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Subject: Cinematics for mods  
Posted by [Wild1](#) on Fri, 09 May 2003 03:07:46 GMT  
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Since Members in the community recently created a movie while in CnC Mode, do you think they will incorporate this into Renegade Alert and Reborn, of the mod teams decide to go and do single player levels? I mean like cutscenes?

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Subject: Cinematics for mods  
Posted by [Aircraftkiller](#) on Fri, 09 May 2003 03:09:14 GMT  
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Renegade Alert is close to being dismantled and production totally stopped. Don't count on it.

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Subject: Cinematics for mods  
Posted by [Aurora](#) on Fri, 09 May 2003 03:10:30 GMT  
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That sucks...

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Subject: Cinematics for mods  
Posted by [Wild1](#) on Fri, 09 May 2003 03:12:28 GMT  
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What the hell! When did that happen?

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Subject: Cinematics for mods  
Posted by [Ferhago](#) on Fri, 09 May 2003 10:11:09 GMT  
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AircraftkillerRenegade Alert is close to being dismantled and production totally stopped. Don't count on it.

What!?!?!? NOOO

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Subject: Re: Cinematics for mods  
Posted by [\[REHT\]Spirit](#) on Fri, 09 May 2003 12:57:18 GMT  
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Wild1Since Members in the community recently created a movie while in CnC Mode, do you think they will incorporate this into Renegade Alert and Reborn, of the mod teams decide to go and do single player levels? I mean like cutscenes?

Probably, but I dunno for sure on Reborn. Survival will, though.

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Subject: Cinematics for mods  
Posted by [kawolsky](#) on Fri, 09 May 2003 19:42:09 GMT  
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AircraftkillerRenegade Alert is close to being dismantled and production totally stopped. Don't count on it.

i knew something like this would happen

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Subject: Cinematics for mods  
Posted by [-Tech-](#) on Fri, 09 May 2003 19:57:14 GMT  
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AircraftkillerRenegade Alert is close to being dismantled and production totally stopped. Don't count on it.

Something I've missed? Must be huge, like a dozen accidentally reformatted hard-drives, to do something as utterly STUPID as to abandon such a massive project and so much hard work mere DAYS from COMPLETION! I have downloaded the Beta, and I love it. Please, don't do this to the thousands of people you have waiting patiently for this!

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Subject: Cinematics for mods  
Posted by [Aircraftkiller](#) on Fri, 09 May 2003 21:00:47 GMT  
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It's that we're getting no support.

No one runs servers.

No one does anything but complain about the beta.

No one does anything but insult the mod team...

That and internal bickering is close to bringing this down... So you people have to start doing your part. What's the point of us releasing a public beta if you'll never host a dedicated server for everyone to test and play on it?

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Subject: Cinematics for mods  
Posted by [Dante](#) on Fri, 09 May 2003 22:30:44 GMT  
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we have hosted public dedicated servers...

problem #1, 0 bug  
problem #2, no players

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Subject: Cinematics for mods  
Posted by [Try\\_lee](#) on Fri, 09 May 2003 22:34:15 GMT  
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I'd host a server if I paid for the internet connection. Seeing as I don't and the person who does has already asked me nicely not to host a server I won't. Also, not everyone complains about the mod. Some people don't insult the mod team, some people have respect for those who put hard work into something for which they'll gain no reward. That's only some people though.

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Subject: Cinematics for mods  
Posted by [Wild1](#) on Fri, 09 May 2003 22:40:35 GMT  
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I think the thing most of us were waiting for was naval warfare and RA infantry and vehicles. Just relase what you got on Zama and then you can forget about it. I played Ren Alert for like 48 hours straight when it first came out, but now we know all the strategies and it gets boring with only one map. If you guys don't want to finish it, give it to someone who will like SomeRhino. He kicks ass at making maps.

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Subject: Cinematics for mods  
Posted by [OrcaPilot26](#) on Fri, 09 May 2003 23:37:56 GMT  
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SomeRhino is making RenAlert maps.

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Subject: Cinematics for mods  
Posted by [-Tech-](#) on Fri, 09 May 2003 23:53:01 GMT  
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Well I'm running a dedicated RenAlert server on GSA right NOW, so go for it! ANYONE!

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Subject: Cinematics for mods

Posted by [bigejoe14](#) on Sat, 10 May 2003 00:35:06 GMT

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AircraftkillerRenegade Alert is close to being dismantled and production totally stopped. Don't count on it.

No, don't!!!

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Subject: Cinematics for mods

Posted by [lmdgr8one](#) on Sat, 10 May 2003 05:38:31 GMT

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OMG, I missed a memo.

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Subject: Cinematics for mods

Posted by [Deactivated](#) on Sat, 10 May 2003 12:09:22 GMT

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AircraftkillerIt's that we're getting no support.

No one runs servers.

No one does anything but complain about the beta.

No one does anything but insult the mod team...

That and internal bickering is close to bringing this down... So you people have to start doing your part. What's the point of us releasing a public beta if you'll never host a dedicated server for everyone to test and play on it?

1. No one comes if no one does know how to host RenAlert or even what RenAlert is. "Let's the world know about it!"
  2. That what the beta is for. Listen to complaints and fix the bugs as well you can. If feel you can't do it right now, take a break. The Apocalypse isn't going to happen tomorrow so you should have time to complete it by piece by piece, day by day (or night?).
  3. Always prepare to be criticized. When you make something new, some will agree and some will not. People have different opinions.
  4. Quitting now is stupid. I have really liked this mod and I want to give it the best support I can.
- 

Subject: Cinematics for mods

Posted by [Wild1](#) on Sat, 10 May 2003 17:32:21 GMT

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I agree with SeaMan on this one.

