
Subject: Re: Apocalypse Rising released?
Posted by [OWA](#) on Wed, 04 Jul 2012 13:36:08 GMT
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Generalcamo wrote on Wed, 04 July 2012 02:59 We are trying to make a stable release of ECW. We are working hard on that part. Hopefully it will be worth it, we already smashed a lot of the bugs, a lot of the ones in the current alpha are actually fixed server-side.

Amazing the efforts that two to four people outperform a few mods, with entire teams, that have been working since 2002...

That's interesting to hear. It took me a couple of searches on google to find the project (since clicking Jerad's sig would be way too easy), but it's looking pretty good.

A word of advice before I dissect your comment by the way. Being all "hurr durr my team is more productive than SOME teams around here ", makes you sound pretty arrogant and does nothing to make me want to go "yeah, that GeneralCamo guy is alright". Plus it reflects badly on the project you support if you are pictured in a negative way.

I guess what I'm saying is that you could have written what you wanted to say without sounding like an arrogant douche.

I doubt you guys are outperforming APB at this stage, seeing as their project is released and is usually being played. Updates are regular too.

Reborn is practically done apart from a couple of models and a lot of Level Edit work so I doubt they're being outperformed either. A lot of good quality custom models are in that game, as well as the walkers and deployables that make it awesome.

ECW could be outperforming us over at AR, mainly because we haven't really updated much lately, we haven't been working on our project for as long as APB or Reborn and we've only got 4-5 busy people actively working. I used to have loads of spare time for AR, but as soon as I got to university I was swamped with work, so no productivity there (well apart from stuff like this). Saying that; our game is barely Renegade any more. We are still using some renegade models for place-holders but the game plays a lot differently due to several unique mechanics we've engineered.

ECW is definitely outperforming Battle For Dune and Scud Storm, since I haven't heard anything from those guys for ages.

So I guess your comment was aimed at the games that I just mentioned?

By the way, I don't see you on their staff page at all. Are you actually on their team or what?
