Niko "The Lay" wrote on Mon, 11 May 2009 17:13reborn wrote on Mon, 11 May 2009 13:37I post it as BETA because I can only test to a certain extent, and almost always certainly expect there to be a few errors.
Posting it as BETA also allows for changes further down the line in the way it is written if people have suggestions on coding practices, rather then just feature creeps. It detaches me from blame if something goes wrong, as it is simply a BETA with no real promises, other then I try to test it as much as I can, but I would rather spend the time writing code and let other people find any issues. You generally need a large player base to test it properly anyway...
None fo them will ever come out of BETA, it's just convieniant.

They have 5 stars because I vote 5 stars on them. Personally I think they are more worthy of it then a skin of a glowing ramjet or cornea damaging water texture.
true, but glowing ramjet or cornea damaging water texture get effects on all maps, all modes, all PCs, your codes working only for WOL high servers and stuff...once again i will repeat that, and dont remove my message... why you didn't made stuff/codes/scripts for new C&C Reborn game modes? all stuff i saw you made its something about base defences components and tiberium silos, c'mon!

Oh wow. So these plufins reborn releases change the way you, as a player, play these games on servers that choose to run these plugins.
You and your great skins might only affect, lets say, 30 people, while a plugin like this on a mayor could affect a lot more players and has more value in my eyes towards gameplay then some random skin.