
Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Sun, 28 Aug 2005 01:29:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Sat, 27 August 2005 17:13 Joseph Collins wrote on Sat, 27 August 2005 19:12 Yes. . . When is Red Alert: A Path Beyond going to be released to the public? Hm? :3 We'll need a couple months after the release of BF2's tools. Some of the team have already been playing around with them of course, and the team already has a couple pages of documentation we've generated as we've learned tricks and tips regarding the editor, and notes of any bugs to watch out for that can cause trouble when trying to mod.

Renegade Alert was released and patched and played far sooner, more, and better than Reborn was, and technically it still is. I remember when Renardin swore to me that April would be the release date, and then August... With all this time you'd think they could have fixed some of the glaring "Wtf" problems, and I'll give them some credit in that department.

Sidenote: Rumor has it that I am trying to brainwash their team and it's my fault it's taking them so long to release.

Aircraftkiller, look up at what I quoted. See that? Its reply to my question! Hooray for Chronojam, acknowledger of questions! Its a good thing you got people like him around, otherwise when people ask simple questions you might get confused again and go off on a tangent about how I'm always "out to get you". Aircraftkiller, why not simply ignore me if you feel I don't entertain you. Seriously, I wouldn't care at all, go ahead. Heres the link and everything: ACK IGNORE ME!!!. Just type gbull, click add and hey, your not annoying my ass anymore. Everyone wins! I'll just ask Chronojam any questions I may have.
