Subject: Renegade Alert: Source general design outline
Posted by Aircraftkiller on Tue, 07 Dec 2004 01:06:31 GMT
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http://dynamic6.gamespy.com/~renalert/forum/index.php?act=ST&f=17&t=5431

Subject: Renegade Alert: Source general design outline
Posted by rm5248 on Tue, 07 Dec 2004 01:10:58 GMT
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This looks like it will be good. I'll have to get a new computer soon if I'm going to play it.

Subject: Renegade Alert: Source general design outline
Posted by Nodbugger on Tue, 07 Dec 2004 01:34:34 GMT
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If you need any help I'm free, and bored.

Subject: Renegade Alert: Source general design outline
Posted by Doitle on Tue, 07 Dec 2004 02:12:49 GMT
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As am I.

Doitle@gmail.com

Subject: Renegade Alert: Source general design outline
Posted by oxi on Tue, 07 Dec 2004 02:12:50 GMT
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I'll go out and buy half-life to just play this . Never really been a big CS or Half Life fan but considering how good RenAlert was can't wait.

Subject: Renegade Alert: Source general design outline
Posted by Vitaminous on Tue, 07 Dec 2004 02:27:10 GMT
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DoitleAs am I.

Doitle@gmail.com

I have yet to learn... :\

Subject: Renegade Alert: Source general design outline
Posted by icedog90 on Tue, 07 Dec 2004 02:29:53 GMT
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oxiI'll go out and buy half-life to just play this . Never really been a big CS or Half Life fan but considering how good RenAlert was can't wait.

Half-Life 2*

(Colonel).

Subject: Renegade Alert: Source general design outline
Posted by oxi on Tue, 07 Dec 2004 02:57:24 GMT
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icedog90oxiI'll go out and buy half-life to just play this . Never really been a big CS or Half Life fan but considering how good RenAlert was can't wait.

Half-Life 2*

(Colonel).

opps sorry 3am over here :S lol