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Subject: question about RA  
Posted by [Havoc TE](#) on Mon, 02 Feb 2004 21:25:14 GMT  
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If I have RA installed, when I play normal Renegade like with the practice map or single player will the RA model show up?

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Subject: question about RA  
Posted by [Dante](#) on Mon, 02 Feb 2004 21:25:55 GMT  
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no, they are in essence 2 totally seperate game entities.

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Subject: question about RA  
Posted by [Havoc TE](#) on Tue, 03 Feb 2004 00:06:17 GMT  
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Ahh rats. Curse this 56k and curse this 433 Celeron. NO WAIT. I take that last curse back!. It's the only comp I got right now!

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Subject: question about RA  
Posted by [kawolsky](#) on Tue, 03 Feb 2004 19:47:32 GMT  
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if you mean Renalert..then write Renalert, by writing RA some people might think your talking about Redalert.

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Subject: question about RA  
Posted by [Havoc TE](#) on Thu, 05 Feb 2004 16:57:22 GMT  
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Why would I take about Red Alert in the Renegade forums. RA = RenAlert

I take it as it is not possible?

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Subject: question about RA  
Posted by [kawolsky](#) on Thu, 05 Feb 2004 20:09:36 GMT  
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why talk about Renalert in the renegade forums?

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I believe there are no Red alert official forums...

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Subject: question about RA

Posted by [Havoc TE](#) on Fri, 06 Feb 2004 19:02:30 GMT

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I was talking about Renegade Alert. Renalert = Renegade Alert

My god! There aren't many mods out for this game!

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Subject: question about RA

Posted by [Genocide](#) on Fri, 06 Feb 2004 19:06:45 GMT

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Im working on a medieval one: <http://fof.deadlyfear.com>

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