
Subject: Re: Tiberian Dawn: The First Strike
Posted by [reckneya](#) on Fri, 06 Apr 2012 21:10:00 GMT
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Bfranx wrote on Fri, 06 April 2012 11:50
reckneya wrote on Fri, 06 April 2012 11:35
Let me predict his reply:

He already knows this. He's working on this. And you are not helping.

Please don't try to insinuate that you know someone unless you really do. This thread is for criticism, questions, and recruitment. Since your post is not in any of these categories, its off topic and does not belong here.

But if you have anything constructive to say, please do.

Polite as always,
~Bfranx

My post is exactly that, only you seem to be unable to understand the subtle message. Allow me to be blunt: You made a very poor choice to choose Renegade as the engine for this mod. This was said to you very early on, and all you have done is counter the commenters that addressed this to you with comments in the likes of "I already know that" - "I am already working on that" and such. Your mod will have no player base once it is finished, taking into mind the chances that it will be finished are slim to say the least. The proof of how dead your mod actually is, is right there: the moddb gets absolutely no attention, your forum is as good as dead, and what little posts are there are almost all made by you. Your PR managing is completely missing, considering you're posting on a forum that pretty much rejected your mod concept (or better said; the lack of a concept - you have not provided anything substantial when it comes to the concept, only vague one liners) and still you persist in updating us. And when you update us, it's complete bullshit. Just look at your last update, this guard tower. As Aircraftkiller told you; that is not how a guard tower in C&C95 looks. You then comment back on him you know this, and are working on it, the guy who made it just came with this out of the blue. COME AGAIN?? Let me get this clear: Your aim is to make C&C TD mod for renegade to make it resemble it EXACTLY how it is, and when someone makes something, which is not that, you decide to post it as an update on your mod? What is the logic behind this!? The only thing this shows is your desperation to prove to a community that has already deemed your mod "dead" that it's not. By posting "updates" of stuff you aren't even going to use because it doesn't fit the mod, you only prove to us that your mod is in fact dead.

That's the criticism. Now let me give you some advice. It's been said many times before, but who knows, maybe you'll learn to understand what it means this time: Stop wasting your time. Your mod is a failure in the making. Make a PKG mod or something, it will be easier to do and quicker finished, and God knows it might get a player on a random Sunday evening. What you are doing now, is completely pointless.
