Subject: CNC REBORN: Refinery

Posted by Mighty BOB! on Fri, 13 May 2005 01:42:57 GMT

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This mod will finish unlike Renegade Alert which was abandoned when it was almost done. If you are working on the 'oh so good' BF2 engine then why does most of that stuff look like it has the same poly count as the RenAlert stuff? Honestly the RenAlert stuff looks better than the stuff you are making for BF2.

I actually liked RenAlert back in 2001-2002 before I knew how much of an ass you and your team are. (Chronojam is the only level-headed person on your team [of the members I know, I have not seen what all of the members post, so I am only speaking of the things that I have seen from the other ones]. He is always calm & collected & he presents well organized resons for his poasts & I haven't seen him flame anyone who didn't deserve it.)(& Sir Phoenix usually is ok as well but I haven't seen him say stuff as much) Just go away & stop being involved in the C&C community. The only relation that you have anymore is the fact that the mod you are making is in the Red Alert universe. No one (or very few people) will buy BF2 just for this mod, at least with RenAlert it was on a game that much of the C&C community had. The only people who like you are on your team because you are constantly alienating yourselves from the rest of us. You don't post much in the way of constructive criticism, just flames of how everything you don't make sucks. At least when I say something doesn't look good I give good reasons why & I don't say it in an aggressive way. (that's what always starts the flame wars, people don't neutrally say what they think looks bad, they always have to say "omg !t $uX0rz!!". Or someone has to go & shoot off their mouth about something because of a pre-existing prejudice & grudge against someone else instead of the piece of work that is being shown.)