
Subject: Looking for "A" beta tester
Posted by [Oblivion165](#) on Wed, 25 Feb 2004 00:38:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Im looking for A person to play my map Desert Glory (renalert) with,

Just post here if you want to, my map is available on my website.

For you critics out there, who dont like my map.....Quiet you.

This is my first completed map, i see all the defects just as well as you can. I just wanted to finish something.

Subject: Looking for "A" beta tester
Posted by [maytridy](#) on Wed, 25 Feb 2004 00:51:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can beta test right now. My AIM is MaytridyDrums99, my MSN and e-mail is
Maytridy@rochester.rr.com

Subject: Looking for "A" beta tester
Posted by [Oblivion165](#) on Wed, 25 Feb 2004 02:55:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

anybody else? he got busy, and didnt have renalert completely downloaded yet

Subject: Looking for "A" beta tester
Posted by [xptek_disabled](#) on Wed, 25 Feb 2004 03:25:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

In leveledit go to lighting and do a compute vertex solve.

Subject: Looking for "A" beta tester
Posted by [Oblivion165](#) on Wed, 25 Feb 2004 03:29:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

i think your playing the fruity level, its supposed to be like that

Subject: Looking for "A" beta tester
Posted by [Titan1x77](#) on Wed, 25 Feb 2004 06:21:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

OT: May,whats with the new modern warfare sig?

Subject: Looking for "A" beta tester
Posted by [pulverizer](#) on Wed, 25 Feb 2004 16:19:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

same question as titan.
