
Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Aircraftkiller](#) on Mon, 17 Jan 2005 08:47:30 GMT

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Best level design. I'm really happy with this. I honestly was not expecting a thing to come from that contest they were having.

<http://features.moddb.com/111/?fpage=3>

Thanks to anyone here who voted for us!

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Vitaminous](#) on Mon, 17 Jan 2005 09:35:39 GMT

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"in fact, all weapons will be remodeled for the beta 0.994 release"?

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Spice](#) on Mon, 17 Jan 2005 10:57:50 GMT

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Aprime" in fact, all weapons will be remodeled for the beta 0.994 release"?

Which was the next release they figured.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Renx](#) on Mon, 17 Jan 2005 13:17:01 GMT

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They put my screenshot there <3

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Dave Mason](#) on Mon, 17 Jan 2005 14:14:16 GMT

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Hey man, well done, good work.

I'm really looking forward to when this mod is finished it looks so great!

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [tooncy](#) on Mon, 17 Jan 2005 17:23:09 GMT

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Congrats.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Spice](#) on Mon, 17 Jan 2005 21:29:47 GMT

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I kind of wish we would have gotten those last 2 pistol replacement for Renegade Alert.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Xtrm2Matt](#) on Mon, 17 Jan 2005 22:33:50 GMT

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Natural Selection > *

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Naamloos](#) on Tue, 18 Jan 2005 15:13:30 GMT

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I still voted for that when they where working on W3D... A dead mod get's an award, lol.

Nice anyway...

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Sir Phoenixx](#) on Tue, 18 Jan 2005 17:05:59 GMT

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Quote:A dead mod get's an award, lol.

Reborn got an award?

RenAlert isn't "dead", just because it will be moved to a new engine doesn't make it dead, it's still the same mod, the same team, etc.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Ripintou](#) on Tue, 18 Jan 2005 20:05:42 GMT

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Very Good Work Indeed.

Congrats

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Naamloos](#) on Tue, 18 Jan 2005 20:08:43 GMT

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Sir PhoenixxQuote:A dead mod get's an award, lol.

Reborn got an award?

RenAlert isn't "dead", just because it will be moved to a new engine doesn't make it dead, it's still the same mod, the same team, etc.

I men't the W3D version.

Reborn isn't dead btw...

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [TankClash](#) on Tue, 18 Jan 2005 20:41:55 GMT

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Reborn might as well be.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Sir Phoenixx](#) on Tue, 18 Jan 2005 21:36:41 GMT

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NaamloosSir PhoenixxQuote:A dead mod get's an award, lol.

Reborn got an award?

RenAlert isn't "dead", just because it will be moved to a new engine doesn't make it dead, it's still the same mod, the same team, etc.

I men't the W3D version.

Reborn isn't dead btw...

And I meant the mod itself.

No it's not dead, yet, it's just in a catatonic state... You can see some progress once in a while but it isn't really going anywhere.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Naamloos](#) on Tue, 18 Jan 2005 22:44:32 GMT

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That's not exactly true, they did a lot of stuff on the mod...

I like to see reborn, or any other mod being FINISHED for the W3D engine. And ofcourse not only finished, also playable and bug-free.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [smwScott](#) on Wed, 19 Jan 2005 01:15:29 GMT

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I can see where there was plenty of room to make fun of Reborn when Ren Alert was going full steam ahead and releasing regular updates. But now they're both just two dead Renegade mods for a quickly dying game. I understand the Source version of Ren Alert is going strong still and that's good, but neither of these teams completed their original goal of getting a complete version of their mods out for the Renegade engine.

Ren Alert certainly got a lot farther along than Reborn and the last available version was certainly more playable, but it still had crippling bugs and never really attracted a significant portion of the Renegade player base.

I'm not saying anything against Ren Alert for switching engines, in my opinion it's just stupid to continue developing anything for W3D and their only mistake was not switching sooner, but it still doesn't leave much room to ridicule Reborn for not releasing a complete version.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [z310](#) on Wed, 19 Jan 2005 01:18:24 GMT

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tooncyCongrats.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Sir Phoenixx](#) on Wed, 19 Jan 2005 01:41:33 GMT

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Quote:but it still doesn't leave much room to ridicule Reborn for not releasing a complete version. They're ridiculed for not releasing anything even slightly resembling a playable version while at the same time attacking us because they somehow thought Reborn was (going to be) better, not because they haven't finished the mod.

RenAlert was only a few updates shy of being complete, Reborn on the other hand has yet to release any playable update at all.

Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Renx](#) on Wed, 19 Jan 2005 02:30:11 GMT

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WOL/Renegade never had the proper setup for mods to gain any real player base in the first place. The majority of people either didn't want to go out of their way to download it, or didn't know about it in the first place and were only interested in the actually game itself.

I'm pretty sure the way it works with Source is, you'll be able to browse and download mods through steam(how they'd be approved/uploaded I'm not quite sure). Then browse through server for that mod in the Steam server browser, just as you would with CS:S or HL2DM. I could be wrong, but that's how it appeared to me when I looked into a while ago. You can see much easier it would be for just the average gamer, without strong connections to the communities.

If anyone knows more about it please explain..
