

---

Subject: ya em,,  
Posted by [Twl\\$Ta](#) on Fri, 13 Aug 2004 18:16:11 GMT  
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this is probably gonna be less use then renguard, and i personally dont like some of the thiings you are doing for this "patch" but hey its just my opinion, just thought id like to say it

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Subject: ya em,,  
Posted by [Majiin Vegeta](#) on Fri, 13 Aug 2004 18:50:05 GMT  
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um... ?

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Subject: ya em,,  
Posted by [Dethdeath](#) on Fri, 13 Aug 2004 19:15:39 GMT  
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Majiin Vegetaum... ?What he said + STFU NUB!

CP1 > j00

---

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Subject: ya em,,  
Posted by [CackBoy26](#) on Fri, 13 Aug 2004 19:17:48 GMT  
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---

Yea...I don't get it.

I can understand fixing tanks going over walls, base 2 base, and falling through buildings, but some things just don't need fixed.

NOD has a Sakura, GDI has a Havoc...that's about as balanced as that gets. If you can't handle getting your chopper shot down by a havoc, buy a light tank.

Refilling vehicles? HUH?

If you can't handle someone shooting through the weapons factory glass...buy a vehicle, they blow up.

If it's not broke, don't fix it.

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Subject: ya em,,  
Posted by [Dethdeath](#) on Fri, 13 Aug 2004 19:27:15 GMT

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CackBoy26 If you can't handle someone shooting through the weapons factory glass...buy a vehicle, they blow up. Only dumbasses fall for that one... Never once have I been blown up, because someone bought a vehicle. Just back out for a couple of seconds and you can continue what you were doing

Renegade IS broke and always has been, it's the most bugged game ever, but that doesn't make it a bad game...These fixes will just make it even better.

UnknownIt's Nod, not NOD

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Subject: ya em,,  
Posted by [CackBoy26](#) on Fri, 13 Aug 2004 19:32:04 GMT  
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Yes, I can understand a few fixes but when I start reading about fixing damage points and limited ammo for vehicles I have problems. If someone's shooting through the weapons glass it really doesn't take much for you to run behind them and throw remote c4 or start shooting him with soldiers.

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Fri, 13 Aug 2004 20:02:54 GMT  
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You're an idiot. The entire game and its gameplay dynamics are broken. They need to be fixed.

Additionally, it's Nod, not NOD.

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Subject: ya em,,  
Posted by [CackBoy26](#) on Fri, 13 Aug 2004 20:14:44 GMT  
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And you can't handle having your apache shot at by a Havoc, I'll call NOD whatever I fuckin want to, thanks.

That's like saying "ITS n00b NOT NOOB,"

Nobody cares.

---

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Fri, 13 Aug 2004 20:22:35 GMT

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You seem to care enough to reply, that's odd huh?

You tell me how a n00b cannon is balanced versus aircraft and maybe the RG team will take your suggestion into consideration. But there's only one problem - people almost universally believe aircraft are extremely weak and carry too strong a weapon.

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Subject: ya em,,  
Posted by [Twl\\$Ta](#) on Fri, 13 Aug 2004 20:58:39 GMT  
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DethdeathMajiin Vegetaum... ?What he said + STFU NUB!

CP1 > j00

lol ok, NUB

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Subject: ya em,,  
Posted by [zunnie](#) on Fri, 13 Aug 2004 22:54:52 GMT  
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DethdeathMajiin Vegetaum... ?What he said + STFU NUB!

CP1 > j00

[zunnie]

---

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Subject: ya em,,  
Posted by [Blazer](#) on Fri, 13 Aug 2004 23:11:01 GMT  
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---

All your flaming is pointless, as we have said all along that the patch will have no game balance/damage/etc changes just bug fixes and enhancements like new console commands. Whatcha gonna fuss about now?

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Subject: ya em,,  
Posted by [Naamloos](#) on Fri, 13 Aug 2004 23:36:43 GMT  
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---

WHAT?! So it will stay the way it is in gameplay?!

Well, so this really is the end of renegay for me. I was hoping RG would change it...

Looks like 100% RenAlert only from now on...

