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Subject: Renegade Alert 600 Meter View Distance Upgrade  
Posted by [xptek\\_disabled](#) on Thu, 29 Apr 2004 00:57:03 GMT  
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AircraftkillerReborn didn't start the first TC, it started off as a simple Tiberium Harvester and THEN they decided to try to turn it into a conversion after we announced we'd be releasing as a separate game from Renegade.

It was an analogy. I'm not sure if it was accurate.

Quote:The idea was handed to the people who worked on this. Don't get me wrong here, I have the utmost respect for SomeRhino, but I never saw him do anything about the viewing distance until RA did.

Most likely because he wanted to figure out how it's done and implement it in SS. Think of it as a complement.

Quote:Which isn't necessarily bad, he's done a lot of good work. I'm mainly referring to the others here who want to pawn off what we're doing and have done.

Even if that want to pawn off of what you've done, they can't. They'll have to figure it out themselves.

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