Subject: OT: Red Alert 2 (In-Development Pics)
Posted by Griever92 on Sat, 30 Aug 2003 01:31:36 GMT
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While going through the Red Alert 2 mix files, i stumbeled on these pics, Judging by the second Pic, this must be a Pre-Production stage of RA2.

1.http://www.n00bstories.com/image.view.php?id=1269758102&gallery=1737

2.http://www.n00bstories.com/image.view.php?id=1002580541&gallery=1737

If you want to see them for yourself, Open XCC Mixer,
Open the RA2.mix >> local.mix >> logo.pcx (for the first one)
Open the RA2.mix >> local.mix >> multi.pcx (for the second one)

If you look around some more in this .mix file, you'll find some stuff from Tiberian Sun as well.

Subject: OT: Red Alert 2 (In-Development Pics)
Posted by bigejoe14 on Sat, 30 Aug 2003 04:15:27 GMT
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Aww crap, now I wanna install RA2 again. Rargh! :crazy:

I might just do it to see the TS stuff that you say is in there.

Subject: Re: OT: Red Alert 2 (In-Development Pics)
Posted by exnyte on Sat, 30 Aug 2003 04:47:13 GMT
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I'm glad they didn't use that logo... The one they used looks much nicer!

Subject: Re: OT: Red Alert 2 (In-Development Pics)
Posted by Griever92 on Sat, 30 Aug 2003 16:02:54 GMT
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majikentGriever92While going through the Red Alert 2 mix files, i stumbeled on these pics,
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I'm glad they didn't use that logo... The one they used looks much nicer!

Definetly, The TS stuff is around the same place in the list that those two are.

Subject: OT: Red Alert 2 (In-Development Pics)
Posted by Ferhago on Sat, 30 Aug 2003 18:31:05 GMT
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Yeah and choosing between buttons, go, and here instead of yuri, soviets, and allies would have
sucked too

Subject: OT: Red Alert 2 (In-Development Pics)
Posted by Wild1 on Sat, 30 Aug 2003 18:37:42 GMT
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I don't know. If you look at the Soviet tanks and aircraft, those are what they should have looked
like for RA2, instead of what EA did to it. It would have followed the C&C storyline better.

Subject: OT: Red Alert 2 (In-Development Pics)
Posted by General Havoc on Sat, 30 Aug 2003 20:14:22 GMT
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Thats what i like about Westwood - they leave content in the game when it ships that isn't actually
used. It's nice to find things in the MIX files that Westwood were working on.

Subject: Re: OT: Red Alert 2 (In-Development Pics)
Posted by z310 on Sat, 30 Aug 2003 21:41:06 GMT
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If you look around some more in this .mix file, you'll find some stuff from Tiberian Sun as well.

Where could i get XCC Mixer?

Subject: OT: Red Alert 2 (In-Development Pics)
Posted by Sir Phoenixx on Sun, 31 Aug 2003 00:05:10 GMT
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http://xccu.sourceforge.net/

Subject: OT: Red Alert 2 (In-Development Pics)
Posted by z310 on Sun, 31 Aug 2003 00:15:16 GMT
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thnx

Subject: OT: Red Alert 2 (In-Development Pics)
Posted by OrcaPilot26 on Sun, 31 Aug 2003 01:51:57 GMT
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Those vehicles in the first pic are modern Russian weaponry, T-80s and Su-37s, RA2 would've been a lot better if It was based off modern day war. Of course a second Red Alert doesn't really have a place in the C&C storyline.