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Subject: Need Beta Testers!

Posted by [Griever92](#) on Tue, 24 Feb 2004 01:29:18 GMT

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i just got my RenAlert map prepared for a beta release... I am only taking 15 beta testers, 8 spots have already been filled.

the URLs below are 5 screenshots (they don't really help much, but...)

<http://www.n00bstories.com/image.fetch.php?id=1348190949>

<http://www.n00bstories.com/image.fetch.php?id=1216664347>

<http://www.n00bstories.com/image.fetch.php?id=1209577267>

<http://www.n00bstories.com/image.fetch.php?id=1080258672>

<http://www.n00bstories.com/image.fetch.php?id=1346352047>

If you would like to beta test, please e-mail me at [griever\\_ffviii@hotmail.com](mailto:griever_ffviii@hotmail.com) with your WOL login Name.

Beta Testers:

Griever92

cdestroy6

RenX46

Ob136

kirby651

aimbots0

drunkill

kirby1999

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\* If you cannot follow instructions and post your WOL nick here, it will not be added... You are free to comment in this topic though

\*\* Deadline for requests is February 27th

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Subject: Need Beta Testers!

Posted by [Vitaminous](#) on Tue, 24 Feb 2004 01:56:41 GMT

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For fucks sake, fix the lighting. What's with you people?

OMG TEH NIGHT WITH DAYLIGHT!1111

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Subject: Need Beta Testers!

Posted by [CnCsoldier08](#) on Tue, 24 Feb 2004 02:07:44 GMT

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i will test, send to nathan9990@aol.com

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Subject: Need Beta Testers!

Posted by [Oblivion165](#) on Tue, 24 Feb 2004 02:18:37 GMT

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Im your man, i have Cable internet, so transfer isnt a problem

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Subject: Need Beta Testers!

Posted by [Griever92](#) on Tue, 24 Feb 2004 02:49:42 GMT

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wow, you guys obviously can't read, i will not add you to the list if it is posted here...

Aprime: i'll think about it

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Subject: Need Beta Testers!

Posted by [maytridy](#) on Tue, 24 Feb 2004 03:01:41 GMT

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Yeah, please fix that lighting.

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Subject: Need Beta Testers!

Posted by [Vitaminous](#) on Tue, 24 Feb 2004 03:01:42 GMT

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No, just do it.

You can always send me the map so I can fix it thought, if you don't have any experience in doing it.

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Subject: Need Beta Testers!

Posted by [Dante](#) on Tue, 24 Feb 2004 04:09:54 GMT

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Lighting -> Compute Vertex Solve

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will make your map look 9000000000000000000000000000% better....

domdante

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**Subject: Need Beta Testers!**

Posted by [drunkill](#) on Tue, 24 Feb 2004 06:51:24 GMT

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yeah why not... i'll be your Australian beta tester lol...

iwas\_drunk1st@hotmail = msn

drunkill04 = Aim and yahoo...

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**Subject: Need Beta Testers!**

Posted by [Try\\_lee](#) on Tue, 24 Feb 2004 07:56:49 GMT

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Looks very... meh...

Kinda like a big square.

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**Subject: Need Beta Testers!**

Posted by [kawolsky](#) on Tue, 24 Feb 2004 18:32:55 GMT

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ill do it,

MSN: aimbots0@hotmail.com

WOL : aimbots0

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**Subject: Need Beta Testers!**

Posted by [Renx](#) on Tue, 24 Feb 2004 20:38:50 GMT

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f00ls....

you have to E-MAIL him!

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Subject: Need Beta Testers!

Posted by [Griever92](#) on Wed, 25 Feb 2004 00:51:57 GMT

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Renxf00ls....

you have to E-MAIL him!

wow, only one person seems to snare that concept

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Subject: Need Beta Testers!

Posted by [Oblivion165](#) on Sat, 28 Feb 2004 12:10:37 GMT

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well....its the 28th

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