
Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [L3f7H4nd3d](#) on Fri, 20 Jun 2003 22:52:48 GMT
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Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Wild1](#) on Fri, 20 Jun 2003 23:00:38 GMT
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Sweet! How come you are being so nice?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Havocman](#) on Fri, 20 Jun 2003 23:09:23 GMT
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Kool Beans

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Blazer](#) on Fri, 20 Jun 2003 23:15:59 GMT
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I love the mod, but couldn't you guys do better preview/screenshots? Take this one for instance:
http://renalert.arm-ent.com/screenshots/beta/rc1/renalert_RC1_10.jpg

Is that dark view of the back of Tanyas head supposed to make me want to play the game or show me some cool features of the map?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [L3f7H4nd3d](#) on Fri, 20 Jun 2003 23:17:27 GMT
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Heh.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Javaxcx](#) on Fri, 20 Jun 2003 23:17:42 GMT
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L3f7H4nd3dHeh.

f00li0

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [L3f7H4nd3d](#) on Fri, 20 Jun 2003 23:21:05 GMT
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BlazerI love the mod, but couldn't you guys do better preview/screenshots? Take this one for instance: http://renalert.arm-ent.com/screenshots/beta/rc1/renalert_RC1_10.jpg

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Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Gernader8](#) on Sat, 21 Jun 2003 00:25:37 GMT
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http://renalert.arm-ent.com/screenshots/beta/rc1/renalert_RC1_09.jpg

You got my good side

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [L3f7H4nd3d](#) on Sat, 21 Jun 2003 00:55:32 GMT
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Gernader8http://renalert.arm-ent.com/screenshots/beta/rc1/renalert_RC1_09.jpg

You got my good side

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [-Tech-](#) on Sat, 21 Jun 2003 01:44:56 GMT
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So I guess they're gonna stay GDI and Nod, not Allies and Soviets?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Majiin Vegeta](#) on Sat, 21 Jun 2003 01:45:01 GMT

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looks great how long do we have to wait..your killing me!!!

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [Aurora](#) on Sat, 21 Jun 2003 01:48:03 GMT

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OMG W00T!

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [L3f7H4nd3d](#) on Sat, 21 Jun 2003 05:02:41 GMT

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Majiin Vegetalooks great how long do we have to wait..your killing me!!!

Monday-tuesday.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [ArUsH4nll](#) on Sat, 21 Jun 2003 05:43:05 GMT

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YEEE HAW!

thanks lefty, u gave renny a lifeline

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [gendres](#) on Sat, 21 Jun 2003 06:08:50 GMT

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nice

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [Blazer](#) on Sat, 21 Jun 2003 06:23:57 GMT

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L3f7H4nd3dBlazerI love the mod, but couldn't you guys do better preview/screenshots? Take this one for instance: http://renalert.arm-ent.com/screenshots/beta/rc1/renalert_RC1_10.jpg

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Hmm the screenshot has changed since I was at work Dude, wth is that...a sniper view of the ground? You guys are the worst promoters I have ever seen lol.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [Walrus](#) on Sat, 21 Jun 2003 11:11:41 GMT

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Its been a long wait. I trust there will be alot of servers hosting it.

Yossarian Lives!

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [England](#) on Sat, 21 Jun 2003 12:08:04 GMT

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L3f7H4nd3dBlazerI love the mod, but couldn't you guys do better preview/screenshots? Take this one for instance: http://renalert.arm-ent.com/screenshots/beta/rc1/renalert_RC1_10.jpg

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Doest look like anything, wtf is it?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [Ferhago](#) on Sat, 21 Jun 2003 12:43:40 GMT

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Hey thats awesome

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [L3f7H4nd3d](#) on Sat, 21 Jun 2003 13:58:56 GMT

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BlazerL3f7H4nd3dBlazerI love the mod, but couldn't you guys do better preview/screenshots?

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Just showing how snipers can hide in the bushes of this particular map.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Commando no. 448](#) on Sat, 21 Jun 2003 18:39:05 GMT
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Is the theif working yet?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Madtone](#) on Sun, 22 Jun 2003 23:20:25 GMT
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Their all too dark!!!!

