
Subject: This is why...

Posted by [Carl](#) on Mon, 19 May 2003 15:32:36 GMT

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I spent every spare hour from the time renegade came out modding it.... i was one of the first making mod skins..... and i jumped at the chance to help renevo.... i dropped everything..... i stayed up days on end working on stuff.... stuff that never saw the public eye... and why? because, as K9 said, of the little shitheads in this community. The pieces of crap who whine and cry and say they will support but chicken out because of a 5 meg download, that they would rather spend on mp3's. That's why i left two months ago. Because the stress level got so extremely high. Because i felt i was working for nothing. I came back a few weeks ago. I knew it was already dying, but, Dante has a way about him. You can't break a promise to Dante. He has never broken a promise to ANYONE in this community. Just look at BR .Net. I talked with him several long nights over models and textures, and how much he wanted to quit doing everything. Not because he didn't love doing it. Because no one, nearly no one appreciated any of the time of our own lives we wasted away trying to make things for them. I know of one prominent person (who wished to remain namesless) who donated SEVERAL HUNDRED DOLLARS to helpo out renevo. Now THAT my friends is dedication. We spent our time, much time that we didn't have, because EA cut us (everyone) off. That's why we stayed devoted. But no one out there looks for help. No one downloads the maps. CTF maps have been widely available. Servers arent the problem. Players are. I think generals really put the icing on the cake.

One issue i beleive, im not going to give any names, but people being arrogant assholes, and thinking they are the best, and not even SHARING their skills with others to expand the modding community. When one holds a monopoly on a certain thing, that kills a modding community because no one person can put out enough. These same kind of arrogant people unwilling to WORK TOGETHER on projects.

If things were done right around here, then we could have well over 200 better-than-westwood maps by now. Why don't we? because the big arrogance in this community is so appalling and anal retentive that there is no possible way to collaborate on a map. Imagine this.

In WS dev team, a map went through no fewer than 4 peoples hands BEFORE QA.

1. Mesh Artist - This person created the basic terrain mesh and places the building placeholders.
2. Texturing Artist - This person textured the terrain meshes and brought the land to life. Gave it character.
3. VIS - This person did everything related to creating the VIS meshes in Max
4. Level Edit - This person did all or most of the work in the commando editor, although this stage was often completed by two or more people, one concentrating on scripting.

I have preached and preached this ' assembly line ' mentality, inside and out of RenEvo, the problem being we couldn't get certain 'arrogant id's' who had 1337 skillz to get in on the job. You can't run a 4 person assembly line if you only have 2 people.

The problem with renegade modding goes to the very core of whats wrong with this community.

People can't work together.

People think they are better than everyone.

People don't care.

And Last...

People are F**king A**holes.

I devoted hundreds of hours i will never get back... and the only way to redeem that time.... is to do what i can to help Dante finish.... do what i promised him..... Because he has set an example for keeping promises.... an example i intend to follow... Unlike the rest of this goddamned community

Thanks for nothing you goddamn fucktards....

May renevo kick your asses and make you whine for more once its gone...
