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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Aircraftkiller](#) on Fri, 04 Apr 2003 03:03:33 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1340163845>  
<http://www.n00bstories.com/image.fetch.php?id=1608770154>  
<http://www.n00bstories.com/image.fetch.php?id=2035096063>  
<http://www.n00bstories.com/image.fetch.php?id=1943619962>  
<http://www.n00bstories.com/image.fetch.php?id=1453731931>  
<http://www.n00bstories.com/image.fetch.php?id=1392830599>

Based off of the original Red Alert map "Zama."

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [TheMouse](#) on Fri, 04 Apr 2003 03:21:53 GMT

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cool

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Aircraftkiller](#) on Fri, 04 Apr 2003 05:38:50 GMT

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Take out that damn signature image. It's too fucking big.

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Blazer](#) on Fri, 04 Apr 2003 05:48:28 GMT

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Cool What are the little blue cubes (I know they are some sort of leveledit objects)?

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Beanyhead](#) on Fri, 04 Apr 2003 05:51:02 GMT

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rofl, they're the vertices in gmax

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Aircraftkiller](#) on Fri, 04 Apr 2003 05:51:10 GMT  
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Vertice points. That isn't LevelEdit, it's Max.

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [SomeRhino](#) on Fri, 04 Apr 2003 05:51:30 GMT  
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You mean the vertex markers in gmax?

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Blazer](#) on Fri, 04 Apr 2003 05:56:08 GMT  
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I'm glad everyone finds it so amusing that I don't know the in's and out's of Gmax/LevelEdit. Gee its probably because I have never made a map. Thanks for the replies, however sarcastic they were

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Beanyhead](#) on Fri, 04 Apr 2003 05:58:00 GMT  
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Blazer is such a n00b... LOL J/K

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Blazer](#) on Fri, 04 Apr 2003 06:02:12 GMT  
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Bah, one of these days I'm going to dig into Gmax and LevelEdit and make the best map ever

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [John Shaft Jr.](#) on Fri, 04 Apr 2003 07:59:52 GMT  
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BlazerBah, one of these days I'm going to dig into Gmax and LevelEdit and make the best map ever

Hmmmmmm.... \*Imagines one of Blazer's maps\*

I can see it now. The map is shaped like a woman's body.

I go and download the map and test it out on 1 player Lan with a Minigunner. My minigunner running on the map and all of a certain and I see something and say, "?!?!?!?! Is that what i think it is near the Hand of Nod?!?!?!?! Must get closer to investigate."

Hehehehehehe.... I'll just leave it as that and let y'all minds wonder off. Must go to work and protect packages.

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Blazer](#) on Fri, 04 Apr 2003 08:25:54 GMT  
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There is a quote in the Renegade single player missions: "Is it me, or does the Nod Obelisk appear a bit randy? You know what I mean."

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Xtrm2Matt](#) on Fri, 04 Apr 2003 15:09:42 GMT  
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BlazerThere is a quote in the Renegade single player missions: "Is it me, or does the Nod Obelisk appear a bit randy? You know what I mean."

LOL

Looking good ack!

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [John Shaft Jr.](#) on Fri, 04 Apr 2003 15:38:17 GMT  
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BlazerThere is a quote in the Renegade single player missions: "Is it me, or does the Nod Obelisk appear a bit randy? You know what I mean."

So the Red Beam from the Obelisk is actually ummmm..... Nevermind. :twisted:

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [A-DawG](#) on Fri, 04 Apr 2003 15:59:56 GMT  
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John Shaft Jr.BlazerBah, one of these days I'm going to dig into Gmax and LevelEdit and make

the best map ever

Hmmmmmm.... \*Imagines one of Blazer's maps\*

I can see it now. The map is shaped like a woman's body.

I go and download the map and test it out on 1 player Lan with a Minigunner. My minigunner running on the map and all of a certain and I see something and say, "?!?!?!?!?! Is that what i think it is near the Hand of Nod?!?!?!?!?! Must get closer to investigate."

Hehehehehehehe.... I'll just leave it as that and let y'all minds wonder off. Must go to work and protect packages.

...reminds me of a ra2 map i saw once..."baby v1.2" lol....

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [kawolsky](#) on Fri, 04 Apr 2003 18:53:06 GMT  
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John Shaft Jr.BlazerThere is a quote in the Renegade single player missions: "Is it me, or does the Nod Obelisk appear a bit randy? You know what I mean."

