
Subject: Renegade Mods:RA2
Posted by [Poggel](#) on Fri, 01 Oct 2004 18:35:13 GMT
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Does anybody know if there is a Red Alert 2 mod? Ive looked on hte mod database site thingy but the url doesnt work... i was just wondering...

Subject: Renegade Mods:RA2
Posted by [Hav0c](#) on Fri, 01 Oct 2004 19:00:44 GMT
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Red Alert 2: Vengeance

Subject: Renegade Mods:RA2
Posted by [bigjoe14](#) on Fri, 01 Oct 2004 19:09:31 GMT
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<http://www.drireign.ath.cx/>

Subject: Renegade Mods:RA2
Posted by [Toolstyle](#) on Fri, 01 Oct 2004 20:25:04 GMT
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Vengeance is also on the Deezer Studio's site

<http://www.reborn.communityteam.de/renardin/forum/index.php>

Subject: Renegade Mods:RA2
Posted by [icedog90](#) on Fri, 01 Oct 2004 22:13:58 GMT
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Vengeance is a joke, they haven't gone anywhere, and they never will get anywhere.

Subject: Renegade Mods:RA2
Posted by [Vitaminous](#) on Fri, 01 Oct 2004 22:26:17 GMT
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icedog90Vengeance is a joke, they haven't gone anywhere, and they never will get anywhere.

Subject: Renegade Mods:RA2
Posted by [htmlgod](#) on Fri, 01 Oct 2004 22:49:07 GMT
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Aprimeicedog90Vengeance is a joke, they haven't gone anywhere, and they never will get anywhere.

Subject: Renegade Mods:RA2
Posted by [PermaGrin](#) on Fri, 01 Oct 2004 22:53:26 GMT
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There is like a whole 3 people at most that even participate in that mod. KGB has done the most work on that mod seeing how it is his mod. This guy does have a life you know. The past few months he has been on MSN/AIM rarely due to how much things in his life have picked up. KGB has done nice work on that mod even in the scripting aspect. He deserves a lot more than for his mod to be called a joke just because it's not as far along as others.

That's pretty fucked up that anyone's mod is called a joke. If anyone takes time out of their life to learn how to do things to hopefully make a game more enjoyable, they deserve more than being made fun of. How long has that Star Wars mod been around? (I realize what I am about to say is based on what I have seen) Based on what I have seen, A New Hope is not much further along than Vengeance. So would it be appropriate to call your mod a joke?

You people in this community have little respect, if any, for others and their work. It makes me sick. When you call someone's work a joke, you call them a joke. Hell, most of the mods for Renegade are way further along than my Zero Hour mod. I could have ripped, shitted on, and made fun of some of the work done in your Star Wars mod. But did I make fun of you and call you a joke? No, I offered my time and help to make some models.

Seems people here have a lot of growing up to do.

Sorry for my rant.

Subject: Renegade Mods:RA2
Posted by [Vitaminous](#) on Fri, 01 Oct 2004 23:22:28 GMT
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Hum, I know. But his modification hasn't been going anywhere ever since he got in college/university, and for your information, A New Hope is a recent modification and its first public version (I heard) is about to be released.

As for your Zero Hour modification... Heh.

Subject: Renegade Mods:RA2

Posted by [icedog90](#) on Fri, 01 Oct 2004 23:29:49 GMT

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Renegade: A New Hope is about half the age of Renegade Alert, there is no point in saying we've been around "forever." I love it when people take their anger so randomly on our mod so much. You should actually click the "ARCHIVE" button on our site before you post something like that, we've produced A LOT more than what you're thinking. Don't get anywhere near calling everything in the Archive shit, because then you're just looking at the old stuff we produced LONG ago, before I even joined the team. We have like 95% of the characters finished, half of the vehicles done, and about five levels also finished. Yeah, that sure is closely compared to Vengeance, just make sure you think again before you post. By the way you acted, you really did do a good job losing some of our respect you gained by contributing to us. I would understand that KGBSpy is busy, but why would he try to run a mod that's been around for a while, and can barely get anything done because of being busy with real life?

Subject: Renegade Mods:RA2

Posted by [PermaGrin](#) on Fri, 01 Oct 2004 23:38:28 GMT

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I never said New Hope has been around forever. I said, "based on what I have seen", that KGB's mod is not as far behind New Hope as you make it out to be. My point of that was to show I am not bashing you mod in retaliation for speaking like that about KGB's. My point was to show it would not be right to do so if I were to. I can care less about losing respect from people that don't have any for others. I see you missed my point. Don't just go off and call others work "a joke" just because it is not as far along as others that are around. Why would he stop modding just because he is busy? Would rather have a slow mod than a dead mod.

Subject: Renegade Mods:RA2

Posted by [icedog90](#) on Fri, 01 Oct 2004 23:40:27 GMT

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You don't realize that it's pathetic how people still obsess over Vengeance, when it's not really going to get anywhere. I am not dissing KGBSpy, and I also do not like when people attack a mod that I've been hard at work with.

