade Alert Official Expansion Set Release Date!
Posted by Jaspah on Fri, 08 Aug 2003 00:25:20 GMT

You make us all happy. Then you dump us.

Makes me so mad. You'd think it was done by now.