
Subject: RTS Armageddon
Posted by [Altzan](#) on Tue, 16 Dec 2008 20:11:07 GMT
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Whatever happened to this mod? Did it die?

<http://www.freewebs.com/whtdrgnpl/index.htm>

Subject: Re: RTS Armageddon
Posted by [MGamer](#) on Tue, 16 Dec 2008 20:33:33 GMT
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wht lost his HDD and am too lazy to finish something (cept for some textures) anyway... i think that he remaked the plugin

Subject: Re: RTS Armageddon
Posted by [whtdrgnpl](#) on Tue, 16 Dec 2008 20:41:05 GMT
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it's not dead I had some problems with my visual C++ not working but i got that fixed like a month ago but I didn't continue cause I REALLY needed a brake from modding x-x I'll start working on it in a bit though

Subject: Re: RTS Armageddon
Posted by [MGamer](#) on Tue, 16 Dec 2008 20:42:04 GMT
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i still think that your sig sucks

Subject: Re: RTS Armageddon
Posted by [GEORGE ZIMMER](#) on Tue, 16 Dec 2008 20:44:14 GMT
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MGamer wrote on Tue, 16 December 2008 14:42i still think that your sig sucks
YOU suck.

Subject: Re: RTS Armageddon
Posted by [MGamer](#) on Tue, 16 Dec 2008 20:47:55 GMT
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Cabal8616 wrote on Tue, 16 December 2008 14:44MGamer wrote on Tue, 16 December 2008 14:42i still think that your sig sucks
YOU suck.

Subject: Re: RTS Armageddon
Posted by [Altzan](#) on Tue, 16 Dec 2008 21:29:28 GMT
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whtdrgnpl wrote on Tue, 16 December 2008 14:41it's not dead I had some problems with my visual C++ not working but i got that fixed like a month ago but I didn't continue cause I REALLY needed a brake from modding x-x I'll start working on it in a bit though

I really like the idea of RTS in Renegade, so this project sounds awesome to me.
I understand the whole "I need a break" thing, this happens to me all the time in real life stuff
Hope that the project doesn't become too much trouble for you.

Subject: Re: RTS Armageddon
Posted by [LR01](#) on Wed, 17 Dec 2008 16:30:06 GMT
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yea, I would like to see this to