So the Red Beam from the Obelisk is actually ummmm..... Nevermind. :twisted:

Yes.....it is.....ummmmmm that thing :rolleyes:

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Predator](#) on Fri, 04 Apr 2003 19:06:24 GMT  
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Quote:"?!?!?!?!?! Is that what i think it is near the Hand of Nod?!?!?!?!?! Must get closer to investigate." [i]what did the world fall out of the hand?![/ignorant][i]  
:rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes:

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [John Shaft Jr.](#) on Fri, 04 Apr 2003 22:01:57 GMT  
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Seems like people don't know a joke when they see one. So many dull people in the world today.

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Aircraftkiller](#) on Sat, 05 Apr 2003 00:54:37 GMT

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Well, this thread's purpose was totally destroyed.

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Sk8rRIMuk](#) on Sat, 05 Apr 2003 12:30:54 GMT

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AircraftkillerWell, this thread's purpose was totally destroyed.

Yes as are so many others after people start flaming you :rolleyes: ...

OK then back on topic very nice indeed...

OK back off topic if Blazer mad that map damn I would be in the underground tunnels all the time

...

\*Orders Blazer to go dig out Gmax or 3DS Max whichever he chooses\*

-Sk8rRIMuk

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [John Shaft Jr.](#) on Sat, 05 Apr 2003 12:34:39 GMT

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Me and you both Sk8rRIMuk. Me and you both. :thumbsup: :thumbsup:

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [General Havoc](#) on Sat, 05 Apr 2003 14:01:21 GMT

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The map is looking good at the moment. "Keep Of The Grass" was also done well and it looked great. Have you got any idea what other maps from RA1 you may consider producing for Renegade Alert?

The map "Zama" from C&C Redalert : The Aftermath

Keep up the good work guys with this modification

\_General Havoc

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Aircraftkiller](#) on Sat, 05 Apr 2003 14:40:56 GMT  
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OMFG

HAVOC

GET ME AS MANY OF THOSE MAP PREVIEW PICTURES AS YOU POSSIBLY CAN.

PLEASE.

JUST ZIP THEM ALL UP AND SEND THEM. THAT IS AMAZING.

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [General Havoc](#) on Sat, 05 Apr 2003 16:12:49 GMT  
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Well they take a few minutes to make as that one above is 4 images but if you let me know what maps you need I can start making them. The image i posted is only 640x640, the originals are the full size of the map which is around 1650x1650 for that map. Also let me know if you want the original size one (500kb) or the reduced one (50kb). I'm happy to do these if it will help you out. Also what format you want them in, the size will vary between formats but i can save them in GIF, JPEG, TIFF, BMP, PNG, TGA & DDS.

\_General Havoc

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Aircraftkiller](#) on Sat, 05 Apr 2003 16:25:01 GMT  
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Send both. Full size of the map and the 640x640 version.

Put them in the JPG format.

I need:

Twin Rivers  
The Woods Today  
Leipzig  
Hastings  
Conflict Cove  
Around The Rim  
Elysium

All can be mailed to me at [aircraftkiller@cncrenegade.info](mailto:aircraftkiller@cncrenegade.info)

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [Commando no. 448](#) on Sat, 05 Apr 2003 16:53:44 GMT  
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I just picture ACKs eyes opening wide and glowing when he saw that picture.

You should make those images for all the red alert and expansion maps. I would be interested in seeing their layouts next time I want to play it. I have only played on about 10 maps of ra.

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [General Havoc](#) on Sat, 05 Apr 2003 18:01:57 GMT  
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I have done the first three maps now in large and small versions and i can send you them now if you need them. Otherwise you can wait until i have done them all. It is a bit time consuming because some maps require 12 screenshots to be cropped and aligned to make the big images. I am pulling the images from the map files out of the mix on the CD's then importing them into RAED and then taking screenshots of them. I will have them done tomorrow sometime.

\_General Havoc

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [SomeRhino](#) on Sat, 05 Apr 2003 18:12:30 GMT  
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Can't you view previews of the maps in various sizes using RA Mixer? Think the site is <http://tesla.virtualave.net> . Did a bit of Red Alert modding back in the day.

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Subject: New Renegade Alert map - RA\_Zama  
Posted by [General Havoc](#) on Sat, 05 Apr 2003 18:37:38 GMT  
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OMG that site is still online. That was one of the first Redalert sites i visited back in 1995 when I had AOL on my 28.8 K modem. It had stuff for editing the rules.ini and other great stuff. I was also a redalert modder but I mainly made maps and mods using rules.ini and things.

RA Mixer only produces small images like the one at the top of the original post. I am making high resolution versions of the maps so we can see the detail and how they look in game.

\_General Havoc

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Subject: New Renegade Alert map - RA\_Zama

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Posted by [jestersht](#) on Sun, 06 Apr 2003 04:32:22 GMT

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map looks awesome and cant wait till it is done

take an hour to walk across it but definetly looks good

\*\*\*\*\*stars on it

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