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Subject: Apparently...

Posted by [Aircraftkiller](#) on Mon, 10 Mar 2003 21:55:05 GMT

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Which is dead, ironically. Go spam somewhere else.

Its a great project and just because you have nothing to do with it does not mean its crap. Your negativity brings the whole community down.

How about you go be negative somewhere else?

What are you doing right now? Being negative to counter someone else's supposed negativity.

I work on RenEvo when I am called to. I'm part of their team, you ignorant jackass. You had no clue about that, did you? I'm telling it how it is: The project has been dead for a while now. I don't care if you think it's negative... Sometimes the truth hurts.

Just remember to do research on things before you start pressing those keys with your pudgy little fingers.

oh really? So, besides telling everyone in the forum that RenEvo is dead and a waste of time, what do you do for them? Boy, with friends like you who needs enemies.

I noticed your post is gone now. Good idea to get rid of the evidence. Haha

p.s. What does the size of my fingers have to do with anything? You think by calling me names it makes your point more valid? Remember: Just because you say it, does not make it so.

Okay, here's what you do: Go visit the RenEvo forum. See how active it is... Because it isn't active at all. The project information has dried up. The REOL program is almost totally unused, compared to Westwood Online. You think that's negativity? You're too sensitive. That is the truth. Last time I checked, REOL had six people on it, all congregated into one server out of ten others... That means that REOL had ten servers, nine of which were empty.

Real negativity? Failed program and initiative? Looking at it from my point of view, since I've been here the longest of all of you, I'm totally sure it's failed in its mission so far. It has not replaced WOL. It has not replaced GameSpy Arcade.

My job is to retrofit the official maps to eliminate the gameplay bugs in them that have been identified. I have received no go-ahead to do anything about it, and the preset list (Master database which makes everything in Renegade work.) I modified for Dante hasn't been implemented, either. So, two major parts of the RenEvo program are already dead in the water.

You think that's negative? It's all truth, easily proved.

So, instead of berating me about RenEvo... I'd like to see you, yes you, do something for this

community. I'd like to see you spend two or more years of your life in it, then spend a year of your life working as the appointed post-development level designer for Renegade without any financial compensation from Electronic Arts, while having to deal with people like you all day long.

As for the post being deleted - did you notice that Carl's post is gone too? Are you aware that the administrators can delete posts at will? I can't delete Carl's post, so that makes what you said null and void.

Take your own advice: "Just because you say it, doesn't make it so."

I guess your entire argument has succumbed to that flawed statement.

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