
Subject: RenEvo Discussion:
Posted by [Dante](#) on Fri, 22 Aug 2003 23:40:47 GMT
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Sorry, i closed my boards for the weekend, and am leaving this open for people to discuss the reason.

<http://www.renevo.com/forum/>

Subject: RenEvo Discussion:
Posted by [Aurora](#) on Fri, 22 Aug 2003 23:43:52 GMT
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NEGATIVE

Subject: RenEvo Discussion:
Posted by [Try_lee](#) on Fri, 22 Aug 2003 23:50:39 GMT
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Sucks Dante.

I know you wouldn't do crap like this without a reason, but you don't need me to tell you you're an invaluable member to this community. You should know that by yourself now. Apart from that I dunno what to say.

If you feel you must then do it, but I thought you had so much planned!

Ponders the reasons behind this

Subject: RenEvo Discussion:
Posted by [Apache](#) on Fri, 22 Aug 2003 23:55:03 GMT
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Hmm...

Cocoa will be happy, thats for sure...

Subject: RenEvo Discussion:
Posted by [SomeRhino](#) on Sat, 23 Aug 2003 00:03:33 GMT
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I didn't expect the Revolution of Dante to end this abruptly at all, with the D6 eyecandy being

posted today, with Ren Alert on the horizon and his various other projects... I guess we can only hope for a comeback from Dante like we had a few months ago later on in this communities' life. I wish the best to you Dante.

Subject: RenEvo Discussion:
Posted by [hareman](#) on Sat, 23 Aug 2003 00:06:39 GMT
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DO what is ever best for you and know that even though we have grumbled viciously about it in the past it has always been very much appreciated.

May the wind favor your sails and take you to your hearts destination

Subject: RenEvo Discussion:
Posted by [Speedy059](#) on Sat, 23 Aug 2003 00:15:17 GMT
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hmmm, wonder what why he just wants to quit.

Subject: RenEvo Discussion:
Posted by [-Tech-](#) on Sat, 23 Aug 2003 00:22:50 GMT
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PLEASE tell us you can squeeze RenAlert out the door first!

Subject: RenEvo Discussion:
Posted by [yensed](#) on Sat, 23 Aug 2003 00:24:49 GMT
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Whell u have ur reasons and i understand , its just that none of us saw this comming.U have ben GREAT and u will be missed.But dont just vanish like lots of other people would,start a message board and stay in touch.Oh whell c ya later Dante.

Bye

Subject: Dente
Posted by [MrSpeed](#) on Sat, 23 Aug 2003 00:27:01 GMT
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Man you have always helped me and my clan with any question I had for ya. Im sure you remember [BA]MrSpeed and on behalf of the BA clan we thank you for all you done for the Renegadfe peeps and hope all works out.

Subject: RenEvo Discussion:
Posted by [bigwig992](#) on Sat, 23 Aug 2003 00:29:33 GMT
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Well, all good things must come to an end. Thanks man, for help with scripts and modding and such over AIM, while still keeping a calm mood. Your the man Dante. :bigups:

Subject: RenEvo Discussion:
Posted by [Aircraftkiller](#) on Sat, 23 Aug 2003 00:38:53 GMT
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-Tech-PLEASE tell us you can squeeze RenAlert out the door first!

If he quits, the project dies. We won't have the manpower to finish.

If Renegade Alert dies, I'll be taking all of the levels I created for it and turn them into Renegade levels. From then on, I'll finish whatever else I have to do.

Then I'm gone.

Subject: RenEvo Discussion:
Posted by [DukeLeto](#) on Sat, 23 Aug 2003 00:45:43 GMT
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Hey! We have waited too damned long for RenAlert for you leave at 99%! You have a commitment to your fans. If you think this sounds rude and callous, try being on this end!

Subject: RenEvo Discussion:
Posted by [Aircraftkiller](#) on Sat, 23 Aug 2003 00:49:32 GMT
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We have no committment to anyone but ourselves. You are not paying us to do this. You are not giving us anything in return for doing this. Quite the contrary, the only committment would be the one you have to us.

Subject: RenEvo Discussion:

Posted by [Nozzy](#) on Sat, 23 Aug 2003 01:04:17 GMT

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Dude this seriously blows... i mean..take ren-alert for example...yall have been working on it for so long and put forth so much effort! why give up when your this close...i dont think 1 mod was ever finished...thats a lot of wasted time...CNC isnt dead to some ppl... hell i was playing original CNC earlier and there were quite a few ppl online...and thats like ancient. i know i havent been much of a help to this comunity but...your just so close...its withing reach and you are refusing to grab

Subject: RenEvo Discussion:

Posted by [boma57](#) on Sat, 23 Aug 2003 01:16:45 GMT

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Although I would hate to see such an extremely valued member of the community leave, I'm certainly sure it must have been something very large to make you consider such.

