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Subject: Red Alert: A Path Beyond?

Posted by [Tzar469](#) on Mon, 25 Sep 2006 04:06:14 GMT

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I've heard about this mod for Renegade and it looks very good. One question though: If I download it, will I still be able to play Renegade?

I'm sorry if this in the wrong place.

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Subject: Re: Red Alert: A Path Beyond?

Posted by [PlastoJoe](#) on Mon, 25 Sep 2006 04:36:42 GMT

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Certainly. APB opens as a completely different application; you don't load it as you would a mod in multiplayer. At least I believe that's the right way to describe it.

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Subject: Re: Red Alert: A Path Beyond?

Posted by [LR01](#) on Mon, 25 Sep 2006 07:09:51 GMT

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well, it is like a new game, it goes in a other directory, and doesn't affect your original Renegade

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Subject: Re: Red Alert: A Path Beyond?

Posted by [Zion](#) on Mon, 25 Sep 2006 09:07:57 GMT

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This game is also stand alone (comes with it's own essential files) so you can run it even if you don't have Renegade installed.

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Subject: Re: Red Alert: A Path Beyond?

Posted by [drunkill](#) on Mon, 25 Sep 2006 12:59:38 GMT

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Correct, though you wwill need to have the westwood internet components (found on your renegade disk) and a valid Renegade CD key to play online through XWIS. (or you could direct connect to the server, bypassing XWIS)

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Subject: Re: Red Alert: A Path Beyond?

Posted by [Tzar469](#) on Mon, 25 Sep 2006 14:13:10 GMT

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Okay. Thanks for all your replies! I'm going to try it out.

Edit: Does that apply to C&C Reborn too?

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Subject: Re: Red Alert: A Path Beyond?

Posted by [Zion](#) on Mon, 25 Sep 2006 14:29:03 GMT

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Yes, when it's released.

And the same with Apocalypse Rising when it's released too.

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