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Subject: Re: Renegade Alert nuclear explosion.  
Posted by [htmlgod](#) on Mon, 17 Apr 2006 22:52:29 GMT  
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If you like his work so much, play the damn mod. It would be pointless to make a Total Conversion mod if half of your work ended up in the original game. And that's making no mention of the fact that the more people playing renegade = fewer people playing Renalert, and I'm pretty sure Aircraftkiller doesn't want that. In any case, since the explosion is a whole w3d model and not just a texture, RenGuard would block it, which would probably present some problems for you.

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