
Subject: Re: RTS Armageddon

Posted by [Altzan](#) on Tue, 16 Dec 2008 21:29:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

whtdrgnpl wrote on Tue, 16 December 2008 14:41it's not dead I had some problems with my visual C++ not working but i got that fixed like a month ago but I didn't continue cause I REALLY needed a brake from modding x-x I'll start working on it in a bit though

I really like the idea of RTS in Renegade, so this project sounds awesome to me.
I understand the whole "I need a break" thing, this happens to me all the time in real life stuff
Hope that the project doesn't become too much trouble for you.
