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Subject: Re: Renegade Alert revived.

Posted by [Chronojam](#) on Fri, 02 Sep 2005 10:31:02 GMT

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Renardin6 wrote on Fri, 02 September 2005 04:25: It's a nice update. So you got new urls?

- so can we wait custom reload animation?
- better gameplay?
- Jesus removed...
- No concrete under fucking tent.
- No bricks on top of buildings...
- Naval system without bugs?
- and many more...

Reloads: Sure

Better Gameplay: Impossible, biatch. But we'll tweak whatever is needed to make it a new "best possible" based on any stats that change or situations that arise.

Jesus: I love Jesus.

Concrete: Kekeke, just like some of your textures =O

Bricks: I have photographs of old buildings from where I live that have awesome brick construction, including the advanced techniques of "on the ground" and "on the roof" and "curved bricks" as well as "glass bricks" ... they're lying around somewhere. Anyway, things will be done as appropriate.

Navies: Submit a detailed bug report. I promise not to delete it and claim you liked the mod last year as evidence that no changes need to be made.

More: Um. Yeah. More. And new. That's what it's all about. More stuff and new stuff. More details, more maps, more units perhaps, more custom features you'll never find in any other mod even though they'd fit in. Maybe even some old stuff retuned.

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