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Subject: ya em,,  
Posted by [Crimson](#) on Sat, 14 Aug 2004 00:36:28 GMT  
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---

CP1 will not have any balance changes. However, Aircraftkiller or someone else willing, we will be releasing duplicate maps like C&C\_BHS\_Walls.mix with balance changes that server owners may optionally host and players may optionally play. We will not "force" nor appear to "force" anyone to play the game differently if they don't want to.

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sat, 14 Aug 2004 00:43:04 GMT  
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---

Won't be me. I refuse to touch Renegade until one of you has the ambition to try to turn it into what it should have been.

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Subject: ya em,,  
Posted by [Crimson](#) on Sat, 14 Aug 2004 01:05:08 GMT  
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I don't understand what you mean. That's what I just said.

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Subject: ya em,,  
Posted by [SuperFlyingEngi](#) on Sat, 14 Aug 2004 02:15:34 GMT  
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---

He means you should be more forceful in implementing massive balance changes as quickly as possible without listening to anyone.

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Subject: ya em,,  
Posted by [YSLMuffins](#) on Sat, 14 Aug 2004 03:00:18 GMT  
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---

CrimsonCP1 will not have any balance changes. However, Aircraftkiller or someone else willing, we will be releasing duplicate maps like C&C\_BHS\_Walls.mix with balance changes that server owners may optionally host and players may optionally play. We will not "force" nor appear to

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"force" anyone to play the game differently if they don't want to.

What type of changes? What would be the purpose of a "BHS" version of a map?

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Subject: ya em,,  
Posted by [msgtpain](#) on Sat, 14 Aug 2004 03:14:37 GMT  
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Just complete the core update, bug fixes, new commands... forget the ack-maps, we don't want or need them..

As you clearly stated Crimson, there are those of us who would refuse the Core1 if those types of things were forced upon us, good call on your part.

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Subject: ya em,,  
Posted by [CackBoy26](#) on Sat, 14 Aug 2004 05:40:36 GMT  
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---

BlazerAll your flaming is pointless, as we have said all along that the patch will have no game balance/damage/etc changes just bug fixes and enhancements like new console commands. Whatcha gonna fuss about now?

There are those of us from other communities that just drop by every once in a while and haven't read every single topic, and I was reading about fixing damage points and ACK bitching about snipers. Glad to hear you won't be messing with that, it would be a totally different game.

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Subject: ya em,,  
Posted by [bigejoe14](#) on Sat, 14 Aug 2004 06:24:42 GMT  
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---

Dosen't mean that messing with the game is always for the worst.

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---

Subject: ya em,,  
Posted by [by\\_ruddles](#) on Sat, 14 Aug 2004 09:40:17 GMT  
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bigejoe14Dosen't mean that messing with the game is always for the worst.

True, but there are many changes that some people would like and others wouldn't. I know that if snipers Vs. choppers were changed in CP1 we wouldn't be runing it on our 3 servers, which would be a shame as there are plenty of other things in the patch that look great.

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sat, 14 Aug 2004 16:39:31 GMT  
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---

SuperFlyingEngiHe means you should be more forceful in implementing massive balance changes as quickly as possible without listening to anyone.

No, I think we should take the game and turn it into a new project like RA is. Except it gets made into what it should be, instead of that craptacular shit it is right now. It would run separate from Renegade, yet you'd get a true C&C experience. And you'd still need Renegade to play online.

---

Subject: ya em,,  
Posted by [Deactivated](#) on Sat, 14 Aug 2004 17:54:36 GMT  
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---

AircraftkillerNo, I think we should take the game and turn it into a new project like RA is. Except it gets made into what it should be, instead of that craptacular shit it is right now. It would run separate from Renegade, yet you'd get a true C&C experience. And you'd still need Renegade to play online.

That would be Commando.

---

Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sat, 14 Aug 2004 17:55:31 GMT  
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---

We're talking about an actual project with dedicated team members which would get something done in a timely fashion, not whatever "commando" is.

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Subject: ya em,,  
Posted by [Panther](#) on Sat, 14 Aug 2004 17:56:06 GMT  
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Not as if many people would play either.

