
Subject: Preview screenshot of the first non-testing Renegade Alert m
Posted by [Anonymous](#) on Tue, 26 Nov 2002 20:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.n00bstories.com/image.fetch.php?id=1610021146>

Subject: Preview screenshot of the first non-testing Renegade Alert m
Posted by [Anonymous](#) on Tue, 26 Nov 2002 20:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now that looks like Red Alert.

Subject: Preview screenshot of the first non-testing Renegade Alert m
Posted by [Anonymous](#) on Tue, 26 Nov 2002 21:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG, Im gonna crap my pants, thats sweet!!

Subject: Preview screenshot of the first non-testing Renegade Alert m
Posted by [Anonymous](#) on Tue, 26 Nov 2002 21:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG, that is 0wnage Keep up the good work

Subject: Preview screenshot of the first non-testing Renegade Alert m
Posted by [Anonymous](#) on Wed, 27 Nov 2002 01:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

needs work...but then it is a preveiw.why are the buildings so far away?

Subject: Preview screenshot of the first non-testing Renegade Alert m
Posted by [Anonymous](#) on Wed, 27 Nov 2002 05:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's incredible, even conyards , This is gonna be a cool mod. Needs to be textured better though.

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Wed, 27 Nov 2002 06:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

HAPPY DAY.....finally more of my stuff i can see in the mod now.

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Wed, 27 Nov 2002 06:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by DeafWasp:needs work...but then it is a preveiw.why are the buildings so far away?Probably to prevent Base to base attacks. ")

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Wed, 27 Nov 2002 07:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

aren't the buildings gonna need ramps??? Very Nice though!!

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Wed, 27 Nov 2002 07:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I LOVE YOU ACK!

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Wed, 27 Nov 2002 13:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=89>

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Wed, 27 Nov 2002 15:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

the only thing i can say now is... AWSOME!!!!Awsome job ACK!!!!that mod is gonna rock!!!

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Thu, 28 Nov 2002 23:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Fri, 29 Nov 2002 02:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

no matter how accurate it may or may not be, i just dont like the allied barracks. yukki green and pointy.

Subject: Preview screenshot of the first non-testing Renegade Alert m

Posted by [Anonymous](#) on Fri, 29 Nov 2002 06:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by DeafWasp: no matter how accurate it may or may not be, i just dont like the allied barracks. yukki green and pointy. Have you ever gone camping? Tents used to be pointy, not round and smooth. Oh and the texture has been changed. [November 29, 2002, 08:25: Message edited by: Gernader8]
