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Subject: Breaking News Regarding RenAlert!

Posted by [Blazea58](#) on Mon, 07 Mar 2005 07:30:58 GMT

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That doesn't make sense at all. So they moved to HL2, and that still isn't a good enough engine? Far as im concerned it was the best using w3d, and i could care less what you think, because the major thing is that there was a solid release and just got canceled to move to the new source.

Aircraftkiller is a hypocrite, he talks so much trash. When it was on the W3d engine, he promised atleast 50 maps and a crapload of single player missions. Did we see any single player ones before he ended up quitting, nope he simply left because renegade is dead or to many cheats blah blah.

Funny thing is that HL2 is full of cheaters, and its only like 4 months old. The only thing good about the game is the graphics, physics. Gameplay looks to much like COD now, and i personally dont know why anyone would move to that engine.

So now instead their plan is to switch again? meaning that they will have to start all over again? Hell why don't you worry about getting a solid release rather then what engine to put it on lol, you will never finish that project and probably give up as you continue debating another switch soon as another new game comes out lmao.

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