OuTSMoKE wrote on Fri, 18 April 2014 02:59This thread is entertaining as fuck.

First off, I would like to point out to you... there is an Edit button on your posts, might wanna try using it instead of multi posting.

Second, and listen to this and let this sink in...

Since you've started boasted about this, YEARS ago, Renegade X has been conceived, coded, modeled, textured, polished, and released publicly. With all it's fanfare and hype, even it struggles right now with the limited Renegade audience. You think a game absolutely no one in the Regenade community gives a shit about is going to go anywhere?

Relying on others to do your work for you is not the way to go. I took over a renegade server recently, and within a month had learned basic C++ stuff for coding the game source, AND some basic Pearl coding to edit Brenbot to my liking, just so i could maintain the server throughout future game engine updates. The fact that over the many years you've been "working" on this you haven't learned anything and still rely on others to do it is bullshit, and shows you're just lazy.

Take my advice, and the advice of oh I don't know... everyone in this thread but Zunnie. Let it die.

I know that there's an edit button, but when one post is on a completely different subject than the previous one, an edit is out of place.

Well I sincerely hope the Renegade X team has better luck in maintaining a steady player count, but that honestly doesn't phase me.

What is there for me to lose if no one plays the game?

You see, this is more or less a hobby for me. I honestly couldn't care less about learning to make a game myself, because I have no intention whatsoever of making a career out of it. Now, the people on my team, some of them actually plan to do things with the skills that they have, and if I can give them a chance to expand their portfolio, and they can give me the resources I need to throw this little game together, then it's a mutual benefit for everyone involved.

All I have to do is to make sure everyone knows what their job is, make sure everything looks right, and make sure that there is a well-balanced team for what we need to be working on.

So I'm going to have to disagree with you on the whole lazy thing. It's not that I'm lazy, it's just that this game is essentially a way for me to kill time.

So when you or anyone else tells me to let this thing die, all I have to say is... Why should I?