Subject: Renegade Alert is Released!!
Posted by Dante on Thu, 25 Sep 2003 17:43:07 GMT
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Quote:Why did you not just make it like all the other mods, why does it have to be seperate. And whats with the EA logo and things, its nothing to do with EA apart from it being a MOD of an EA game. Your going on asif EA made or sponsored it or something, which they didnt.

ok....

well, its called legal issues, not "i wanna be EA". they made the game, they retain the legal rights to it, notice how that works?

Next quick issue:
Artillery, once you get used to it (i hated the damn thing to begin with) it is actually quite easy to control & aim, it just takes some skill, i was picking off infantry in the Soviet base last night from next to the weapons factory in the allied base. Its fine, just takes some skill, as with most real vehicles, you don't get it right the first time you jump in and click boom.

anything else, i consider critizism, and it is welcome, if you don't like it, im sorry, if you do, great.

as far as the infantry issues, they are being addressed, and will be updated in the next up and coming patch.