
Subject: So, There I Was...

Posted by [Dante](#) on Mon, 08 Mar 2004 22:59:14 GMT

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So, here i am, sitting here pondering all the events of the last couple of years.

Almost 2 years to this date, i picked up a copy of Renegade, played the hell out of it in Skirmish mode with my bots on 56k until i got a Cable connection. Since then, i have joined staff of several web sites (<http://www.unleashed.ws>, <http://www.n00bstories.com>, <http://www.planetcnc.com>, <http://www.renevo.com>) and news poster on several others. I never really got into the groove of working for most of the sites, as i have in the past had a hard time saying no.

So here i sit, as i say, pondering things to be and things done, and have come to the realization. I don't like being in this community any more then having an ingrown hair on my ballz. There are some people that make it interesting, and i do enjoy chatting with, but i don't think this is my "thing" to continue in this Renegade community that i have somehow been pushed to the top of. I never considered myself a community leader, i never wanted the "titles" and "credit" i have been given, i just wanted to mess around with a game engine and mod it, testing my own skills in programming, modeling (ok, that didn't turn out toooo well), and other stuff. To this date i have created several mods, several utilities, several application, and even several unreleased maps that have seen there glory times, and there bad times, and even the recycle bin.

Once PlanetSide came out, and i played a game where teamwork was heavy, and the gameplay was entertaining, i realised how much i disliked the Renegade Gameplay, even at that time i tried changing things in the engine and maps to make it more like how i wanted to play, only to find out that no matter how much you dress a monkey up like a human, its still a monkey...

Now that i have a decent system capable of running Planetside, and other games, i just don't have any interest in Renegade whats so ever, other then the story. The game engine has seen its day, and the MP is seeing its reign of cheaters (big turnoff). Last night i uninstalled Renegade, and didnt' even feel bad about it...

Then there is this, RenGuard, not really my best conceptions of what an anti-cheat would be, but it started in a good direction, then slowly but surely, as with most projects in that "community" it started to dwindle from a realization to a big talk of greater things and total control. Im not into that type of stuff, judging from some of the things i have witnessed within the chats from #renguard & #bh-studios on irc.n00bstories.com, i can't find myself to even want to stay associated with those images of "leadership" and "development process's".

I wish those teams tons of luck, and will probably get the shit treatment from most of them whilst i start retiring most of my Renegade related projects to the recycle bin, but hey, shit happens right?

It all comes down to personal taste and contentment, i don't really like the community, the game, or some of the internal happenings anymore, and i am a grownup, and don't have to be in it.

There have been a lot of good players and people in this community that i personally want to thank for the time & fun i had with them.

TreyD, top most on my list, and may he rest in peace
StoneRook, if you don't know him, or talk to him, you are seriously missing out, just a great guy
Scorpio9a, always fun to battle over ownage with
msgtpain, the guy is an ace
patonite, good chap
Ubertek, taught me alot, and very helpful
MonkeyPhonic, this guy rocks, and i have NO clue where he came from, but tahnks to him, a lot of things are now possible with other mods.
The RenAlert Crew, good guys, and definately have there head in the right direction.
Blazer, been fun working on stuff with ya, and the chats are always fun
Crimson, gotta love the stuff
n00bstories crew, you know who they are...
Dominion Guild, you guys rock(ed).
Aircraftkiller, i hope one day this kid can get past his ego and attitude, and focus that on attention to detail, if he could, i think he could be a good modeler and level designer
Silent_Kane, A.D.D. extrodinaire, but still a good kid
Xtreme2Matt, good guy, fun to chat with
Bumpaneer, good guy, and definately helpful
England, good guy
npsmith82, good programmer and good guy
jonwil, "first, next... finally.." guy is a god with numbering priorities , but still a good guy
General Havoc, Try_Lee, K9Trooper, Madtone, always there to lend a helping hand, great people and definately worth knowing
snipesimo, been extremely helpful with BR.Net and misc stuff.
destructv, his continuing efforts with BR.Net are great
Kirby098, this guys is good people, and always been supportive
SeaMan, And the rest of the unleashed crew big thumbs up to you guys
NeoSaber, this guy might have been one of the few to stretch the limits of the engine with me
YSLMuffins, a chick modder, thats just kewl

Then there are the old school Ren modders that have come and gone, you are all on my list, just cause i didn't mention you, doesn't mean i forgot about you, thanks to you all.

