
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

Subject: Do you have a problem with me?
Posted by [Xtrm2Matt](#) on Mon, 10 May 2004 19:38:17 GMT
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Whee i don't have a problem with you SM

/me huggles SeaMan

Subject: Do you have a problem with me?
Posted by [Renx](#) on Mon, 10 May 2004 19:54:58 GMT
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I have a problem with you:

Your member number is lower than mine >_<

Subject: Do you have a problem with me?
Posted by [jd422032101](#) on Mon, 10 May 2004 19:57:43 GMT
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why would we have pob with you *thinking maby he hates me ?*

we like you here so you cant keep us updated on c&c commando

Subject: Do you have a problem with me?
Posted by [Creed3020](#) on Mon, 10 May 2004 21:07:40 GMT
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Never had a problem with you. You've got a simple fore thought kinda way around here.

Subject: Re: Do you have a problem with me?
Posted by [Vitaminous](#) on Mon, 10 May 2004 21:32:34 GMT
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I'm reconsidering my decision.

Subject: Do you have a problem with me?
Posted by [MrBob](#) on Mon, 10 May 2004 22:50:14 GMT
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Go Seaman!

Subject: Do you have a problem with me?
Posted by [Cpo64](#) on Mon, 10 May 2004 22:55:14 GMT
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Only problem I had with you was when you were digging up all those old threads.

Subject: Do you have a problem with me?
Posted by [Spice](#) on Mon, 10 May 2004 23:19:38 GMT
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Bah he Just went about the wrong way of doing things As long as you dont go around bashing everything no problem here

Subject: Do you have a problem with me?
Posted by [YSLMuffins](#) on Mon, 10 May 2004 23:34:19 GMT
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Cpo64Only problem I had with you was when you were digging up all those old threads.

Subject: Do you have a problem with me?
Posted by [Blazer](#) on Tue, 11 May 2004 03:26:56 GMT
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Heh, I had just said that my only question about a popup samsite, was whether or not people could hit the invisible aboveground worldbox and damage it.

Subject: Do you have a problem with me?
Posted by [Spice](#) on Tue, 11 May 2004 03:42:40 GMT
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BlazerHeh, I had just said that my only question about a popup samsite, was whether or not people could hit the invisible aboveground worldbox and damage it.

Can you be more rude? LOL

Subject: Do you have a problem with me?
Posted by [Sir Phoenixx](#) on Tue, 11 May 2004 12:40:43 GMT
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Renxl have a problem with you:

Your member number is lower than mine >_<

Lol, mines lower than yours too bitch!!!

Subject: Re: Do you have a problem with me?
Posted by [Madtone](#) on Tue, 11 May 2004 14:56:51 GMT
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SeaMan

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.

How So?

Subject: Do you have a problem with me?
Posted by [Aircraftkiller](#) on Wed, 12 May 2004 23:05:06 GMT
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Quote: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.

I dislike you because you act like an irritant.

Subject: Do you have a problem with me?
Posted by [Renx](#) on Thu, 13 May 2004 10:27:11 GMT
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Sir PhoenixxRenxI have a problem with you:

Your member number is lower than mine >_<

Lol, mines lower than yours too bitch!!!

Yes, hence why I hate you! >_<

Subject: Do you have a problem with me?
Posted by [Deactivated](#) on Thu, 13 May 2004 13:06:14 GMT
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AircraftkillerI dislike you because you act like an irritant.

Do what I have asked and I won't bother you anymore.
Harvester, Flame Tank, Recon Bike. That's all what I need.

<http://www.renegadeforums.com/profile.php?mode=viewprofile&u=156>
My contacts.

Subject: Do you have a problem with me?
Posted by [snipefrag](#) on Fri, 14 May 2004 08:49:52 GMT
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People will allways dislike you in a community.. just get on with what your doing and ignore them.
O and low Member count 4 teh win.

Subject: Do you have a problem with me?
Posted by [Phoenix - Aeon](#) on Fri, 14 May 2004 09:02:24 GMT
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Quote:Do what I have asked and I won't bother you anymore.
Perhaps if you were a decent person you could accept defeat.

Subject: Do you have a problem with me?
Posted by [sniper12345](#) on Fri, 14 May 2004 09:12:18 GMT
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Seaman, just leave it, I'm sure most people here don't really have a problem with you, with only a few exceptions (ACK). You can't have everyone happy..if you try, it'll just frustrate everybody.

Subject: Do you have a problem with me?
Posted by [Deactivated](#) on Fri, 14 May 2004 11:08:54 GMT
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Phoenix - AeonQuote:Do what I have asked and I won't bother you anymore.
Perhaps if you were a decent person you could accept defeat.

That would mean that I wouldn't be serious about C&C Commando and all the work put in to research and development would have been a big waste of time.
