
Subject: Renegade Alert 0.992b Released
Posted by [Aircraftkiller](#) on Sun, 25 Jan 2004 08:24:38 GMT
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It's finally out. Not much to say, other than that. Go play and enjoy! FDS will be coming within a week, Dante and Crimson are working on it as this is being written.

http://www.fileplanet.com/dl.aspx?PlanetCNC/renalert/RenAlert_en_0992_patch.exe

Troubles with GameSpy?

http://pub.xferoc5.fileplanet.com/^400284906/PlanetCNC/renalert/RenAlert_en_0992_patch.exe

More mirrors will be coming soon.

Subject: Renegade Alert 0.992b Released
Posted by [gendres](#) on Sun, 25 Jan 2004 11:38:22 GMT
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At last!!!

Subject: Renegade Alert 0.992b Released
Posted by [OrcaPilot26](#) on Sun, 25 Jan 2004 13:52:00 GMT
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YES!!! FINALLY!

Subject: Renegade Alert 0.992b Released
Posted by [Genocide](#) on Sun, 25 Jan 2004 14:18:08 GMT
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Does the links work for everyone else? fileplanet says they dont exist for me..

Subject: Renegade Alert 0.992b Released
Posted by [Sir Phoenixx](#) on Sun, 25 Jan 2004 14:46:20 GMT
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The link works, no problems. If file planet goes to an error page saying that it isn't there than just refresh the page or close it and follow the link again (fileplanet screws up alot).

Subject: Renegade Alert 0.992b Released
Posted by [TheKGBspy](#) on Mon, 26 Jan 2004 03:18:30 GMT
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ACK dunno if you answered me in the last game we played together, but is that a bug or normal the when the Teslacoil model dont have any "destructured" state? Cause its really confusing to see the Tesla Coil from a distance and seeing the blue electric animation.

Subject: Renegade Alert 0.992b Released
Posted by [Gernader8](#) on Mon, 26 Jan 2004 04:49:15 GMT
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Yeah that is 'normal' it was a bug that we forgot about....

Subject: Renegade Alert 0.992b Released
Posted by [Blazer](#) on Mon, 26 Jan 2004 04:59:24 GMT
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How about a link for the full install, for peeps that dont have the previous version allready to patch?

Subject: Renegade Alert 0.992b Released
Posted by [Aircraftkiller](#) on Mon, 26 Jan 2004 05:33:38 GMT
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It isn't finished yet.

Subject: Renegade Alert 0.992b Released
Posted by [exnyte](#) on Mon, 26 Jan 2004 08:19:34 GMT
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BlazerHow about a link for the full install, for peeps that dont have the previous version allready to patch?

Since the full install may not be finished yet, but if you mean what I think you mean, links to previous versions (i.e. .991 & .9915) are available from the RenAlert mainpage at <http://www.renalert.com>.

Subject: Renegade Alert 0.992b Released
Posted by [ericlaw02](#) on Mon, 26 Jan 2004 09:43:47 GMT

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Finally....
Can't wait for the DL to be finished!

Edit: Got it!

Subject: Renegade Alert 0.992b Released
Posted by [SuperFlyingEngi](#) on Mon, 26 Jan 2004 13:13:31 GMT
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NOOOOOO!

I downloaded the .992b patch, but when I tried to install it in my RenAlert directoy, it gave me this error:

Verify of New File Failed. Possible Internal Error.

Does anyone know how to get around this? I tried everything I could think of, including downloading the patch again...

Subject: Renegade Alert 0.992b Released
Posted by [General Havoc](#) on Mon, 26 Jan 2004 16:47:02 GMT
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I think that the DM map in RenAlert should exploit the Team DM scripts that Jonathan Wilson wrote. You have some decent scripts such as the spy, theif and harvesting ones in there so I don't see why it can't be done. Ask anyone who plays the team DM map for 30 minutes and the majority of people will say it is rather long and can get repatative.

Using the Team DM script would add the option to to win by kills instead of points and could make a more exciting match. I see no problems that could occur by implementing it, it can be enabled/disabled by using a textfile, which also allows the amount of kills you can win on too to be changed and also eliminates spawn camping people who are AFK. Doesn't effect gameplay in any way if the kill amount is not met, the game behaves as normal and wins by score.

I know, if I had the option of playing a match for 30 minutes and winning by points or playing one for 30 minutes and winning by kills which game I'd like to play.

These scripts are here - so why not exploit them and show them off, a brilliant game mode and no one is using it yet.

Subject: Renegade Alert 0.992b Released
Posted by [General Havoc](#) on Thu, 29 Jan 2004 09:35:47 GMT

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Comments?

Subject: Renegade Alert 0.992b Released
Posted by [Aircraftkiller](#) on Thu, 29 Jan 2004 09:50:50 GMT
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I'll bug NeoSaber about it, can't make any guarantees; however.

Subject: Renegade Alert 0.992b Released
Posted by [General Havoc](#) on Thu, 29 Jan 2004 10:10:01 GMT
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I got the lvl file I made a while ago with the script on. Useful for reference if you are going to use it.