Literally i could go on all day with the people i respect and have worked with, but i just mostly wanted to point out those individuals, as they where inspiration, and great chat partners along the road.

But without further adu, i salute the Renegade community, and retire from it with great smiles and fond memories.

WAIT, im not going anywhere, just no more Ren for me.

Subject: So, There I Was...

Posted by [England](#) on Mon, 08 Mar 2004 23:02:44 GMT

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dude, you called me a good guy

You've ruined my "he is a complete cunt" reputation.

Damn you!

Subject: So, There I Was...

Posted by [IRON FART](#) on Mon, 08 Mar 2004 23:07:15 GMT

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Quote:

WAIT, im not going anywhere, just no more Ren for me.

Welcome to the club.

Subject: So, There I Was...

Posted by [Imdgr8one](#) on Mon, 08 Mar 2004 23:15:53 GMT

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slautes

to the greatest renegade contributor there is.

I hold him and ACK in the same respect level. Without them and blazer/crimmy, we would not be here today, playign the game I love.

Subject: So, There I Was...

Posted by [cowmisfit](#) on Mon, 08 Mar 2004 23:30:17 GMT

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Imdgr8one*slautes*

to the greatest renegade contributor there is.

I hold him and ACK in the same respect level. Without them and blazer/crimmy, we would not be here today, playign the game I love.

What he said, without Crimson,Blazer,Ack and yourself the community wouldnt be what it is today, thanx for all the programs you've done for us all, good luck on what ever awaits you in the future.

P.S so you wont be writting anymore programs for the community?

Subject: So, There I Was...

Posted by [Dante](#) on Mon, 08 Mar 2004 23:35:43 GMT

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cowmisfit

P.S so you wont be writting anymore programs for the community?

nope, im done

Subject: So, There I Was...

Posted by [xptek_disabled](#) on Mon, 08 Mar 2004 23:37:23 GMT

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Thanks for all your work on Renalert etc. I never knew you but in long time I've been lurking these forums I've seen you do a lot of amazing things with the engine.

Subject: So, There I Was...

Posted by [snipesimo](#) on Mon, 08 Mar 2004 23:43:25 GMT

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All I can say Dante, is you have no idea how much respect you have earned from me. Though it might not mean anything to you, I truely respect you as a leader of this community. Though you may not like it, you are and you earned it ;P

You may look at yourself as someone who was testing his skills, but imagine what things would be like without you. Just kicking someone from in-game would be an endless chore without BR .Net. On behalf of myself, I would like to say thanks for everything.

Subject: So, There I Was...

Posted by [MonkeyPhonic](#) on Mon, 08 Mar 2004 23:50:33 GMT

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i figure i make a fairly passable human

Subject: So, There I Was...

Posted by [cowmisfit](#) on Mon, 08 Mar 2004 23:53:11 GMT

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Dantecowmisfit

P.S so you wont be writting anymore programs for the community?

nope, im done

darn, good luck dude.

Subject: So, There I Was...

Posted by [Slicer_238](#) on Tue, 09 Mar 2004 00:06:26 GMT

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Gonan miss ya man but hey I can still talk to you in small moments like I do on IRC. =p

Subject: So, There I Was...

Posted by [bigjoe14](#) on Tue, 09 Mar 2004 00:07:42 GMT

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Good luck with future endeavors! You're a good man Dante.

Subject: So, There I Was...

Posted by [Madtone](#) on Tue, 09 Mar 2004 00:13:48 GMT

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Shame to see you drop your projects and leave future devlopments, but if you've had enough.. then you know its time to go out an find something that will fuel that need to experiment and enjoy.

Its been great chatting to you about Ren related things, we had good long chats not just about Ren but also about life and general work crap.

I know your not actually gone, but that part of you is.

Your a great guy and you've really changed the way we play, even if you don't realise it. You've made a difference.

Thanks man!

Subject: So, There I Was...

Posted by [Blazer](#) on Tue, 09 Mar 2004 00:13:51 GMT

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What happens now to the blackhand-studios legal documentation which you filed? Is it in the

"recycle bin" too now?

Subject: So, There I Was...

Posted by [Dante](#) on Tue, 09 Mar 2004 00:18:32 GMT

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for those that didn't know...

