
Subject: Red Alert: A Path Beyond's Ore Silo
Posted by [glyde51](#) on Sat, 18 Dec 2004 17:50:17 GMT
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Realism... too much of it. Listen to your fans, not your over sized heads. Most of the millions of people playing HL2 probably are just gung-ho shoot 'em dead people that like great pictures, they aren't going to go "Wow, so unrealistic. A ore silo with ore spilling out," while their base is being burned. It looks good. Most of those people are HL fanatics, and some of the people who play your mod would prefer nice looking textures, and haven't even played Renegade or any other CnC game. Hey, here's an idea! Why don't you listen to your fans!
