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Subject: Re: Red Alert: FPS

Posted by [kenz3001](#) on Mon, 14 Oct 2013 21:32:05 GMT

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dubstar wrote on Mon, 14 October 2013 11:00tbh guys if you are the people helping out with RenegadeX then I would work on that and nothing else. The longer it takes to make the older it gets

well only one member from the RA:FPS / MPF team is working on RenegadeX and thats me ... all i am doing for RA:FPS is the 2D work (promo's logo's and UI) for now

but renx and RA:FPS are 2 different projects made by 2 different teams ... Totem Arts are making RenegedX and Multi-Player Forums are making RA:FPS

there was talk of bringing TCW to UDK or a newer engine there might be the same idea for RA:FPS in the future but this is speculation

alls i can say is if you hate W3D so much what are you doing on a W3D based game's Forum

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