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Subject: ya em,,  
Posted by [Deactivated](#) on Sat, 14 Aug 2004 17:57:56 GMT  
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Commando is what Renegade was before it was renamed to "Renegade".

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sat, 14 Aug 2004 20:02:23 GMT  
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---

Great job missing the point entirely, Semen...

---

Subject: ya em,,  
Posted by [Crimson](#) on Sat, 14 Aug 2004 22:44:09 GMT  
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---

We do plan on this sort of thing, but it would be separate from the "original" game. The CP1 changes enhance the game experience and remove bugs and exploits that server owners usually have to create rules against.

"Remastered" maps would have different names from the original maps so that you could choose to play on the "new" maps, since most of the fixes require client and server-side fixing.

---

Subject: ya em,,  
Posted by [SuperFlyingEngi](#) on Sun, 15 Aug 2004 01:02:03 GMT  
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---

AircraftkillerSuperFlyingEngiHe means you should be more forceful in implementing massive balance changes as quickly as possible without listening to anyone.

No, I think we should take the game and turn it into a new project like RA is. Except it gets made into what it should be, instead of that craptacular shit it is right now. It would run separate from Renegade, yet you'd get a true C&C experience. And you'd still need Renegade to play online.

Turn it in to a new project - massive balance changes

Make it a separate thing from Renegade - It would be easy to force this on servers, like making a statement, "Run our version of Renegade or lose our support."

I think it would be nice to fix problems with Renegade, mainly snipers, but you can't just change everything you want, wrap it up in some pretty packaging, and have everyone just start using it.

---

Subject: ya em,,  
Posted by [YSLMuffins](#) on Sun, 15 Aug 2004 01:43:31 GMT  
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---

CrimsonWe do plan on this sort of thing, but it would be separate from the "original" game. The CP1 changes enhance the game experience and remove bugs and exploits that server owners usually have to create rules against.

"Remastered" maps would have different names from the original maps so that you could choose to play on the "new" maps, since most of the fixes require client and server-side fixing.

So all of the bug-fixed maps are going to be under a different name?

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Subject: ya em,,  
Posted by [flyingfox](#) on Sun, 15 Aug 2004 01:52:56 GMT  
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---

SuperFlyingEngi.. but you can't just change everything you want, wrap it up in some pretty packaging, and have everyone just start using it.

<http://www.renalert.com>

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---

Subject: ya em,,  
Posted by [SuperFlyingEngi](#) on Sun, 15 Aug 2004 02:41:38 GMT  
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---

But that's a standalone mod for Renegade, not Renegade in new packaging with huge balance changes.

---

---

Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 03:28:54 GMT  
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Were it a "mod" it wouldn't be stand alone, it's a separate game.

And where did I say we would force anything upon anyone here?

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Subject: ya em,,  
Posted by [exnyte](#) on Sun, 15 Aug 2004 03:53:59 GMT  
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AircraftkillerNo, I think we should take the game and turn it into a new project like RA is. Except it gets made into what it should be, instead of that craptacular shit it is right now. It would run separate from Renegade, yet you'd get a true C&C experience. And you'd still need Renegade to play online.

Personally, if this were ever done, I'd play it. Sometimes changes are welcome. Would be nice to play the same game, but with a change in pace, so to speak.

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Subject: ya em,,  
Posted by [Fabian](#) on Sun, 15 Aug 2004 04:20:32 GMT  
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Aircraftkillerit's a separate game.

No.

- The Renegade intro movies play in the beginning.
  - Played in windowed mode, the title bar of the window reads "Renegade".
  - Changing registry keys concerning Renegade changes RenAlert aswell.
  - Changing graphical settings concerning Renegade changes RenAlert aswell.
  - The FAQ at <http://www.renalert.com> mentions that RenAlert is a mod several times.
  - The text that is hyperlinked to download RenAlert is "The Mod".
  - Members of the RA Dev team have mentioned the word "mod" when referring to RenAlert countless times.
- 

---

Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 04:32:12 GMT  
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game1 P Pronunciation Key (gm)  
n.