While I would definitely be disappointed with the loss of all the projects your leading and helping with, I'm not going to complain about it as I'm sure many others would because like I and others have already said, I'm sure you have your reasons.

All I will and can do is offer my condolences and remind you that if indeed it was one or a few specific people that caused this, there are tons of people who support and love your work for every one that has his head up his ass.

Subject: RenEvo Discussion:

Posted by [warranto](#) on Sat, 23 Aug 2003 01:17:04 GMT

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AircraftkillerWe have no committment to anyone but ourselves. You are not paying us to do this. You are not giving us anything in return for doing this. Quite the contrary, the only committment would be the one you have to us.

Isn't there the err "commitment" to put reborn to shame?

Dante, it would be a real loss to see you go. You've done much to assist this community with scripting and such. You're truely a master at it, and everyone will be at a loss not being able to rely on your expert opinion.

Subject: RenEvo Discussion:

Posted by [Majiin Vegeta](#) on Sat, 23 Aug 2003 01:24:40 GMT

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-Tech-PLEASE tell us you can squeeze RenAlert out the door first!

all you care about is the mod.. :rolleyes:

Dante why!?

Subject: RenEvo Discussion:
Posted by [Nozzy](#) on Sat, 23 Aug 2003 02:07:50 GMT
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tis a sad day in the CNC comunity...first vlad...now dante...

Subject: RenEvo Discussion:
Posted by [sciboy1190](#) on Sat, 23 Aug 2003 02:30:06 GMT
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ouch, (like nozzy said) 2 people have left the cnc community suddenly,
I think dante left to get vlad to get his forums back up.....
but I wouldn't know

Subject: RenEvo Discussion:
Posted by [Krazyfoxx](#) on Sat, 23 Aug 2003 02:37:42 GMT
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I don't know what everyone else read, but I thought your message said that you were "pondering" leaving and to me that means the glass is still half full. For what it's worth, I honestly can't think of anyone else whose absence would leave a bigger void in this community than your's. If there's any chance that our feelings could effect your decision then I would ask that you stay. Please.

Subject: RenEvo Discussion:
Posted by [bigjoe14](#) on Sat, 23 Aug 2003 02:39:31 GMT
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This is more than just having a long awaited mod not released. This is a critical blow to the entire C&C Renegade community. The mod is no longer the concern here, the concern is the community now. It will truly be a sad day if Dante leaves us. Hopefully he will be able to sort things out in his life and be able to continue busting his ass on the projects he's been working on. For now, only time will tell. Dante I think I speak for everyone when I say we hope that you are able to work out all your issues that are troubling you.

Subject: RenEvo Discussion:

Posted by [sciboy1190](#) on Sat, 23 Aug 2003 02:42:11 GMT

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my questoin is: Why did I get an adrenaline pump when I read dante's post?

Subject: RenEvo Discussion:

Posted by [asdfg195](#) on Sat, 23 Aug 2003 02:42:49 GMT

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It's sad to see you go but your a person whose free to do whatever you want. Hopefully you can finish RenAlert but if not it was cool watching the videos. Best of Luck.

Subject: RenEvo Discussion:

Posted by [Cypher \[PCNC\]](#) on Sat, 23 Aug 2003 08:48:37 GMT

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A few points.

1. He has not yet left. He is pondering, at least at the time he wrote this topic.
2. Vlad? Let us all forget about Arm-Ent and the way they handled themselves. Vlad leaving is one of the best things in recent community "history". His little farewell speech was a nice touch as well, showing a small taste of what he did to get all those hosted sites and how he treated many of them later
Vlad - Gone and forgotten.
3. ACK.... Just don't. Please.
Heh.... I bet I can think of one reason....
4. This is not a blow to the Renegade community, but rather to the whole C&C community... if it is to happen, that is.

Still....

We can all try and guess his reasons, to no avail.

Dante needs to just come out and say it... or not. But guessing here is doing no good to anyone. The oddest thing is that it is so damn sudden. Hell, he just uploaded new D6 renders and other things set into motion. And then this, not 24 hours later.

Oh well, we'll all know eventually, either way he decides to proceed.

