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Subject: Re: Renegade Mod

Posted by [OuTSMoKE](#) on Tue, 10 Jun 2014 11:30:48 GMT

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Bfranx wrote on Sun, 08 June 2014 21:01

Congratulations on demonstrating your ability to read. However, reading the thread and making completely pointless replies to it are very different things.

Making pointless replies? How about a pointless fucking thread for a piece of shit standalone game made by some dumbfuck that doesn't do fuck all for the "project"?

You wanna come here boasting about your game you're having others make for you? It's time you face reality kid. In one month this thread will be FOUR YEARS old, and you haven't accomplished jack shit except to post a couple un-textured shitty generic-looking renegade models.

Speaking of this "team" you have, where the hell are they? I could pick up some migrant workers, teach them english, THEN teach them to code, and they'd still make a game faster than your boys.

You have no comitment. I've been in the renegade community since day 1 and have seen plenty like you. I come home off a 14 hour shift and STILL usually put in at least a couple hours working on code, or adding models, or editing in LE, or editing brenbot strings, all to better a server that's already up and running, and haven't made a single thread here to this date blowing my own horn about how good my server is. THAT is how someone committed to a project acts. They don't come on an online forum talking a ton of shit they can't back up.

This project will go one of two ways. It'll either die off, or finally be completed one day in the very distant future by your great-great grandchildren after you're long dead, provided even THEY care about this bullshit project. I just hope your offsrping have their own friends to do all the work for them and live up to the family name.

Let this project die, or at the very least shut the fuck up about it.

Was that less "pointless" for you?

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