An activity providing entertainment or amusement; a pastime: party games; word games.  
A competitive activity or sport in which players contend with each other according to a set of rules: the game of basketball; the game of gin rummy.

A single instance of such an activity: We lost the first game.

games An organized athletic program or contest: track-and-field games; took part in the winter games.

A period of competition or challenge: It was too late in the game to change the schedule of the project.

The total number of points required to win a game: One hundred points is game in bridge.

The score accumulated at any given time in a game: The game is now 14 to 12.

The equipment needed for playing certain games: packed the children's games in the car.

A particular style or manner of playing a game: improved my tennis game with practice.

Informal.

An active interest or pursuit, especially one involving competitive engagement or adherence to

(Hedrick Smith).

A business or occupation; a line: the insurance game.

An illegal activity; a racket.

Informal.

Evasive, trifling, or manipulative behavior: wanted a straight answer, not more of their tiresome games.

A calculated strategy or approach; a scheme: I saw through their game from the very beginning.

Mathematics. A model of a competitive situation that identifies interested parties and stipulates rules governing all aspects of the competition, used in game theory to determine the optimal

course of action for an interested party.

Wild animals, birds, or fish hunted for food or sport.

The flesh of these animals, eaten as food.

An object of attack, ridicule, or pursuit: The press considered the candidate's indiscretions to be game.

Mockery; sport: The older children teased and made game of the newcomer.

According to dictionary.com, it's a game.

Furthermore, were it to be called a "mod," there wouldn't be any "gameplay" since you're not playing a game. It'd just be "we're improving the modplay," which is incredibly stupid sounding.

I don't care if some members of my team call it a mod. They're wrong. Just as WS development team members were wrong when they called Nod "NOD" a few times.

---

Subject: ya em,,  
Posted by [Sir Kane](#) on Sun, 15 Aug 2004 04:37:27 GMT

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SEALAircraftkillerit's a separate game.

-Played in windowed mode, the title bar of the window reads "Renegade".

I know several games which have the Unreal icon in the top left in windowed mode. Does that mean they are Unreal mods?

---

Subject: ya em,,  
Posted by [sniper12345](#) on Sun, 15 Aug 2004 06:24:49 GMT

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AircraftkillerGreat job missing the point entirely, Semen...

And you still think of yourself as being mature. Haha.

---

Subject: ya em,,  
Posted by [Blazer](#) on Sun, 15 Aug 2004 07:01:56 GMT

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Counterstrike is a "mod" of halflife but it is considered to be, and sold as its own game

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Subject: ya em,,  
Posted by [Sir Kane](#) on Sun, 15 Aug 2004 07:30:59 GMT

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Counterstrike sucks. Therefore it's a trashcan mod.

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 08:02:00 GMT  
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sniper12345AircraftkillerGreat job missing the point entirely, Semen...

And you still think of yourself as being mature. Haha.

Do you even realize why I call him that? It's like you come into threads with some thought in your head that you're mentally superior to anyone but that roach that scurried into your room, and think your "attacks" are even insulting... It's more like degrading to read what you write, I think I'll start putting you on ignore so I don't have to deal with intellectual osmosis. You have a lot more to learn from what I write than what I have to lose from reading your pointless drivel.

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Subject: ya em,,  
Posted by [sniper12345](#) on Sun, 15 Aug 2004 11:41:38 GMT  
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---

I'm not attacking. I'm just pointing out fact with a bit of bias.

I dunno, I used to call people names like those when I was 12.

Did I say I was superior to you or anyone else?

And do I know why you called Seamen as Semen? No I don't. Do you?

You are immature. You keep saying you are mature, but every new post you make turns heads in the opposite direction. Keep 'em coming, "Homer".

Finally, in the sacred words of you..."If you don't like it, don't read it."

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Subject: ya em,,  
Posted by [Fabian](#) on Sun, 15 Aug 2004 12:15:50 GMT  
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Wow. Okay, you people can live in your fantasy land and continue thinking that RenAlert is a seperate game.

