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Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 19:35:12 GMT

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EvilWhiteDragon wrote on Mon, 12 September 2011 13:23 Yeah, because code has the tendency to suddenly go haywire. Without reason... Seriously dude, do you have too much time on your hands or something? Go make new models for RP2 or finish Renhalo or do something useful. I'm working on Rp2, I reply every time I start an export on the ungodly large always file beings it takes a few minutes it's to complete. Also I figure it's better to try and get it fixed before I have to redo 6 weapons for a change that was made for apparently no reason at all. Also, maybe you haven't noticed the number of issues people are having, either it randomly breaks or it isn't being tested well enough/under enough possible situations, personally I think the latter but whatever.

EvilWhiteDragon wrote on Mon, 12 September 2011 13:22

No, mods cause people to play mods. It only keeps the RENEGADE ENGINE alive. That's something entirely different than the game itself.

Or are you now claiming that people that play RP2 are at the same time playing Renegade?

Are you suggesting that Rp2 is the old mod out there, because I'm pretty sure I've seen maps people play C&C Renegade on with modded temps. And no, no one plays Rp2 in the first place, so none of them play Ren, that is a pretty simple thing to figure out I'd think.

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