Renegade Evolutions, also known as RenEvo, will not shutdown, as per the definition found on the home page <http://www.renevo.com>

One who rejects a religion, cause, allegiance, or group for another; a deserter.
An outlaw; a rebel.

A process in which something passes by degrees to a more advanced or mature stage.
The sequence of events involved in the evolutionary development of a species or taxonomic group of organisms.

Subject: So, There I Was...

Posted by [Blazer](#) on Tue, 09 Mar 2004 00:23:30 GMT

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That doesn't answer my question.

Subject: So, There I Was...

Posted by [Dante](#) on Tue, 09 Mar 2004 00:23:58 GMT

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Dantecowmisfit

P.S so you wont be writting anymore programs for the community?

nope, im done

Subject: So, There I Was...

Posted by [Sanada78](#) on Tue, 09 Mar 2004 00:35:32 GMT

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Well, good luck to what ever you do. It's good that they've been some dedicated people in this community that help keep it going. I should've done a bit more modding, but I'm just too lazy or have got to much other stuff to think about. Only released two crap maps so far but I'm still going... slowly.

Anyway, have fun with whatever you do.

Subject: So, There I Was...

Posted by [U927](#) on Tue, 09 Mar 2004 00:46:57 GMT

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Well, you have contributed a lot to the community but it is sad to see you go. You are a good person, and your programs are some of the best I have seen.

It's a shame to see you go. Best of luck to you. :thumbsup:

P.S. Although you may not be writing any more programs, will you still help out those who need assistance with their programming?

Subject: So, There I Was...

Posted by [Renx](#) on Tue, 09 Mar 2004 00:47:58 GMT

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snipesimoAll I can say Dante, is you have no idea how much respect you have earned from me. Though it might not mean anything to you, I truely respect you as a leader of this community. Though you may not like it, you are and you earned it ;P

You may look at yourself as someone who was testing his skills, but imagine what things would be like without you. Just kicking someone from in-game would be an endless chore without BR .Net. On behalf of myself, I would like to say thanks for everything.

It can't be put any better than that.

Though i may not have gotten to know you very good, you always rocked in my books, Dante.

Subject: So, There I Was...

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 01:11:10 GMT

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Your choice. I stand behind you on it.

Stopped playing Renegade a few months ago. Found much more enjoyable things other than point games that involve little teamwork.

Subject: So, There I Was...

Posted by [bigwig992](#) on Tue, 09 Mar 2004 01:50:56 GMT

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salutes

(does this mean the end of my annoying questions on text cinematics over AIM to you? :oops:)

Your a good man, wish you the best.

Subject: So, There I Was...

Posted by [DBB](#) on Tue, 09 Mar 2004 02:03:03 GMT

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Thanks for everything you have done. Great job.

I myself to have stopped playing Renegade, its been a long long time. I did play Planetside for quite a while, no clue why anyone would want to keep playing that game though. The teamwork was great, Ill give you that, but the game itself was terrible IMO.

Anyways I hope to still see you posting around here, you have my respect! Good day

Subject: So, There I Was...

Posted by [npsmith82](#) on Tue, 09 Mar 2004 03:19:34 GMT

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I owe you one Dante, half the things i've done in this community couldn't have been done without you.

A big thumbs-up for ya mate, thanks for the good times.

Take care.

~ Nick

Subject: So, There I Was...

Posted by [Creed3020](#) on Tue, 09 Mar 2004 03:50:08 GMT

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The things you have done over and over have proved their worth and your own worth to us. What did you accomplished cannot and will not be forgotten. I am reminded every day of the little differences that one can make as I sign into the RenEvo forums learn what I can about BR which has been under my eye the second I laid eyes on it. As I learned more I felt only more respect for what goes on behind the scenes. Your choice is a fair one that everyone will once make and with it will bring more happiness to another bright gaming community. We salute you.

Subject: So, There I Was...

Posted by [oldtnt](#) on Tue, 09 Mar 2004 04:25:25 GMT

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I thank u for a wonderful program called br.net. I remember the first time I went into a server

Until renegade is finally shut down by EA server admins around the world will continue to use Blaze Regulator.net Many thanks go out to you.

oldtnt:!showheros

Host: Current Heroes in game are Dante;

later

Subject: So, There I Was...

