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Subject: RenAlert Classic

Posted by [Oblivion165](#) on Sat, 28 Aug 2004 16:12:09 GMT

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yeah i just made it. It not practical so i bet thats why they wont ever make it. (i think ack said that before) Its fun, but you cant really bone ants right.

The animation is good, but sometimes they walk weird...such as they strafe left and such. Ill try making them vechicle like. That might fix that problem.

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Goldeneye was scrapped, then worked on RenRevolver, which i am still working on. Until i get my cable internet back (as soon as someone buys my Ebay auction) i will start sharing the mod. Its playably now, all the menu and ingame problems have been fixed. All it needs now is more characters, weps and a direction.

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