There are a few things, however, that need to be settled first, before Dante leaves, if he actually decides to do so.

Yes ACK, commitments.

Subject: RenEvo Discussion:
Posted by [Aircraftkiller](#) on Sat, 23 Aug 2003 08:54:38 GMT
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Cypher, for once in your life just shut the fuck up. You don't even know why Dante is doing what he's doing.

Subject: RenEvo Discussion:
Posted by [Cypher \[PCNC\]](#) on Sat, 23 Aug 2003 09:10:04 GMT
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No. I don't know. At least not yet.
And what the fuck in me previous post led you to believe that I do? All I asked was to people to stop speculating and for you not to do what you just did. Being your usual self, a fucking prick that cares for nothing but his own lame self.

Jesus fucking Christ ACK, grow up already.

Subject: RenEvo Discussion:
Posted by [Walrus](#) on Sat, 23 Aug 2003 09:14:53 GMT
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It does not matter if you stay or if you go.

Thankyou, I can say no other.

Subject: RenEvo Discussion:
Posted by [Dante](#) on Sat, 23 Aug 2003 09:21:28 GMT
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took the night to go to a nice dinner and go bowling till 2am, did some serious thinking into this.

came home, found an unexpected email in my inbox, and have reconsidered.

im sorry to not be able to inform you of the instances that took place, but thank you all for your support. Long Live C&C

Subject: RenEvo Discussion:
Posted by [Aurora](#) on Sat, 23 Aug 2003 09:27:53 GMT
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UBER WOOT

Subject: RenEvo Discussion:

Posted by [Blazer](#) on Sat, 23 Aug 2003 09:28:06 GMT

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whew That was close. *Welcome Dante back with a handshake and pat on the back*

Subject: RenEvo Discussion:

Posted by [Cypher \[PCNC\]](#) on Sat, 23 Aug 2003 09:31:20 GMT

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Well as I said, it's up to you to share your reasons or not to share them. Though, obviously, if it's something we can help out with, then you should share.

But glad to hear that there's no reason to share.

And yes, long live C&C.

The next C&C (not Zero Hour) is going to be a killer.

Zero Hour has live action movies, so....

Subject: RenEvo Discussion:

Posted by [Majjin Vegeta](#) on Sat, 23 Aug 2003 09:34:18 GMT

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Dantetook the night to go to a nice dinner and go bowling till 2am, did some serious thinking into this.

came home, found an unexpected email in my inbox, and have reconsidered.

im sorry to not be able to inform you of the instances that took place, but thank you all for your support. Long Live C&C

i'm glad you still with us

um Long live C&C

Subject: RenEvo Discussion:

Posted by [Grendies](#) on Sat, 23 Aug 2003 09:45:29 GMT

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Dante took the night to go to a nice dinner and go bowling till 2am, did some serious thinking into this.

came home, found an unexpected email in my inbox, and have reconsidered.

im sorry to not be able to inform you of the instances that took place, but thank you all for your support. Long Live C&C Well thank goodness [and whoever sent you that email] for that

if you had left all the mods would have pretty much ended, and ack would leave (which would mean goodbye to any future top-notch maps) so renegade would have had nothing left for me (a.k.a. I would leave...not that anyone would really notice)

Subject: RenEvo Discussion:
Posted by [m1a1_abrams](#) on Sat, 23 Aug 2003 11:31:40 GMT
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I'm glad that you decided to stay Dante We appreciate you.

Subject: RenEvo Discussion:
Posted by [boma57](#) on Sat, 23 Aug 2003 13:59:59 GMT
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I'm more than glad (and relieved) to hear you've decided to stay

I hope whatever was bothering you is resolved soon, if it wasn't with the email you recieved.

Subject: RenEvo Discussion:
Posted by [bigejoe14](#) on Sat, 23 Aug 2003 14:13:46 GMT
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I was actually starting to feel sick when Dante said that he was thinking of leaving C&C.

Hehe...

I'm glad you're all still with us man.

Subject: RenEvo Discussion:
Posted by [SomeRhino](#) on Sat, 23 Aug 2003 14:15:25 GMT
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Good to hear, Dante. If the dilemma you're in requires you to take it easy for a while though, then

by all means, do so.

Subject: RenEvo Discussion:
Posted by [Renx](#) on Sat, 23 Aug 2003 14:46:04 GMT
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[quote="Grendies"]Dantetook the night to go to a nice dinner and go bowling till 2am, did some serious thinking into this.

came home, found an unexpected email in my inbox, and have reconsidered.

im sorry to not be able to inform you of the instances that took place, but thank you all for your support. Long Live C&C

Thank god you decided to stay

grendiesrenegade would have had nothing left for me (a.k.a. I would leave...not that anyone would really notice)

same with me.