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Subject: Cinematics for mods

Posted by [-Tech-](#) on Sat, 10 May 2003 23:51:43 GMT

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I ran a dedicated server for three hours yesterday evening on GSA, no one joined. I think this mod needs advertising.

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Subject: Cinematics for mods

Posted by [spreegem](#) on Sun, 11 May 2003 00:03:57 GMT

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No one ever joins my ren alert games when I host them except my bro and my friends that have ren.

This mod needs some advertisieng. I will advertise it on my site once I get it back up.

I love the mod even though it does have some bug I still love it and am waiting for the final version of it

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Subject: Cinematics for mods

Posted by [Wild1](#) on Sun, 11 May 2003 00:05:37 GMT

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Try it on WW and see what happens. I would play right now but I got a huge project due on Monday.

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Subject: Cinematics for mods

Posted by [Gernader8](#) on Sun, 11 May 2003 00:34:20 GMT

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AircraftkillerRenegade Alert is close to being dismantled and production totally stopped. Don't count on it.

I dont ever remember voting on this.....

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Subject: Cinematics for mods

Posted by [Try\\_lee](#) on Sun, 11 May 2003 00:39:58 GMT

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A 16 player server is up on WOL now, but I can't join due to port problems.  
I hate that stupid negotiating port with server message!

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Subject: Cinematics for mods  
Posted by [Xtrm2Matt](#) on Sun, 11 May 2003 08:27:51 GMT  
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If the 0bug was fixed in the beta i would play it. When i have the mod installed, on every server i get 0bug..

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Subject: Cinematics for mods  
Posted by [\[REHT\]Spirit](#) on Sun, 11 May 2003 12:07:28 GMT  
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Here's a tip for you all:

Do NOT play a pkg map/mod after playing a mix map/mod before restarting Ren, and vice versa.  
That usually takes care of the zero bug.

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Subject: Cinematics for mods  
Posted by [Commando no. 448](#) on Sun, 11 May 2003 13:22:27 GMT  
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Arg! Renegade Alert is stopped making?! I thought ACK just left. Well I hope this will turn out like Renegade Battle for Dune. The whole team was fired and for about a month it glided then the team leader was replaced and now it is doing well (I have spoken with some team members and that was the overall image of it).

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Subject: Cinematics for mods  
Posted by [General Havoc](#) on Sun, 11 May 2003 22:40:15 GMT  
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One Question, where do we download the beta?

\_General Havoc

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Subject: Cinematics for mods  
Posted by [Wild1](#) on Sun, 11 May 2003 22:55:24 GMT  
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Renegade Realm is hosting the mod so look them up.

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Subject: Cinematics for mods

Posted by [General Havoc](#) on Sun, 11 May 2003 23:19:49 GMT

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I still haven't found it. I have never played the mod either, it must have been released the week I was away, i hvae heard nothing of a public beta. Can you blame people for not playing it if they don't even know where to download it and/or that it has been released as a beta.

\_General Havoc

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Subject: Cinematics for mods

Posted by [Wild1](#) on Sun, 11 May 2003 23:21:21 GMT

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Tell ACK that.

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Subject: Cinematics for mods

Posted by [maytridy](#) on Sun, 11 May 2003 23:55:40 GMT

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1. More advertising.
  2. It rocks, don't quit.
- 

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Subject: Cinematics for mods

Posted by [Aircraftkiller](#) on Mon, 12 May 2003 03:11:51 GMT

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Commando no. 448Arg! Renegade Alert is stopped making?! I thought ACK just left. Well I hope this will turn out like Renegade Battle for Dune. The whole team was fired and for about a month it glided then the team leader was replaced and now it is doing well (I have spoken with some team members and that was the overall image of it).

If I leave, the mod dies. No one else has:

The experience I do

The skill I do

The ability to work on numerous things, LevelEdit, coding, and beta testing plus packaging the entire thing up to be sent

The will do to the above

---

Sure, you could say Dante, but he can't create maps outside of the heightfield editor. That, and he has his own projects to take care of.

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Subject: Cinematics for mods

Posted by [Dante](#) on Mon, 12 May 2003 09:07:17 GMT

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AircraftkillerCommando no. 448Arg! Renegade Alert is stopped making?! I thought ACK just left. Well I hope this will turn out like Renegade Battle for Dune. The whole team was fired and for about a month it glided then the team leader was replaced and now it is doing well (I have spoken with some team members and that was the overall image of it).

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Sure, you could say Dante, but he can't create maps outside of the heightfield editor. That, and he has his own projects to take care of.

ermm....

i can't??

<http://modx.renevo.com/showthread.php?s=&postid=734>

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Subject: Cinematics for mods

Posted by [Commando no. 448](#) on Mon, 12 May 2003 10:00:33 GMT

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If he leaves the mod won't die immediately. Heck it definately will slow down. But there are mods being made without you. And they are doing pretty well. Anyways it is now really a matter of putting more features in. They can hire people to do the things you said. And sure they might not do a better job, but they do the job. And that is all that matters. So go ahead and leave. But don't come back even if it is to try pound them into the ground. Because knowing you it seems like something you would try to do.

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Subject: Cinematics for mods



Posted by [Ferhago](#) on Tue, 13 May 2003 13:50:42 GMT

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Damn thats map is fugging awesome dante.

( No sarcasm intended )

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