
Subject: Breaking News Regarding RenAlert!
Posted by [flyingfox](#) on Wed, 09 Mar 2005 02:26:04 GMT
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all I can say for this topic (and call me what-have-you) is that renalert is a free mod and none of the team have asked for any money or support on it. renalert is still playable on renegade, is it not? so why aren't people playing it? they've made several releases and i'd say their last was (with the exception of a few bugs) all but playable. I found it a lot of fun.

I think jefflee mentioned that employees must stick with something that was top notch at the time of starting, even when something better comes out. well the difference between that and a free fan-based mod is that those employees are being paid by an organisation to make the game. They are also under a time schedule and would not have time to start work on a new project. If anybody was actually paying jonathan, or one of his team members objects to his change, then yeah he's fucked for stopping work. but if he's selfish for switching game engine then his fans are equally selfish for expecting something of him when he doesn't expect anything back. I don't think he even started work on renalert for the source engine so it isn't as big a deal as it would be if the second project (source) was in mid-completion.

I would also like to say it's laughable that this topic was started, because the creator doesn't like renalert at all and it was his intent to start this multi-way argument for his own enjoyment - notice he hasn't made a single post in it? it's not about passion for the renalert game, it's about not liking aircraftkiller and getting one over him in any way possible.
