I am most definatly not Carbon-Kid you freak.

As for the artillary - this place is full of a load of stupid fucktards!

I said it doesnt work in renegade - not that I dont know how to use it or find it hard it aim - IT JUST DONT NOT WORK AS WELL WITH THE RENEGADE GAME ENGINE AS IT DOES WITH OTHERS.

As for DC, it was around 120mb in size when it first came out, used mostly BF1942 maps, and was acutually quite good, be it with a few bugs. However it was always, and still is, a PUBLIC ALPHA. Renalert is not a public alpha. Acording to this thread its not even a beta but final. It will be a LONG time before DC becomes final, its not even a beta yet so its alloud bugs, even though it hardly has any.

You cannot compare the 2 games they are 2 totally different games. RenAlert will NEVER be the size or quality of DC for a start.