Posted by [Carl](#) on Tue, 09 Mar 2004 13:23:43 GMT

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all is well...

without you renegade wouldnt have lasted this long...

cant wait for Source engine so we can start getting some shit done....

cya dante

~carl

Subject: So, There I Was...

Posted by [forsaken](#) on Tue, 09 Mar 2004 14:29:08 GMT

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Well, since you said you just stopped with Renegade but aren't leaving, no use to say so long. Hope you'll stay awhile to come, and thanks for all the work you've done.

Is is possible you'll move onto other games? It'd be nice to see a good modder in Halo.

Subject: So, There I Was...

Posted by [KIRBY098](#) on Tue, 09 Mar 2004 14:46:56 GMT

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You will be missed.

I have always respected your perspective, and candor in all things, and consider you a true intellectual. Thank you for sticking it out as long as you have. I hope we cross paths again some day.

There is no dishonor in calling an end to anything. In contrast, it shows great maturity to finalize things properly, and not just disappear from the radar. Unlike many who post "this is it" and come back, I know this is the end. You have always said what you meant, and followed up on all of them.

Of all the folks I have "met" out here, you were the only one I ever wanted to actually meet, other than K9, and hareless.

Fair winds, and following seas old man.

Subject: So, There I Was...

Posted by [Deactivated](#) on Tue, 09 Mar 2004 14:49:56 GMT

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It was fun as long it lasted.

See you around Dante.

Subject: So, There I Was...

Posted by [Dante](#) on Tue, 09 Mar 2004 15:58:05 GMT

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thanks to you all for your kind words

Subject: So, There I Was...

Posted by [Xtrm2Matt](#) on Tue, 09 Mar 2004 16:11:31 GMT

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Sad to hear the news I'm sure i'm not the only one who's going to miss you though, both in-game, and the programs you produced and made.

Again, sad to hear the news.

~ Matt

(Hey my names on that list too! woot!)

Subject: So, There I Was...

Posted by [philip67](#) on Tue, 09 Mar 2004 16:45:50 GMT

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hey, well posted Dante

Thanks for all the good work you have done over the years, i hope you will continue to hang out in #n00bstories on IRC?

Its a shame you are leaving, but if thats what you want to do, i found the same a while ago, game got boring.

But well posted, said it with dignity, and doubt anyone will hate your for it

Hope to see ya around dude

Subject: So, There I Was...

Posted by [Blazer](#) on Tue, 09 Mar 2004 16:57:30 GMT

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BlazerWhat happens now to the blackhand-studios legal documentation which you filed? Is it in the "recycle bin" too now?

Subject: So, There I Was...

Posted by [KIRBY098](#) on Tue, 09 Mar 2004 17:05:14 GMT

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Not if it wasn't conditional on his being a team member. Plus he stated he was tying up loose ends. One can only assume that would be a loose end. He's never boned you before.....

Subject: So, There I Was...

Posted by [Blazer](#) on Tue, 09 Mar 2004 17:18:10 GMT

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Umm that doesn't mean I don't deserve an answer! Some of blackhand-studios main goals hinge on our non-profit corporation status, which Dante was setting up. And now since he does not "like being in this community any more then having an ingrown hair on my ballz", and flat out said he is throwing away his projects. If he is going to throw away things like Dead6 that he worked his ass off on, why should I not wonder if he is going to bother to follow up on the legal documentation? Dante is basically the legal owner of our company, wouldn't you be concerned if your company president announced that he didn't give a fuck about the company anymore, and was selling off all his stock?

I have met Dante in person, and he is a great guy. However I don't really appreciate having to

read on a fucking forum that he has decided (yet again) to leave the community and look down on us. I also don't appreciate the entire team being lumped into some category of people trying to have "total control" of Renegade. Maybe with RG there would be total control...so what? Every game that runs punkbuster, the pb programmers have total control of that, as every gamer is running their code. Its not a bad thing, why paint them as some sort of power mad Nazis?

Whatever, Im still too pissed off to talk about it reasonably. I really should be talking to Dante in private about this, but since he found it appropriate to announce this shit and put me and the team down in public without so much as clicking my AIM/ICQ icon and talking to me, or saying "hey guys..." in the IRC channel that he and the team is in, then I am replying in the same fashion.

