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Subject: Renegade Alert is Released!!

Posted by [kawolsky](#) on Fri, 26 Sep 2003 16:50:20 GMT

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ThinkHarderI have to agree with sjezk3 here. The MOD looks like it has potential but basically its no where near finished. I understand you are going to be releasing patches for it but why not just wait until all the simple bugs like texture errors are fixed and a few more maps before releasing it. This just seems like a rush job to me.

As for the maps themselves, well apart from there being only 3. The flying one is very un balanced as the allied team have crap base defences while the soviets have there huge massive kill-almost-anything-in-one-shot tesla coil thing. They also do not look any more detailed than renegade, they do load faster however, which is strange. I did not get a FPS his on my system but then it is quite high spec (2400+, Radeon 9800. 1gb DDR). The forest one is a little wierd, a bit to dark for my liking, but at least its original.

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.

On a personal note, ACK why do you have to react so nasty when someone says ANYTHING remotly bad about something you have made. No one is saying your not skilled at map making etc, but its ovious that not everyone is going to like the things you make, some will like it, others wont. No reason to get nasty if someone says somthing negative. I am refering to the "I could say the same for your brain" reply, and others like it. Chill out dude!!

On the whole it has the potential to be a good mod but it does need a LOT of work before it becomes that. IMO it shouldnt have been released yet. It does seem somewhat incomplete.

carbon kid...shut up

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