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Subject: Renegade Alert: Source general design  
Posted by [Aircraftkiller](#) on Tue, 07 Dec 2004 11:27:12 GMT  
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Just because it's an RTS doesn't mean it can't be transferred to a FPS. Savage works fine like that, so does Natural Selection and quite a few other RTS\FPS hybrids. That excuse is used by Reborn to try and make up things since they don't want to do the work involved to actually make it feel like Tiberian Sun.

And we never promised anything. Stop putting words in our mouths... Every statement I made is backed by "may" or "possibly" or something that isn't equivilant to promising something. Even then you should have some faith in us, we did release over 20 patches for Renegade Alert in the two and a half years we worked on it for the W3D version. That's about 16 more than Reborn put out.

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