
Subject: Re: Tiberian Dawn: The First Strike
Posted by [OuTSMoKE](#) on Fri, 18 Apr 2014 09:59:24 GMT
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This thread is entertaining as fuck.

First off, I would like to point out to you... there is an Edit button on your posts, might wanna try using it instead of multi posting.

Second, and listen to this and let this sink in...

Since you've started boasted about this, YEARS ago, Renegade X has been conceived, coded, modeled, textured, polished, and released publicly. With all it's fanfare and hype, even it struggles right now with the limited Renegade audience. You think a game absolutely no one in the Regenade community gives a shit about is going to go anywhere?

Relying on others to do your work for you is not the way to go. I took over a renegade server recently, and within a month had learned basic C++ stuff for coding the game source, AND some basic Pearl coding to edit Brenbot to my liking, just so i could maintain the server throughout future game engine updates. The fact that over the many years you've been "working" on this you haven't learned anything and still rely on others to do it is bullshit, and shows you're just lazy.

Take my advice, and the advice of oh I don't know... everyone in this thread but Zunnie. Let it die.