Subject: So, There I Was...

Posted by [KIRBY098](#) on Tue, 09 Mar 2004 17:42:26 GMT

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Blazer wouldn't you be concerned if your company president announced that he didn't give a fuck about the company anymore, and was selling off all his stock?

Actually, being the corporate shark that I am, I would offer him buyout options on his stock and consolidate my own control.

This is an opportunity, depending on how you look at it.

Subject: So, There I Was...

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 18:47:09 GMT

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Your logic is flawed.

Subject: So, There I Was...

Posted by [KIRBY098](#) on Tue, 09 Mar 2004 18:53:26 GMT

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AircraftkillerYour logic is flawed.

HAPPY BIRTHDAY! :rolleyes:

Subject: So, There I Was...

Posted by [KIRBY098](#) on Tue, 09 Mar 2004 19:02:59 GMT

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AircraftkillerYour choice. I stand behind you on it.

Stopped playing Renegade a few months ago. Found much more enjoyable things other than point games that involve little teamwork.

Since you want to talk logic:

If you stopped playing, and find much more enjoyable things to do, then why are you one of the point men in Blackhand?

No logic at all.

Subject: So, There I Was...

Posted by [hareman](#) on Tue, 09 Mar 2004 19:33:02 GMT

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Dante I really never you but I did know Trey. I was probably his closest friend on the net when he passed away. I know that Trey looked upon you as a work in progress and would have been proud of you started with the Ren communitly. I also know that he would applaud your desire to move on. I don;t know what is happening here or with you but good luck to you.

Subject: So, There I Was...

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 20:17:32 GMT

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KIRBY098AircraftkillerYour choice. I stand behind you on it.

Stopped playing Renegade a few months ago. Found much more enjoyable things other than point games that involve little teamwork.

Since you want to talk logic:

If you stopped playing, and find much more enjoyable things to do, then why are you one of the point men in Blackhand?

No logic at all.

Probably because I plan to make the game enjoyable instead of leave it in its current state.

Before that can be accomplished, certain other things have to fall in place, such as the non-profit organization status.

Subject: So, There I Was...

Posted by [YSLMuffins](#) on Tue, 09 Mar 2004 23:10:20 GMT

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Well, I will miss you Dante. Cannot say that I am not saddened to hear you go, but we all have lives to live and we should play the game for enjoyment, not through obligation.

(I see your new computer opened up a whole new world for new games; my experience with a new computer has made Renegade much more enjoyable for me, as I haven't really looked into other games. Oh well, to each his own.) Good luck!

Subject: So, There I Was...

Posted by [MrBob](#) on Wed, 10 Mar 2004 00:34:28 GMT

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IRON-FARTQuote:

WAIT, im not going anywhere, just no more Ren for me.

Welcome to the club.

I hear ya on that one buddy! (Can I call you buddy?)

Anyway, if you feel it is your time, Dante, so be it. You've done alot of good work for everyone here, such as babysitting me and Aircraftkiller in #Renevo. I hoping to see you around every now and then. I pray and hope that you may find peace, prosperity, and Godliness wherever you move on to.

God bless.

Subject: So, There I Was...

Posted by [tooncy](#) on Wed, 10 Mar 2004 02:03:49 GMT

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Sad to see you move on , but I respect your decision. Farewell.

Subject: So, There I Was...

Posted by [gendres](#) on Wed, 10 Mar 2004 02:05:26 GMT

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Farewell Dante. Your help to the community will always be remembered.

Subject: So, There I Was...

Posted by [IRON FART](#) on Wed, 10 Mar 2004 02:21:31 GMT

MrBob

I hear ya on that one buddy! (Can I call you buddy?)

Of course you can! We practically grew up together through thick and thin!

Blazer

Umm that doesn't mean I don't deserve an answer! Some of blackhand-studios main goals hinge on our non-profit corporation status, which Dante was setting up. And now since he does not "like being in this community any more then having an ingrown hair on my ballz", and flat out said he is throwing away his projects. If he is going to throw away things like Dead6 that he worked his ass off on, why should I not wonder if he is going to bother to follow up on the legal documentation? Dante is basically the legal owner of our company, wouldn't you be concerned if your company president announced that he didn't give a fuck about the company anymore, and was selling off all his stock?

