
Subject: hey all am new

Posted by [Anonymous](#) on Mon, 25 Feb 2002 03:00:00 GMT

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hey am a beta tester and i was going to make a mod for renegade if you want to help me or know a friend or someone go to my webpage at www.renegadestarwaromod.8m.com or email me at renegadestarwaromod@yahoo.com

Subject: hey all am new

Posted by [Anonymous](#) on Mon, 25 Feb 2002 06:35:00 GMT

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If you have good modding skills you should join my Mod Team. We have a site that's halfway up, but no forums yet. I've heard nothing but good things on the looks of the site, and that will bring to good content as well. If you are interested in joining me, please contact me E-mail - Neo3125135@Yahoo.com AIM - Morph Meister 54MSN - ccfreak@hotmail.com ICQ - 151700314
quote:

Subject: hey all am new

Posted by [Anonymous](#) on Mon, 25 Feb 2002 06:55:00 GMT

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whats your mod?

Subject: hey all am new

Posted by [Anonymous](#) on Mon, 25 Feb 2002 07:23:00 GMT

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..then maybe there should be like an option to allocate a couple of mins before the game starts to chat only, chat in an easy way and form a plan before the action itself starts. Cos most of the time a bunch of people go out one by one into the battle field, and get killed, then rush out again and get killed and doesn't matter if they are winning or losing, some stubborn guys want to work on

Subject: hey all am new

Posted by [Anonymous](#) on Mon, 25 Feb 2002 07:35:00 GMT

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I think that is a great idea. I think they should put that into action to promote more team play. You never could do anything with just one unit in any of the Command & Conquer games

Subject: hey all am new
Posted by [Anonymous](#) on Mon, 25 Feb 2002 08:29:00 GMT
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You could with havoc. Take a base out all by your self.

Subject: hey all am new
Posted by [Anonymous](#) on Mon, 25 Feb 2002 09:17:00 GMT
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We have plans for a Tiberian Sun mod, a Red Alert mod, a GI Joe Mod and then other secret plans. If you're interested in helping out with one/all of them, please contact me.

Subject: hey all am new
Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:04:00 GMT
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thats true about the little chat! quite a good idea if you ask me... maybe this could be include in a future patch, or as serer option... and guys, 7 hours left!!!

Subject: hey all am new
Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:08:00 GMT
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The game has a slower pace compared to other FPS hits like the Quake series.. Such an option would be intended for public servers where the team is comprised of bypassers (since Clans develop their strategies and tactics through practice on their own).The problems arise from the fact that either the planning time won't be enough, or too much for impatient players. A solid tactic cannot be established between people who have never played before as teammates, and you surely can't expect a bunch of people you don't know wanting to actually help the team rather than playing last action hero.However.. there might be servers where people who know each other get online more often.. at such cases an option like that would be beneficial (although late joiners will miss the briefing).. but in large public servers?.. I don't believe it would save the game more than it would cripple it.

Subject: hey all am new
Posted by [Anonymous](#) on Mon, 25 Feb 2002 13:51:00 GMT
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i like that idea... it would be like a debriefing... it could even be a mission report thing... like if your a late enterer then you get a review of the chat... and you can switch back to it to see what was said so you wont forget... then people could plan out and have organization so people can assign

themselves roles... its also better then talking inbattle with all those *** killed ***...how about a team chat room?... one thats not like the chat at the top and its accessable through some button... it would be like the begining chat room only it would be for strategys and reports and stuff...

Subject: hey all am new
Posted by [Anonymous](#) on Mon, 25 Feb 2002 14:00:00 GMT
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I hope we can record games. More than the 1-st person veiw too.

Subject: hey all am new
Posted by [Anonymous](#) on Mon, 25 Feb 2002 16:43:00 GMT
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This would be great! What they should also do is allow easy clan joining and meeting like in tribes 2

Subject: hey all am new
Posted by [Anonymous](#) on Tue, 26 Feb 2002 00:50:00 GMT
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Dont forget the Chrono-Commando in RA2! Gotta love those guys.

Subject: hey all am new
Posted by [Anonymous](#) on Fri, 12 Apr 2002 14:12:00 GMT
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cough bu-mp *cough*

Subject: hey all am new
Posted by [Anonymous](#) on Fri, 12 Apr 2002 14:22:00 GMT
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Sounds like Ghost Recon. It is part of what separates GR from the other team based games out there. If you have never played it, give it a shot. No, I am not saying to leave Renegade. GR is an excellent game and Renegade may become that in due time as well.

Subject: hey all am new

Posted by [Anonymous](#) on Fri, 12 Apr 2002 14:26:00 GMT

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Agreed, but for other reasons. How many of you out there have a slow arse computer like me? I cannot count the number of times I have waited for a new map to load, only to get into the game a minute and a half into it, only to find that our hand of nod has already been destroyed. This is a good idea to prevent those super fast entries into the game from taking out critical structures before half of their opposition even has a chance to get in the game. gmv.

Subject: hey all am new

Posted by [Anonymous](#) on Fri, 12 Apr 2002 14:48:00 GMT

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a wait for sync would be a nice addition, agreed. I play occ. on 56k and get in before friends on cable, t-1, etc. Kinda strange how that works???

Subject: hey all am new

Posted by [Anonymous](#) on Fri, 12 Apr 2002 20:12:00 GMT

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quote:Originally posted by powerhouse:thats true about the little chat! quite a good idea if you ask me... maybe this could be include in a future patch, or as serer option... and guys, 7 hours left!!!7 hours to what?? am i missing something really important here??

Subject: hey all am new

Posted by [Anonymous](#) on Fri, 12 Apr 2002 22:00:00 GMT

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quote:7 hours to what?? am i missing something really important here?? yah, what he said? is there a nuke heading for the u.s.?? i mean a real slow one. lol..anyway, i love the idea for a team chat before game. if nothing else, you could get an idea of what the players like to do(base D, ft rush, save for stealth/beacon, etc.). then you could go ahead and get the vehicle or character that you like to play, not worrying about what everybody else is doing out there, because it's already been decided. anyway, if it matters to anyone out there that counts, i vote for it! lol..

Subject: hey all am new

Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:18:00 GMT

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I think thats the dumbest thing i've ever heard.... U want time to and to plan....omg....if you can't "think on your feet" and make spontaneous decisions and anticipate what other people are going to do why don't you just play one on ones in RA2 or some other strat game and not an fps [April

13, 2002: Message edited by: C4kitty]

Subject: hey all am new
Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:22:00 GMT
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Lets all give an applause to C4 kitty for her first post!1st - this is my first FPS game2nd - to win you have to plan. And while you plan (during the game) the others can destroy your harvester3rd

Subject: hey all am new
Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:26:00 GMT
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well thanks for the congrats but i'm not a guy... Much better thank youoh and i should note that the harv. is not the key to the entire game.....if you were able to hit enemy targets you can get cash for the points you get[April 13, 2002: Message edited by: C4kitty]

Subject: hey all am new
Posted by [Anonymous](#) on Sat, 13 Apr 2002 05:28:00 GMT
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look up..better?!

Subject: hey all am new
Posted by [Anonymous](#) on Sat, 13 Apr 2002 12:48:00 GMT
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in 7 hours we will get the preview of generals...i mean we don't know its called generals yetyeah we will get the preview of the next C&C game.This topic was posted a LONG time ago