Planet Half-LifeFirst released to the public on June 18th, 1999, Counter-Strike started out as just another fan-produced mod for Half-Life. But thanks to a series of steadily improving beta releases, the mod started to grow a very strong and dedicated following. As the team-oriented, tactical gameplay was refined and improved and new concepts and maps were introduced,

Counter-Strike became less and less of a mere Half-Life mod and transformed into a whole new game.

Ack, you're dreaming if you think RenAlert can live up to CS, or if you think RenAlert deserves to be called a seperate game. Get over yourself :rolleyes: .

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Subject: ya em,,  
Posted by [sfr3f](#) on Sun, 15 Aug 2004 15:01:43 GMT  
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Hmm, so Counterstrike is a game and not a Half-Life mod because it features, "refined and improved and new concepts and maps..."  
By that definition, the only reason why RenAlert isn't a game is because you have a bone to pick with Aircraftkiller.

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Subject: ya em,,  
Posted by [bigjoe14](#) on Sun, 15 Aug 2004 17:28:15 GMT  
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Medal of Honor: Allied Assault = Quake 3 Engine  
Americas Army = Unreal Engine  
Renegade Alert = Renegade Engine  
Counter-Strike = Half-Life Engine

Just because a stand alone game uses the same technology as another dosen't automatically make it a modification.

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Subject: ya em,,  
Posted by [Panther](#) on Sun, 15 Aug 2004 17:50:29 GMT  
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You have to own renegade to play renalert. It's that simple.

Do you need to own unreal to play AA? No  
Do you need Quake III to play Call of Duty? No

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 18:08:42 GMT  
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That doesn't make it anything but a game, still. Your logic is flawed.

Yes, you need Quake III. You need its engine to run the game. Same with games based on Unreal engines.

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Subject: ya em,,  
Posted by [Panther](#) on Sun, 15 Aug 2004 18:15:30 GMT  
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---

You can't have renalert standalone from renegade, you will have to have renegade.

You can have a game separate from its parent game [the origin of the engine].

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 18:33:02 GMT  
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That's irrelevant as to whether or not it's a game. There is no definition that says "game is defined as something completely separate from whatever it may have come from."

RA is also going to use its own WOL system in the future, making it completely unnecessary to have Renegade installed to play online. So your argument will be null and void, not that it wasn't already.

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Subject: ya em,,  
Posted by [warranto](#) on Sun, 15 Aug 2004 18:34:53 GMT  
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It's both...

As it takes the game of Renegade and modifies it, it is a modification. However, because it is a Total Conversion (meaning little or no aspect of the original game remains) modification it does earn the right to be labeled as a new game.

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Subject: ya em,,  
Posted by [bigejoe14](#) on Sun, 15 Aug 2004 18:49:01 GMT  
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That's stupid. It doesn't make any sense. That's like saying Americas Army is a modification of Unreal even though it's a completely separate game and shares nothing similar to Unreal. If something requires the original game to be present, it's a modification. If something doesn't require the original game to be present, it's a stand-alone game.

---

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Subject: ya em,,  
Posted by [Fabian](#) on Sun, 15 Aug 2004 19:41:59 GMT  
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---

You can nitpick about the subtle differences all you like. I won't consider it a game until I can head on over to Best Buy and grab a copy.

---

Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 20:26:04 GMT  
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Doesn't matter if you consider it a game or not, you're not really the deciding factor behind what it's called.

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Subject: ya em,,  
Posted by [Fabian](#) on Sun, 15 Aug 2004 20:43:16 GMT  
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Fine. Be ignorant. Maybe some day your blinders will fall off and you will realize that there are so many better mods than RenAlert and even they don't have the cockiness and arrogance that you do to call their creation a standalone game.

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Subject: ya em,,  
Posted by [warranto](#) on Sun, 15 Aug 2004 20:53:48 GMT  
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bigejoe14That's stupid. It doesn't make any sense. That's like saying Americas Army is a modification of Unreal even though it's a completely separate game and shares nothing similar to Unreal. If something requires the original game to be present, it's a modification. If something doesn't require the original game to be present, it's a stand-alone game.

wow.. I never knew the creators of America's Army bought Unreal and modified it to make AA. (That would make AA a modification). This is what RenAlert did. They modified Renegade to make RenAlert, thereby earning the title of "Modification". However, it is unique enough to be considered a completely separate game, classified as a "Total Conversion Modification". Hence it's both a game, though a modification under the title of Total Conversion as it took Renegade and changed it.