What "legal documents" are there to go with BHS? Its been going on for not too long now, and no new projects have been started or released by it. And it still has all but one member.

Was it registered as a non profit organization or something?

I fail to see the problem here.

Subject: So, There I Was...

Posted by [Blazer](#) on Wed, 10 Mar 2004 07:25:41 GMT

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IRON-FART[What "legal documents" are there to go with BHS? Its been going on for not too long now, and no new projects have been started or released by it. And it still has all but one member.

Was it registered as a non profit organization or something?

I fail to see the problem here.

Have you not read anything I said, or any posts in the past month? Yes it is registered as a legal non profit corporation, and yes there have been official blackhand-studios releases, as well as more to soon be made publically available (such as working scripts.dll/so for the LFDS). BHS certainly has more than one member (in fact it has more than half a dozen members). The paperwork was legally filed by Dante (via a lawyer) and with Dante as the CEO so to speak. So he in effect owns the company, he is the only one with the paperwork. If he throws it away or doesn't follow up on it, then we have to start over...or he could wait a couple of months and decide to claim all the BHS intellectual property and sell it, or whatever he wants to do with it (not saying that he would). As I said Dante is a great guy, but business is business and if your company President comes in and says fuck the company Im selling out, then its cause for concern, so I am expressing concern, that is all.

Subject: So, There I Was...

Posted by [sniper12345](#) on Wed, 10 Mar 2004 10:03:36 GMT

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Subject: So, There I Was...

Posted by [snipefrag](#) on Wed, 10 Mar 2004 10:40:52 GMT

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Hey Dante,

I am not around here much anymore but i would like to thank you myself and on behalf of my brother Halo38 (who created various maps and worked on various mods) you were an inspiration to me and my brother to work in the field on multimedia design, programming etc. You may not have wanted the title as one of the main players in this community but you sure as hell deserve it. I am currently playing Planetside on Emerald Server, as the head of the Archangels clan (www.archangelsclan.net) for the planetside Chapter i havent seen that many Renevo guys around lately and dont know the status of your group but my guys would love to work with you in game and on our Ventrilo channel. Send me a /tell ingame so we can hook up.

Subject: So, There I Was...

Posted by [General Havoc](#) on Wed, 10 Mar 2004 17:30:12 GMT

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Quote:Snipefrag

About Planetside, the majority of the RenEvo group, including me are now playing Star Wars Galaxies. We have not left Planetside, The RenEvo outfit is still in tact, although most of the main players are playing SWG thats not to say they won't return. RenEvo formed a guild in SWG. I personally started playing SWG as Planetside wasn't active at all for the first month or so of this year, in terms of new content. It's a SOE game, and they did a good job with it as always with their MMO's.

Subject: So, There I Was...

Posted by [Nightma12](#) on Wed, 10 Mar 2004 17:34:38 GMT

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Farewell Dante been nice knowing ya

Subject: So, There I Was...

Posted by [MrBob](#) on Wed, 10 Mar 2004 22:44:20 GMT

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IRON-FARTMrBob

I hear ya on that one buddy! (Can I call you buddy?)

Of course you can! We practically grew up together through thick and thin!

We did?

Subject: So, There I Was...

Posted by [Dante](#) on Wed, 10 Mar 2004 23:19:24 GMT

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right now i have been primarily playing PlanetSide on Markov with the 666th Devil Dogs, now that is one orginized fun time.

911, 411, and Denate is what you will find me named on Markov.

and again, thanks everyone for the kind words....

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Subject: So, There I Was...

Posted by [maj.boredom](#) on Thu, 11 Mar 2004 14:30:10 GMT

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Are you looking forward at any upcoming games? Like, Soldner or Joint Ops?

Subject: So, There I Was...

Posted by [EvoSnipe](#) on Thu, 11 Mar 2004 15:48:33 GMT

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i dont kno this guy, but man ure hands must have been aching after typin all that! bsides guy, renegade is a CLASSIC! listen, u ever get the urge to break out sum oldies like, oh lets say.....Super mario Bros. 3 for super, well its the same thing! i think ure a good guy from the many posts, and hopefully u will blow the dust off ole renny and ill be there, ready to own..... jk ure prob ok i wouldnt kill u that bad

Regards,

Evo

P.S. dont make it so dramatic next time, its just a game!

