
Subject: Breaking News Regarding RenAlert!

Posted by [The Mad Hatter](#) on Mon, 07 Mar 2005 19:19:13 GMT

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Quote:After wasting two years justifying the Renegade engine

I don't think it was a waste. Now I know it wasn't their motive, but persisting with the Renegade engine allowed people with lower-end computers to play a great game as well. That may not be important to you, and it certainly wasn't to the RenAlert team either, but I still appreciate the fact that I was able to play it . . . and for free. It was fun. Damn fun. And I'm grateful for it.

There are people who really did appreciate their work, didn't whine and moan about every single thing as others did and were generally just very grateful that will not be able to stay with the mod because of the move from Renegade, which is a pity. However, I think that even if they hadn't moved people could not have stayed anyway because it just seemed to be becoming more and more computer demanding (if that's the right terminology) . . .

Yeah, although those things I mentioned above seem to count for f*ck all :rolleyes: . . . that's just a fan's justification of it.

Edit: Also just to add to that, someone mentioned realism.

In RenAlert, sniping was actually sniping . . . none of the vehicle damage crap . . . sniping was more challenging and that for me made it more fun.

Playing RenAlert made you a better player for Renegade. Hitting the head was a must.

Also, it succesfully recreated the Red Alert atmosphere, imo.
