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Subject: Re: SWMOD Updates

Posted by [Aircraftkiller](#) on Tue, 14 Mar 2006 23:50:10 GMT

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I see HTMLGOD has reduced his arguments to "I know what you are, but what am I?" now... That didn't take long.

I suppose if you believe that what I've listed as being wrong (stretched textures, overusage of Renegade assets, inability to make proper 2006 era geometry and what apparently looks like very basic building interiors with little texture work, very basic geometry, and lack of overall detail or points of interest) is somehow correct, then you've still got an absurd view of quality. Remember how you picked apart our Forklift and found everything possible to be wrong with it, down to tire size and markings? I believe you ought to apply your own standard to yourself here and take heed for once.

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