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Subject: Re: Renegade Alert Source Releases

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2005 04:43:12 GMT

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You truly are an idiot, bull. Your title suits your mentality well, you rush into things and refuse to think ahead even slightly... So once again I'll explain why you're wrong and hope your feeble little intellect can grasp what I'm telling you.

To begin with, "RENEGADE ALERT SOURCE RELEASED" generally means "The source of Renegade Alert was released." It doesn't mean we released something for the Source engine. Why? Because in order for that to register in your brain, you ought to be looking at what's right after "RENEGADE ALERT" in that title. There's nothing but a space until the word source appears. Since there's no colon, it's not describing anything that would be contiguous with the projects made for Source.

Half Life: Source

Day of Defeat: Source

Et cetera...

Since we've been working on the Battlefield 2 project for at least three to four months now, if not longer, the Renegade Alert: Source name was dropped. In fact, it was dropped about a month after the switch from Renegade simply because the title didn't fit what we were wanting to accomplish. Since this happened quite a long time ago, it leads me to wonder what you know, if anything, about Red Alert: A Path Beyond and Renegade Alert as a whole.

Since you thought Renegade Alert: Source was the actual title of our project right now, and are horribly misinformed; it shows how little you cared about what we were making to begin with. Also, if I do recall, you've said many times before that you think any "mod" for Renegade sucks, and that you want nothing to do with them. That being the case, that leaves me wondering what the fuck made you become concerned with this thread besides your blind hatred for me when you'll never, not once in your life, meet me or speak to me in person.

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