Subject: Renegade Mods:RA2

Posted by [PermaGrin](#) on Fri, 01 Oct 2004 23:47:50 GMT

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Well.....all I can say is this wasn't meant to seem like a direct retaliation for Vengeance at New Hope. It was just I have seen too much of this disrespect of one another and seeing someone call a friend's work "a joke", didn't help none.

Subject: Renegade Mods:RA2

Posted by [htmlgod](#) on Fri, 01 Oct 2004 23:48:37 GMT

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Well, I'm sorry for bashing Vengeance, I didn't think it would offend you that much. But I would like to point out that we are considerably further along than RA2: Vengeance. What has vengeance got? A few badly-made vehicles and some well-written scripts? SWMod has something like 12 vehicles, 8 infantry, 6 or 7 weapons, and several good maps.... I don't see the comparison there.

And I don't really like your comment about how KGBspy has no free time. If that is true, then he shouldn't be trying to make a mod, much less singlehandedly. You can't really throw that up as a defense of his lack of productivity, in my opinion, because it, if anything, is a reason that he should stop trying to attract the attention of players with his mod that is seemingly never going to finish.

Subject: Renegade Mods:RA2

Posted by [YSLMuffins](#) on Fri, 01 Oct 2004 23:49:23 GMT

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icedog90Vengeance is a joke, they haven't gone anywhere, and they never will get anywhere.

icedog90...and I also do not like when people attack a mod that I've been hard at work with.

So how is your comment not supposed to be taken offensively? I suggest you take your own advice. I don't see anyone "obsessing" over any mod in this thread, so let's stop the derailment right here.

Subject: Renegade Mods:RA2

Posted by [PermaGrin](#) on Fri, 01 Oct 2004 23:52:48 GMT

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If he enjoys modding in what little free time he has, then why not. You, I, nor anyone else and any right to say differently. I have barely any free time, yet I like to mod in my spare time, that is why I work on several mods and have my own very very very slow mod. Ok, you can call my mod a joke, I won't hold that against you. But I have my reasons for it.

Once again sorry if people think I over reacted. But trust me, if I became as good as friends with New Hope as I did with KGB, I would gladly defend you guys when someone talk down on your work.

Subject: Renegade Mods:RA2

Posted by [icedog90](#) on Fri, 01 Oct 2004 23:53:04 GMT

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YSLMuffinsSo how is your comment not supposed to be taken offensively? I suggest you take your own advice. I don't see anyone "obsessing" over any mod in this thread, so let's stop the

derailment right here.

TheKGBSpy isn't generally hard at work with his mod, he's putting in a lot more work in real life than a mod. You kind of skipped the key point in my sentence.

I also would like to agree with HTMLGOD's apology, as in, I also am sorry, but his exact words are just what I think in my head. There isn't any point to let this argument go any further, it is resolved.

Subject: Renegade Mods:RA2
Posted by [Pendulum](#) on Sat, 02 Oct 2004 14:15:39 GMT
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KGB is making this mod as a hobby and a passtime. Maybe everyone should start calling your work as a joke when you make it for fun.

Subject: Renegade Mods:RA2
Posted by [icedog90](#) on Sat, 02 Oct 2004 17:27:47 GMT
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PendulumKGB is making this mod as a hobby and a passtime. Maybe everyone should start calling your work as a joke when you make it for fun.

Maybe you should try reading above and see this being resolved before you bring it up again and start the argument all over again. I think YSL should lock this so idiots like you won't start bullshit again.

Subject: Renegade Mods:RA2
Posted by [Poggel](#) on Sun, 03 Oct 2004 18:06:28 GMT
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Sweet Jesus, i just ask if there is a RA2 mod somewhere and people start calling other peoples work crap... Maybe someone should make a list containing all the things that they might start arguing about :huh:

Subject: Renegade Mods:RA2
Posted by [sniper12345](#) on Mon, 04 Oct 2004 03:29:56 GMT
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Just wait until another Reborn update thread comes along.

Subject: Renegade Mods:RA2
Posted by [Poggel](#) on Mon, 04 Oct 2004 12:18:24 GMT
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We can start a contest, who ever creates the most discussed thread

Subject: Renegade Mods:RA2
Posted by [PermaGrin](#) on Mon, 04 Oct 2004 12:58:15 GMT
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Poggelpeople start calling other peoples work crap...
Seems to be all that this community is good for.

Subject: Renegade Mods:RA2
Posted by [Deactivated](#) on Mon, 04 Oct 2004 15:18:51 GMT
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PermaGrinPoggelpeople start calling other peoples work crap...
Seems to be all that this community is good for.

It's the nature of a renegade community.
No one helps, no one listens, you have to do it all by yourself...

Subject: Renegade Mods:RA2
Posted by [WNxCABAL](#) on Mon, 04 Oct 2004 19:58:24 GMT
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SeaManPermaGrinPoggelpeople start calling other peoples work crap...
Seems to be all that this community is good for.

It's the nature of a renegade community.
No one helps, no one listens, you have to do it all by yourself...

Hey, take a tip from king FruitLoop:
Everything is possible for the man who doesn't have to do it himself

Subject: Renegade Mods:RA2
Posted by [YSLMuffins](#) on Mon, 04 Oct 2004 21:05:53 GMT
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Enough!
