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Subject: Breaking News Regarding RenAlert!  
Posted by [Aircraftkiller](#) on Mon, 07 Mar 2005 21:22:11 GMT  
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EXdeath7AircraftkillerAn act or instance of such falseness.

The act or instance would be the promise or statement , The Falseness would be you not completing the promise or statement.

Once again you totally misunderstand the meaning of the word. I never promised anything, nor did our team.

Quote:Aircraftkiller has no idea how the Source engine works, therefore he's moving to a less complicated engine. Simple as that.

I take it you're that same idiot who posted the same drivel on the renevo forum. BF2 is still as complicated. I just prefer working in heightfield instead of BSP engines. I did that enough with FS95 and its Scenery Designer. BSP engines are not something I enjoy working with as much as something based on heightfield or arbitrary mesh engines like Renegade, however much the game sucks.

Even if I didn't understand how to design game levels for it, which was pretty much my only job for Source besides unit textures, the only people that need to understand how the engine works are hired programmers. Since I'm not a programmer, why the fuck do you think I would want to understand how the engine works? I have better things to do with my time.

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