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Subject: Renalert & Aircraftkiller

Posted by [Everyone](#) on Thu, 25 Nov 2004 19:25:29 GMT

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How can Renalert move to source engine when the tools (except model viewer and hammer) has been released? You could've at least finish what you were doing and the w3d engine isn't an excuse. There has been numerous releases from Black Hand Studios that fixes many of these problems. No offense, I like you and all AircraftKiller, but it seems like you're blaming everything but yourself which is the main reason for renalert's movement into the source engine. And for the "reborn suxors" I only see three people. Wow three people, that is what, a whole "community" of devout fanatics who insists that reborn sux. I don't get it, what are you trying to achieve? Besides telling every person that reborn sux, you aren't doing much to help. Furthermore this thread should be locked. Renardin6, you're now being more of a jackass than those reborn sux. Don't even try to bash AircraftKiller for every little thing that he does that you're against. By doing so, you make yourself look more of a retard.

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