Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [NE]Fobby[GEN] on Wed, 22 Apr 2009 20:22:07 GMT
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Quote:I am not saying I don't like their project, but I'll be honest to say I don't like reading the "look we can do this and that and we are beter!" in so many topics.

... But if you dedicate a complete video to it one can only assume that he means what he says.

Anyway, I didn't come here for this.

Maybe you had taken our April Fools video too seriously?

In all honesty, I have no hostile intentions whatsoever. In the past few years, I have contributed to W3D via:

-C&C Reborn; as a sound artist and for a couple months, the leader of the project.

-I and my former Renegade Revived team helped contribute models to the ApocRising team when they had started off.

-I and my clan had contributed servers for C&C Renegade

-And as a general long time member of the C&C community

If anything, I and many others in the Renegade X team have greatly contributed (and continue to contribute) to the W3D engine. And, I have always been a fan of this TT project; I verbally support it on these forums and my own, as I have known a few of its members for a long time, and I look forward to its release.

Quote:I didn't read Fobby state anywhere that he has less hostile intentions

I have. Many times.

Quote:
he just made videos and didn't released anything...

Can you honestly say you are any better, Scrin? I'm not going to release anymore assets to a mod that isn't done. Though we have released Hourglass and our music collection. Just wait for a release, it's not very far off.

Now please, save any compliments, rants, raves, insults, etc. for a Renegade X-related thread. This thread is about Saberhawk's new reflection feature, which is great, and I only expect it to get better.