N1warhead wrote on Sun, 16 November 2014 06:28Dude, you're still making this thing?

I remember when you first posted this thing, like what 50 years ago?

I still periodically check these forums to see new things.
But come on bro, I mean, renegade is still one of my favorite games of all times, and if hundreds of people still played it, I'd still be on it.

But get real man, why are you still making this mod for this game?
You might get 2 people to play it in 20 more years. (If you ever finish it).

People I'm sure remember me back when I was making mods, I had some honestly pretty crappy models, some were alright, but nothing extravagant, and neither are your models.

At least if you're going to continue this mod, take it else where, where there are still are thousands of active participants, E.G. - (Unity3d, Unreal Engine, Cryengine) You know, the ones that let you legally sell a game? Jusst change your name of game and apply a price tag to it, but you'll never finish your *Mod* at this rate, you should have finished this 2 years ago when there was at least some community still alive.

Now if you were making top of the line beauty, then maybe you could drive some community back to Renegade. But otherwise you are wasting your time and money (Wasted time = wasted money).

Just think about it man, hate to see people waste their life away and getting nothing in return for it, there isn't enough people especially sense PlanetCNC went down the drain to get even any sign of respect to your works. Which need I say, after 4 years, you should have learnt how to model and texture things by now at least, like perfection.

We dropped the W3D engine a long time ago, and we've been trying to work toward UE3 ever since. I'll post threads on various forums when we're at a level that I believe is appropriate. Until then we're just hanging around here, BHP, and IndieDB.

Aircraftkiller wrote on Sun, 16 November 2014 09:06Bfranx wrote on Sat, 15 November 2014 11:12At this point I could post something incredible and there would still be something awful about it that's unrelated yet relevant enough for everyone to completely focus on.

No, no, you're overcomplicating this. I've attached a handy illustration that explains it a bit more clearly:

And as I've already said, even if we presented something amazing, it would still be considered garbage because the Renegade forum is a pool of destructive criticism.