
Subject: Red Alert Mod

Posted by [Anonymous](#) on Sun, 17 Nov 2002 18:28:00 GMT

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Hey AIRCRAFTKILLER i was jut slooking at ur ra mod thingie and i just want o say it looks really asskicking> oNLY ONE THING. I noticed you had models for naval shipyards. DoeS this MeaN their wlll Be Some BoAT aCTion!?

Subject: Red Alert Mod

Posted by [Anonymous](#) on Sun, 17 Nov 2002 18:31:00 GMT

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i bet there will be.

Subject: Red Alert Mod

Posted by [Anonymous](#) on Sun, 17 Nov 2002 18:34:00 GMT

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omg! read the news!this isnt a new news item!

Subject: Red Alert Mod

Posted by [Anonymous](#) on Sun, 17 Nov 2002 18:43:00 GMT

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quote:Originally posted by ReHash911:Hey AIRCRAFTKILLER i was jut slooking at ur ra mod thingie and i just want o say it looks really asskicking> oNLY ONE THING. I noticed you had models for naval shipyards. DoeS this MeaN their wlll Be Some BoAT aCTion!?PIEaSe DoNt TyPe LiKe ThIs.....Yes i does mean that there might be a map or two with somes boats. I didnt make the Sub Pen, Naval Yard, Gun Boat, and Akula for nothing.

Subject: Red Alert Mod

Posted by [Anonymous](#) on Sun, 17 Nov 2002 20:10:00 GMT

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would you mind telling us how you got naval units to work???

Subject: Red Alert Mod

Posted by [Anonymous](#) on Sun, 17 Nov 2002 20:37:00 GMT

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Yes, I do mind.

Subject: Red Alert Mod

Posted by [Anonymous](#) on Sun, 17 Nov 2002 20:52:00 GMT

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They did, but unless they have some very good coders, they will be quite buggy, including if you hit anything, your boat will rise out of the water and not be able to go back down, and subs will be able to rise out of the water and start to fly.

Subject: Red Alert Mod

Posted by [Anonymous](#) on Sun, 17 Nov 2002 21:04:00 GMT

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quote:Originally posted by ApacheRSG:They did, but unless they have some very good coders, they will be quite buggy, including if you hit anything, your boat will rise out of the water and not be able to go back down, and subs will be able to rise out of the water and start to fly.Nope, no flying boats. Yes, I'm the coder... So I know. [November 17, 2002, 21:04: Message edited by: aircraftkiller2001]

Subject: Red Alert Mod

Posted by [Anonymous](#) on Mon, 18 Nov 2002 19:09:00 GMT

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Uh sorry to butt in.. Uh Ack.. Remeber.. Grenader, Left and the others wanna keep this a Bombshell.. so Zip your lips there buddy,See you in the Next test..Also Congrats on your map being put in the patch.

Subject: Red Alert Mod

Posted by [Anonymous](#) on Mon, 18 Nov 2002 19:17:00 GMT

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Argh I wish Ack that you would answer questions like this. I would guess that they are using scripts to spawn the boats in the naval yard/sub pen and then use vehicle walls in the maps to keep them from flying or going on land. Then they build kill zones into the map to either kill or slowly damage(think tiberium) people that fall into the water or leave their vehicle.

Subject: Red Alert Mod

Posted by [Anonymous](#) on Mon, 18 Nov 2002 19:17:00 GMT

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quote:Originally posted by Havocman2:Uh sorry to butt in.. Uh Ack.. Remeber.. Grenader, Left and the others wanna keep this a Bombshell.. so Zip your lips there buddy,See you in the Next test..Also Congrats on your map being put in the patch.Bombshell.....thats a new one. Do you mean like a "in a nut sheel", "keep it a secret", or something else.....Bombshell.....heheheheheh.

Subject: Red Alert Mod
Posted by [Anonymous](#) on Tue, 19 Nov 2002 07:14:00 GMT
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quote:Originally posted by aircraftkiller2001:Yes, I do mind.Why?
