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Subject: RedAlertMod.pkg  
Posted by [TobiAlex](#) on Sun, 04 Jan 2004 18:50:15 GMT  
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Hello. I have file RedAlertMod.pkg. How to lunch this mod? Please, help.

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Subject: RedAlertMod.pkg  
Posted by [kopaka649](#) on Sun, 04 Jan 2004 18:53:37 GMT  
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[http://www.renevo.com/renalert/index.php?content=downloads\\_main](http://www.renevo.com/renalert/index.php?content=downloads_main)

RedAlertMod.pkg =

assuming this is renalert and not Laeubi's mod which AFAIK is unfinished.

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Subject: RedAlertMod.pkg  
Posted by [Sir Phoenixx](#) on Sun, 04 Jan 2004 21:34:54 GMT  
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No, that's not Ren Alert. It can't be, we're not using .pkg, we're using .mix with a special .exe and all of that stuff.

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Subject: RedAlertMod.pkg  
Posted by [Imdgr8one](#) on Sun, 04 Jan 2004 21:38:14 GMT  
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goto host game, make it 1 player nondedicated, go to choose map, than for mod package go to the one that says Redalertmod or whatever and than choose it and play with those maps.

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Subject: RedAlertMod.pkg  
Posted by [TobiAlex](#) on Sun, 04 Jan 2004 22:12:33 GMT  
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Very thanks to all

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Subject: RedAlertMod.pkg  
Posted by [Try\\_lee](#) on Sun, 04 Jan 2004 22:50:54 GMT  
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Sir PhoenixxNo, that's not Ren Alert. It can't be, we're not using .pkg, we're using .mix with a special .exe and all of that stuff.

Of course it can be, what format was the mod in before the expansion format was used?

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Subject: RedAlertMod.pkg

Posted by [IRON FART](#) on Mon, 05 Jan 2004 01:18:13 GMT

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The filename even says it's not RenAlert!

But that was besides the question.

Put that file into your renegade/data directory.

Then run renegade.

Click on lan game.

Host a game.

Set the max players to 1

Choose your mod under the dropdown box.

Chose the maps you want to play.

Play.

However I am pretty sure that this mod doesn't work.

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Subject: RedAlertMod.pkg

Posted by [Sir Phoenixx](#) on Mon, 05 Jan 2004 01:27:10 GMT

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Try\_leeSir PhoenixxNo, that's not Ren Alert. It can't be, we're not using .pkg, we're using .mix with a special .exe and all of that stuff.

Of course it can be, what format was the mod in before the expansion format was used?

Well, um... .pkg

But that was a long time ago.

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Subject: RedAlertMod.pkg

Posted by [OrcaPilot26](#) on Mon, 05 Jan 2004 01:37:32 GMT

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It's the really old public beta

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Subject: RedAlertMod.pkg

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Posted by [Aircraftkiller](#) on Mon, 05 Jan 2004 01:38:13 GMT

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It is the original release of Renegade Alert back in April. That is all it is. Not worth the time, I suggest you delete it and grab the most recent version of the game from <http://www.renalert.com> .

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Subject: RedAlertMod.pkg

Posted by [dufis791](#) on Tue, 06 Jan 2004 03:09:05 GMT

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renalert is looking good, im d/l ing it now....

it still has 26 min left! (note: i have comcast cable internet)

overall its bout a 45-50 min d/l (thats estimating using the elapsed time and remaining time)

keep up the good work!

(note: OFB should still be good in diff ways sadly, overall RA will win this time)

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