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Subject: OT: FPSCentral Interview

Posted by [Madtone](#) on Tue, 31 Aug 2004 21:16:19 GMT

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Aircraftkiller So what's the point of basing it off C&C if you're not going to follow it, trying to do another Reborn?

The original Refinery from C&C came into use well before the First Tiberian War started...

See he is \*basing\* it off C&C, not duplicating C&C. See unlike RenAlert they don't have a storyline, vehicles and buildings to re-model and drop in there mod.

See basicly RenAlert is a port of Red Alert to FPS, where as Dead6 is a new game \*based\* off of the previous games. Basicly they are using the previous C&C storyline as a concept and adding their own installment to it.

Unlike RenAlert Dante and his team actually have to come up with most the stuff from scratch, not just use the Red Alert storyline and add a few little extrabits where they feel like changing it because it will make it easier to develop.

I would love to see you do what the Dead6 team are doing and if you think you can do better... Prove it!

As for taking the piss out of all the mods, just leave it out. No one wants to hear your constant whiny ass on how plastic-looking it is or how badly a model looks because we've heard it all before and if we ever need any non-constructive criticism we'll know who to come to!

Btw, just a quick one... The concept art wipes its ass with all your shitty textures for models that you think are flawless Mr perfectly perfect perfectionist, now shut your hole and stop being a vaginal mcVaginastein!

This might of been out of order but damn.. You really need attitude change!

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