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Subject: Do you have a problem with me?  
Posted by [Deactivated](#) on Mon, 10 May 2004 19:29:58 GMT  
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Well.. I have noticed that some people seem to have a problem with me, so I decided post this.

So shall we sort them out?

Icedog:

I don't see why you have to be worried about the polycounts so much.  
If it was around 3000, then there would something to worry about.  
Remeber, this project is set for 2005 release, not now.

htmlgod: Again, why you are so worrying about these things so much?

Aprime:

What's the deal? What prevents you working in a team? You don't need to work with Genocide if you don't want to.

Madtone:

It's nice to hear you wanted to help with Commando, but I thought you were a bit too meddlesome so I had leave you out.

Aircraftkiller:

What's the problem? Don't you still get why you should share at least some of the E3 2000 models you have?

I want to continue the Tiberian Dawn project you worked on, but then cancelled (see From makers of Renegade Alert.. Tiberian Dawn topic).

Remember, I can give some cool Renegade tips/tricks that can help to improve Renegade Alert in return.

Latest addition to the list is the "Jukebox".

It makes the game play the whole sound track and select them randomly instead of looping the the same track again and again.

Blazer:

Why do you think that only the WorldBox can be hit by projectiles (bullets)?

And why I posted this? Because it's better to solve conflicts before they turn in to wars.

Also, if there's something special you want to know about Renegade or my project, go ahead and ask nicely

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