Could ya maybe please lighten them up a wee bit?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [OrcaPilot26](#) on Mon, 23 Jun 2003 05:27:32 GMT
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What's the deal with the helipads, are they going to be in aircraft maps?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [boma57](#) on Mon, 23 Jun 2003 05:49:40 GMT
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The mod is totally amazing and continues to rival even the original Renegade, but I still think that the "missile silo" looks like one of those freaking party noisemakers that you spin.

Silo

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Madtone](#) on Mon, 23 Jun 2003 05:58:37 GMT
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The funny thing is, im on the RenAlert mod team and i don't know much about it!! lol

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Aircraftkiller](#) on Mon, 23 Jun 2003 08:18:12 GMT
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TaximesThe mod is totally amazing and continues to rival even the original Renegade, but I still think that the "missile silo" looks like one of those freaking party noisemakers that you spin.

Silo

That's the old model... It'll get redone eventually.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Sir Phoenixx](#) on Mon, 23 Jun 2003 13:25:54 GMT
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Cool...

Now it's time to take screenshots with the lights on.

-Tech-So I guess they're gonna stay GDI and Nod, not Allies and Soviets?
What are you talking about? This is a Red Alert modification, why would they be GDI/Nod instead of Allies/Soviets?

MadtoneThe funny thing is, im on the RenAlert mod team and i don't know much about it!! lol
<http://renalert.arm-ent.com/about.php>

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [General Havoc](#) on Mon, 23 Jun 2003 14:21:01 GMT
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I just relised what http://renalert.arm-ent.com/screenshots/beta/rc1/renalert_RC1_10.jpg (picture has been brightened) was, they are a bit dark. Some nice pictures there though, it is coming along very well at the moment. This should be a great mod when it's finished

_General Havoc

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [kawolsky](#) on Mon, 23 Jun 2003 18:03:04 GMT
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FerhagoHey thats awesome

lololololololol

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Vitaminous](#) on Mon, 23 Jun 2003 19:20:34 GMT
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Nice, I can't see anything.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Commando no. 448](#) on Mon, 23 Jun 2003 21:23:18 GMT
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When you dial up the brightness dial up the contrast ATLEAST 50% of the brightness increase.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Epyon](#) on Mon, 23 Jun 2003 21:42:03 GMT
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I take it the weapons are still being worked on?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Madtone](#) on Mon, 23 Jun 2003 23:03:49 GMT
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EpyonI take it the weapons are still being worked on?

Yes, you are correct (goes back to modeling)

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [TheMouse](#) on Tue, 24 Jun 2003 00:54:38 GMT
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how much longer until the mod is done?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [General Havoc](#) on Tue, 24 Jun 2003 12:42:58 GMT
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Whats the difference between a duck?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Sir Phoenixx](#) on Tue, 24 Jun 2003 13:06:46 GMT
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General HavocWhats the difference between a duck?

?

The difference between a duck and a '?' ?

Well, a duck is a domesticated fowl, grown mostly to be eaten, has a square beak and webbed feet.

A Question Mark is a punctuation mark, which is used at the end of the sentenced, it is used to show that the sentence it's after is a question, or that there's confusion when chatting. It is curved at the top, becomes straight at the bottom and is above a dot.

I'd say there are alot of differences between a duck and a ?.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Epeyon](#) on Tue, 24 Jun 2003 16:49:59 GMT
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I like now when should they be up?

Was that a grenade I saw in the grenadier's hand? Are you going to switch the symbols to match the allies and soviets?

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [Vitaminous](#) on Tue, 24 Jun 2003 19:35:21 GMT
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That's not the problem, my screen is simply too dark.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS
Posted by [General Havoc](#) on Mon, 30 Jun 2003 19:08:03 GMT
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Two Feet

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [-Tech-](#) on Tue, 01 Jul 2003 01:19:20 GMT

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[quote="Sir Phoenixx"]

-Tech-So I guess they're gonna stay GDI and Nod, not Allies and Soviets?

What are you talking about? This is a Red Alert modification, why would they be GDI/Nod instead of Allies/Soviets?[/quote]

In the Beta and latest screenshots the teams are still labeled "GDI" and "Nod" on the little scoreboard in the top-right corner. I was wondering if they're going to stay that way or if this was going to be a last-minute change.

Subject: 11 NEW RENEGADE ALERT SCREENSHOTS

Posted by [coolmant](#) on Tue, 01 Jul 2003 14:41:49 GMT

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Can't wait! Any scheduled release date?