Subject: So, There I Was...

Posted by [Deactivated](#) on Thu, 11 Mar 2004 15:50:11 GMT

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Classic games never die.

Subject: So, There I Was...

Posted by [EvoSnipe](#) on Thu, 11 Mar 2004 15:57:10 GMT

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very true

Evo

Subject: So, There I Was...

Posted by [Dante](#) on Fri, 12 Mar 2004 05:41:47 GMT

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maj.boredomAre you looking forward at any upcoming games? Like, Soldner or Joint Ops?

FarCry is on my to buy list.

Subject: So, There I Was...

Posted by [Majiin Vegeta](#) on Fri, 12 Mar 2004 13:38:11 GMT

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i just read this on renevo.com last night then went to bed.. didnt see this post before :S

Thnx for everything you done dante

you should keep renny installed tho.. a game once in a while.. just feels good

i always install my old win 95 games have a few plays on them.. bring back the memorys

never did get to play a game with you.. hopefully one day

Subject: So, There I Was...

Posted by [tooncy](#) on Sat, 13 Mar 2004 23:14:18 GMT

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SeaManClassic games never die.

And to prove that point: <http://sws2b.dyndns.org:1124/>

And:

<http://sws2b.dyndns.org:1124/forums/index.php?s=1caeb7bf220b1d44c7cf7932ea433100&showforum=13>

Subject: So, There I Was...

Posted by [\[A-I\]NastyDead](#) on Sat, 13 Mar 2004 23:34:10 GMT

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Well Ive only just now started posting on this forum and I seen that one post on renevo.com ealier, by the way where are all the ren evo servers?

Back to topic, Dante hate to see a fellow Renegade fan leave renegade, but if u start playing call of duty ill more then help u with shitheaded players because I'll own any1 at cod, MP40 for life BIATCH!!!!

Subject: So, There I Was...

Posted by [snipesimo](#) on Sun, 14 Mar 2004 02:08:55 GMT

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Could you please change your use of my reserved avatar before I have to get Crimson to do it for you?

Subject: So, There I Was...

Posted by [npsmith82](#) on Sun, 14 Mar 2004 03:02:06 GMT

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snipesimoCould you please change your use of my reserved avatar before I have to get Crimson to do it for you?I think you'll find he's not using the reserved avatar. Check it's file path.

He's uploaded it himself, cheeky monkey.

Subject: So, There I Was...

Posted by [IRON FART](#) on Sun, 14 Mar 2004 03:14:58 GMT

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Cheeky monkey?!

LOL thats a funny one!

Subject: So, There I Was...

Posted by [snipesimo](#) on Sun, 14 Mar 2004 03:58:08 GMT

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My mistake, I didn't know Crimson enabled custom avatars

oh well, it is still freaky to see someone using it.

Subject: So, There I Was...

Posted by [xptek_disabled](#) on Sun, 14 Mar 2004 05:48:47 GMT

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Holy shit! You look almost exactly like a retarded kid living on my street! (Im serious)

Subject: So, There I Was...

Posted by [Apache](#) on Sun, 14 Mar 2004 06:06:38 GMT

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Hey Tom!

Just wanted to thank you for all the great times we had together, even though I was rather unproductive most of the time, lol

Just wanted to say good luck with whatever you move on to, you're an individual that deserves much respect, and I'm sure you'll climb to the top with whatever you end up doing.

Its been a couple months since I even touched Renegade, and honestly I don't miss it, I've got time for other things now, like hanging out with friends, or wrenching on my GMC

God bless ya man!

Russ

Subject: So, There I Was...

Posted by [EvoSnipe](#) on Sun, 14 Mar 2004 23:06:24 GMT

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u think id get kicked if my avatar was a bare set of sum double d's?

lol jk guys, dont kick me

regards,

EvoKrunk

Subject: So, There I Was...

Posted by [Carl](#) on Mon, 15 Mar 2004 21:32:50 GMT

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Blazer...If he is going to throw away things like Dead6 that he worked his ass off on, why should I not wonder if he is going to bother to follow up on the legal documentation?...

Which part of your ass did you pull that one out of? Dead6 has NOT been abandoned. Dante merely saw no future in continuing to develop something of that magnitude on an engine which would receive no patching or updating, and cannot even perform the simplest of tasks such as a REALISTIC UNDERWATER CUTSCENE.