Subject: RenEvo Discussion:
Posted by [Ultron10](#) on Sat, 23 Aug 2003 15:43:06 GMT
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Cypher [PCNC]The next C&C (not Zero Hour) is going to be a killer.

Zero Hour has live action movies, so....

Yup, and lets watch it get ruined by lacklustre support.

Subject: RenEvo Discussion:
Posted by [EnderGate](#) on Sat, 23 Aug 2003 16:36:25 GMT
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lol, he said, 'the weekend' ppl...

proby just going for a break, and doesn't want to spend 4 hours pruning flames when he gets back.

Renegade is in a crisis right now, deflamation of characters', accusations, and wide spread-unfair advantages, but the games still holds more value than CS does to many veteran FPS players.

And look at how corrupt Cs has become. That game has evolved into a war between programmers, who can hack, or block the best. The good vs the bad, night vs day.

We'll just be locking our FDS for a while, inviting those we trust.

EnderGate
<http://www.ozclan.com>

Subject: RenEvo Discussion:
Posted by [YSLMuffins](#) on Sat, 23 Aug 2003 17:22:05 GMT
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Wow, I seriously missed out on a lot of things...

Subject: RenEvo Discussion:
Posted by [frijud](#) on Sat, 23 Aug 2003 17:50:02 GMT
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I agree.....Long Live C&C!

Special thanks to all who help keep this Renegade group going!!!

Subject: RenEvo Discussion:
Posted by [Try_lee](#) on Sat, 23 Aug 2003 18:04:35 GMT
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YAY!

Although he moves in mysterious ways, I'm sure there isn't anyone that isn't glad to see that Dante is going to stick with it. Well... maybe a couple.

Subject: RenEvo Discussion:
Posted by [Deactivated](#) on Sat, 23 Aug 2003 18:50:05 GMT
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Cypher [PCNC]
And yes, long live C&C.
The next C&C (not Zero Hour) is going to be a killer.

Hopefully it is not going to kill C&C, as you know the quality of stuff that EA makes.

Subject: RenEvo Discussion:
Posted by [LTKirovy](#) on Sun, 24 Aug 2003 00:42:35 GMT
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Can someone tell me wtf is going on

Subject: RenEvo Discussion:
Posted by [Renx](#) on Sun, 24 Aug 2003 02:45:16 GMT
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EnderGatelol, he said, 'the weekend' ppl...

proably just going for a break, and doesn't want to spend 4 hours pruning flames when he gets back.

Renegade is in a crisis right now, deflamation of characters', accuations, and wide spread-unfair advantages, but the games still holds more value than CS does to many veteran FPS players. And look at how currupt Cs has become. That game has evolved into a war between programers, who can hack, or block the best. The good vs the bad, night vs day.

We'll just be locking our FDS for a while, inviting those we trust.

EnderGate
<http://www.ozclan.com>

originaly he said he was pondering leaving the cnc community because he had no will to continue, and he was going to stop all his projects cold. That's what it said when i tried to go to renevo.

Subject: RenEvo Discussion:
Posted by [OrcaPilot26](#) on Sun, 24 Aug 2003 04:32:46 GMT
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SeaManCypher [PCNC]
And yes, long live C&C.
The next C&C (not Zero Hour) is going to be a killer.

Hopefully it is not going to kill C&C, as you know the quality of stuff that EA makes.

If we're lucky it might actually make Generals a good game.

Subject: RenEvo Discussion:
Posted by [Panther](#) on Wed, 27 Aug 2003 01:21:42 GMT
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Renegade is antique. Dante needs to move on to better games if he's doing what i think he's doing. He should really get a move on scripting for more recent games.

Subject: RenEvo Discussion:

Posted by [Imdgr8one](#) on Wed, 27 Aug 2003 01:56:10 GMT

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PantherRenegade is antique. Dante needs to move on to better games if he's doing what i think he's doing. He should really get a move on scripting for more recent games.

Would you shut the hell up? GO and play these games that were supposed to destroy Renegade than.

Subject: RenEvo Discussion:

Posted by [Creed3020](#) on Wed, 27 Aug 2003 06:14:32 GMT

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My pulse was going up and down as I read this and I am still not sure where it should be...Quickly for fear of him leaving or excitment of him staying. Things just wouldn't be the same without Dante....
