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Subject: Re: CnC Reborn @ PlanetCnC

Posted by [Aircraftkiller](#) on Sun, 28 Aug 2005 00:13:29 GMT

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You worded your question in a way that implies that RA:APB has taken too long to produce (Which is nonsensical considering BF2's tools just recently came out), even though we've never set a release date and have only started working with the engine. This is completely unlike Reborn which has had three years to get a playable beta test out which isn't riddled with enormous amounts of bugs and sloppy workmanship, whereas Renegade Alert (For the misinformed, the old project that was abandoned in favor of working with a good engine from today, not from 1998) has had several beta versions out with plenty of patches and support until the termination of the project.

So please; if you must continue making idiotic comparisons that depend on the inherent ignorance of people much like yourself, who have the memory of a clam and the ability to think like a chimp - try and make it a little more entertaining.

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