I wouldn't say Dante abandoned Dead6, i would say Dead6 abandoned Renegade. If it isn't clear to you now that Renegade has little or NO life left in it, then you should seriously go get a CTScan.

If you guys had kept to the original concept of rengaurd, maybe, just MAYBE it might have prolonged the life of renegade, IF it had gotten released in any not-elongated time frame.

But think of this metaphor. Is it better to let a dog wrought with bone cancer live in pain and misery, pronlonging its life constantly with medication to suit oneself, or is it better to simply let go of that dog, and let it die, let it rest in peace.

Give Renegade the respect it deserves as the last True CnC Title by Westwood Studios. Let it rest in peace.

Subject: So, There I Was...

Posted by [Crimson](#) on Mon, 15 Mar 2004 22:24:07 GMT

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There's a RenGuard update coming out today.

If you don't care about Renegade, then leave. But there are those of us who still love playing this game and we'll support the community until there's no community left to support.

Leave your politics out of this. All that matters is if the individual thinks the game is fun. No one is going to leave because you think it's dead. Big whoop.

Also, this game isn't a living being. It's a GAME. No one and nothing is suffering because we still play it after 2+ years.

Subject: So, There I Was...

Posted by [Carl](#) on Tue, 16 Mar 2004 05:30:18 GMT

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i never claimed it to be a living being. what i was doing is called personification.

i was simply making a METAPHOR, and stated that, rightly so.

Subject: So, There I Was...

Posted by [EnderGate](#) on Tue, 16 Mar 2004 06:11:17 GMT

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haha, ya, if your done with this game, see you in Disney Land!

<http://www.sfdt.com/flash/movie-pages/movies/5133.html>

Thanks for your efforts...

Subject: So, There I Was...

Posted by [Aircraftkiller](#) on Tue, 16 Mar 2004 08:53:33 GMT

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Carli never claimed it to be a living being. what i was doing is called personification.

i was simply making a METAPHOR, and stated that, rightly so.

That doesn't make you right, or make it appropriate.

Subject: So, There I Was...

Posted by [Dante](#) on Tue, 16 Mar 2004 09:44:09 GMT

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what i will be doing till hl2 comes out...

this is the FarCry level editor in walk through mode

LIEK OMFG!

Subject: So, There I Was...

Posted by [xptek_disabled](#) on Tue, 16 Mar 2004 13:46:12 GMT

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Looks like a 1 textured crap mountain

Subject: So, There I Was...

Posted by [Carl](#) on Wed, 17 Mar 2004 17:51:03 GMT

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AircraftkillerCarli never claimed it to be a living being. what i was doing is called personification.

i was simply making a METAPHOR, and stated that, rightly so.

That doesn't make you right, or make it appropriate.

And who made you the magnificent, omnipotent, sayer of all that is right and wrong?

Subject: So, There I Was...

Posted by [Carl](#) on Wed, 17 Mar 2004 17:53:23 GMT

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CwazyapeLooks like a 1 textured crap mountain

what dante failed to mention, is that that was after only 15 minutes of work.

Subject: So, There I Was...

Posted by [Aircraftkiller](#) on Wed, 17 Mar 2004 18:13:36 GMT

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CarlAircraftkillerCarli never claimed it to be a living being. what i was doing is called personification.

i was simply making a METAPHOR, and stated that, rightly so.

That doesn't make you right, or make it appropriate.

And who made you the magnificent, omnipotent, sayer of all that is right and wrong?

Ah, great way to defend yourself. Some things never change.

Whether I'm the judge of anything has no relevance.

Subject: So, There I Was...

Posted by [forsaken](#) on Wed, 17 Mar 2004 22:02:21 GMT

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Well, first of all carl, ACK meant the metaphor wasn't appropriate, because what's the use of saying it to a bunch of gamers who have been strong enough to go on with the game as long as they have.

Also, you did say it was a metaphor, and the metaphor you stated was about a Dog that was wrought with pain and be better off dead. Then you said what you were doing was personification, which is giving human like qualities to inanimate objects. The dog in the metaphor is an animate object.

Therefore ACK is saying your not right, because of your misuse of literary terms.

PS (Does ACK have to do this all the time? I guess I would tire after so many explanations on simple errors)