So it's both a game, and a modification under the title of Total Conversion as the team took Renegade and changed it.

Just as Team Fortress is a game, though is also a Total Conversion of Half-Life.

Edit: and it's not a stand-alone game. If this were true it would not require Renegade to play any

aspect of it. As it is, RenAlert uses the serial key of Renegade and play online, thus is dependand on Renegade being at least owned, if not installed.

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 21:41:09 GMT  
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---

It's stand-alone in every aspect but the CD key required to go on WOL. That's all.

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Subject: ya em,,  
Posted by [Fabian](#) on Sun, 15 Aug 2004 21:44:28 GMT  
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Except...it wouldn't exist if Renegade didn't exist?

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 21:50:46 GMT  
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There won't be a need for a CD key under the new WOL system we'll be using if everything goes right.

Which, as I said before, still doesn't nullify the fact that what we're developing is a game.

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Subject: ya em,,  
Posted by [U927](#) on Sun, 15 Aug 2004 21:58:57 GMT  
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---

SEALExcept...it wouldn't exist if Renegade didn't exist?

You could say the same thing about Counterstrike and Half Life, yet they call Counterstrike a game...

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Subject: ya em,,  
Posted by [SuperFlyingEngi](#) on Sun, 15 Aug 2004 22:23:41 GMT  
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Uh...why does it really matter whether RA is a total conversion, modification, or game?

My 2 cents - RenAlert is a total conversion because it just takes the original Renegade game, and

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substitutes a different Always.dat and changes to the Game.exe file.

It would be a whole new game if you bought the game engine rights and built everything from the ground up, rather than heavily modifying another game.

---

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 22:30:11 GMT  
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Buying something's rights isn't a necessary step of making a game...

---

---

Subject: ya em,,  
Posted by [SuperFlyingEngi](#) on Sun, 15 Aug 2004 22:36:39 GMT  
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---

Yeah, you could code yourself your own game engine, but that takes a really really long time.

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---

Subject: ya em,,  
Posted by [Fabian](#) on Sun, 15 Aug 2004 22:42:35 GMT  
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---

SuperFlyingEngilt would be a whole new game if you bought the game engine rights and built everything from the ground up, rather than heavily modifying another game.

Agreed.

Besides, if RenAlert is totally seperate from Renegade, then why are you advertising RA in a Renegade forum?

---

---

Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 22:44:01 GMT  
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---

Tell that to the other companies, and the US Army - according to you, they're just "mods."  
:rolleyes:

---

---

Subject: ya em,,  
Posted by [Panther](#) on Sun, 15 Aug 2004 22:51:32 GMT  
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---



America's army is completely separate from anything of the unreal game. Renalert is not completely separate from its original game.

---

---

Subject: ya em,,  
Posted by [Aircraftkiller](#) on Sun, 15 Aug 2004 22:53:21 GMT  
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---

In every aspect but WOLData.key, it is.

---

---

Subject: ya em,,  
Posted by [Fabian](#) on Sun, 15 Aug 2004 23:06:34 GMT  
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---

AircraftkillerThere won't be a need for a CD key under the new WOL system we'll be using if everything goes right.

Out of curiosity...

Won't that be sort of...illegal?

---

---

Subject: ya em,,  
Posted by [sniper12345](#) on Mon, 16 Aug 2004 01:16:51 GMT  
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---

AircraftkillerIn every aspect but WOLData.key, it is.

and always.dat....

---

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Subject: ya em,,  
Posted by [Aircraftkiller](#) on Mon, 16 Aug 2004 01:16:57 GMT  
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---

No, not according to friends interested in this that work for EA.

---

---

Subject: ya em,,  
Posted by [dead6re](#) on Mon, 16 Aug 2004 13:28:58 GMT  
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---

Aircraftkiller

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If you want the renegade c&c experince, why dont you go out there and make it or get a team together and do it.

Or get ea to.

---

---

Subject: ya em,,  
Posted by [Aircraftkiller](#) on Mon, 16 Aug 2004 20:17:22 GMT  
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---

sniper12345AircraftkillerIn every aspect but WOLData.key, it is.

and always.dat....

We compiled our own always.dat, you idiot...

---

---

Subject: ya em,,  
Posted by [warranto](#) on Mon, 16 Aug 2004 20:59:44 GMT  
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---

dead6reOr get ea to.

lol

---

---

Subject: ya em,,  
Posted by [WNxCABAL](#) on Mon, 16 Aug 2004 21:35:11 GMT  
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---

warrantodead6reOr get ea to.

lol

---

---

Subject: ya em,,  
Posted by [Naamloos](#) on Mon, 16 Aug 2004 22:55:34 GMT  
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---

It's EA not ea!

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---

Subject: ya em,,  
Posted by [xptek](#) on Tue, 17 Aug 2004 04:27:39 GMT

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Aircraftkillersniper12345AircraftkillerIn every aspect but WOLData.key, it is.  
and always.dat....

We compiled our own always.dat, you idiot...

If I remember correctly the Renegade Alert always.dat still contains some Renegade assets.

---

---

Subject: ya em,,  
Posted by [Aircraftkiller](#) on Tue, 17 Aug 2004 04:39:10 GMT  
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So what, I see TV shows that contain the Chronosphere sound from Red Alert and that doesn't make them "mods" of the game, or that they're ripping it off.

We simply tossed in the Renegade sounds because there was no use in searching for which we wanted to keep. Eventually most will be deleted to further optimize the always.dat file.

Sounds are NOT important, and they are NOT a dependency.

---

---

Subject: ya em,,  
Posted by [PointlessAmbler](#) on Tue, 17 Aug 2004 04:41:03 GMT  
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I'm curious as to what shows have done that. I remember hearing the C&C TD generic soldier death screams on TV, though, I think.

---

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Subject: ya em,,  
Posted by [jonwil](#) on Tue, 17 Aug 2004 09:08:28 GMT  
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I remember hearing a sound on The Green Mile that sounds like a sound from one of the C&C games (tesla zap or something).

---

---

Subject: ya em,,  
Posted by [spoonyrat](#) on Tue, 17 Aug 2004 11:21:47 GMT  
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I must've heard the monster spawn sound from the final boss in Doom2/Final Doom in about fifty different films

---

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Subject: ya em,,  
Posted by [Dante](#) on Tue, 17 Aug 2004 17:26:47 GMT  
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AircraftkillerBuying something's rights isn't a necessary step of making a game...

Actually, if your game is based on anothers sole property and copywrite, you will have to purchase rights to it in order to make it "your game".

All crap aside, its a Total Conversion for Renegade, and much like MiniRA, EA isn't going to knock on your door demanding \$9 for every person who downloaded (actually saw Renegade for \$4 now).

If you don't sell RenAlert, you can call it whatever the hell you want to, to be honest, but the second you slap a price tag on it, you will have to buy licensing rights to C&C as well as the Renegade w3d engine use & propogation of its release. As well as slap some pretty legal documentation that EA would require you to have in a readme.txt or eula.txt.

But, when dealing with EA, if it doesn't affect one of there "top of the month" games, they don't give a rats ass, and as long as you don't take profits away from them for future game ideas and releases, enjoy piddling.

When I helped out over there, I probably had my head shoved too far up the legal ass of EA getting everything that we modified approved and ok'd before I did anything, or thought about doing anything, but hell, using warez'd rtpatch, hacking game.exe, removing copyright notices, might as well call it yours eh?

---

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Subject: ya em,,  
Posted by [Twl\\$Ta](#) on Wed, 18 Aug 2004 07:58:47 GMT  
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---

did u actually ever play RedAlert? like on MP or GSA ? multiplayer

---

---

Subject: ya em,,  
Posted by [Javaxcx](#) on Wed, 18 Aug 2004 11:11:50 GMT  
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spoonyratl must've heard the monster spawn sound from the final boss in Doom2/Final Doom in about fifty different films

If you play that sound backwards, it's actually just John Romero telling you to "kill him to beat the game".

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