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Subject: I regret to inform you...

Posted by [Aircraftkiller](#) on Wed, 22 Oct 2003 07:38:00 GMT

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<http://www.renevo.com/renalert/forum/showthread.php?s=&threadid=938>

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Subject: I regret to inform you...

Posted by [exnyte](#) on Wed, 22 Oct 2003 08:30:52 GMT

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Is a sad thing to hear indeed... None-the-less any and all work that both you and everyone on the RenAlert team has done for us is greatly appreciated... at least by me, and I'm sure many, many others! As you said, "All great things must come to an end.", and who knows? Maybe something might just spark the project up again. Only time will tell, but I'm sure people will still keep playing what we have of RenAlert.

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Subject: I regret to inform you...

Posted by [Walrus](#) on Wed, 22 Oct 2003 10:01:57 GMT

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At least you were honest. Thank you. I'm not sure what to think now. Or what to do. After all the hope renalert starts up again. I would hate to think that this community (at times it can't even be

Oh well. Shit happens. -->0-o<--

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Subject: I regret to inform you...

Posted by [Cypher \[PCNC\]](#) on Wed, 22 Oct 2003 10:18:33 GMT

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Ah yeah, the Bane of the Renegade community... "regrets" to inform.

That's nice. Really nice.

Oh well, better mods and projects are coming. Though RenAlert would have been a great mod. Too bad some lacked the will to finish what they started.

Hmmm.... ACK, don't bother with responding here. I won't post in this thread, or read it for that matter, again.

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Subject: I regret to inform you...

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Posted by [Slicer\\_238](#) on Wed, 22 Oct 2003 12:07:02 GMT

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Well, that just ruined my Wednesday. Damn man, me and Tedbundy were going to play that today too. Now it won't be finished. This sucks.

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Subject: I regret to inform you...

Posted by [Sir Phoenixx](#) on Wed, 22 Oct 2003 13:37:25 GMT

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Damn, this sucks...

Well...

I have a dozen models for sale...

Including a newly finished ak47, grenade (detailed and less-detailed versions), flamethrower, shock rifle, m82a1, badger bomber, etc.

Now I'm only on one mod now...

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Subject: I regret to inform you...

Posted by [bigjoe14](#) on Wed, 22 Oct 2003 14:20:35 GMT

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Damn...

Well it's been a good, fun, run for all of us. I appreciate all that you and your team has done Aircraftkiller. I hope you do change your mind.

---

Subject: I regret to inform you...

Posted by [Majiin Vegeta](#) on Wed, 22 Oct 2003 14:57:06 GMT

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its a shame it stoped.. would of been nice to see the final product.. wasnt impressed with the betas

such huge bases and slow walking i got bored real fast

oh well.. more time playing i guess

---

Subject: I regret to inform you...

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Posted by [U927](#) on Wed, 22 Oct 2003 16:42:25 GMT

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This really is a sad day. I really was hoping RenAlert would turn into something big, with new weapon models, maps, and characters.

But alas, it isn't to be. I truly hope it does get reinitiated, and that better ideas can be produced from this mod.

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Subject: I regret to inform you...

Posted by [KIRBY098](#) on Wed, 22 Oct 2003 17:01:29 GMT

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Life sucks, kids.

Move on.

---

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Subject: I regret to inform you...

Posted by [Crimson](#) on Wed, 22 Oct 2003 17:11:18 GMT

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The part that sucks is that a solid weekend of work would have finished it. I'm disappointed in the team, but oh well.

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Subject: I regret to inform you...

Posted by [DaveGMM](#) on Wed, 22 Oct 2003 17:18:20 GMT

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I would just like to chip in here.

This will quite possibly be aken as an insult to some members of the mod, but anyway...

\*Some\* of you are now guilty of what you criticize about Reborn.

At least they are likely to publish their mod as a v1.0 release someday, and perhaps, make it into the true mod we all know it CAN be.

Now that I have your attention, why don't you at least make it a v1.0?

Come on, if, as Crimmy says, 1 weekend would finish it, do!

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Subject: I regret to inform you...

Posted by [KIRBY098](#) on Wed, 22 Oct 2003 17:32:44 GMT

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DaveGMM\*Some\* of you are now guilty of what you criticize about Reborn.

At least they are likely to publish their mod as a v1.0 release someday, and perhaps, make it into the true mod we all know it CAN be.

Agreed. I am tired of unfulfilled promises. I no longer put any stock in anything anyone says in this community, other than crimson and blazer, and that's getting iffy with Rengaurd still unreleased.

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Subject: I regret to inform you...

Posted by [Ferhago](#) on Wed, 22 Oct 2003 17:52:54 GMT

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Well. I don't know about you but I'm going to head to Reborn.

They are showing much more promise now that RenAlert is gone.

Yay Reborn!

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Subject: I regret to inform you...

Posted by [Aircraftkiller](#) on Wed, 22 Oct 2003 18:13:00 GMT

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What promise are they showing? They don't promise anything... They just lock your threads on their forums and make sure that no one but the German community can test what they make.

Kirby, I expected a bit more out of you than that. I'd like to see you end up with two people left working on something this large. Two people who don't have the experience or knowledge required to do the jobs of six other people, all in their `_SPARE TIME_` for this game.

As for Cypher: I would love to see those "great mods" get finished without the support of the C&C community at large. It won't happen. They hate Renegade. Might as well accept it because, according to Bruce Hornsby, that's just "The Way It Is."

There is a possibility that we will continue working. It isn't a big one, but it's there.

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Subject: I regret to inform you...

Posted by [Ferhago](#) on Wed, 22 Oct 2003 18:16:56 GMT

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Yes but I will keep up my faith that the reborn team being the callous unsharing people they are will release a fucking beta.

Or someone will leak another one

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Subject: I regret to inform you...

Posted by [KIRBY098](#) on Wed, 22 Oct 2003 18:25:39 GMT

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AircraftkillerKirby, I expected a bit more out of you than that. I'd like to see you end up with two people left working on something this large. Two people who don't have the experience or knowledge required to do the jobs of six other people, all in their `_SPARE TIME_` for this game.

For all the "put your money where your mouth is" that you've been spewing, I expected a little more than this out of you.

You wrote this. Not I: " Our staff members stopped working. For various reasons, they all stopped working. Even me. I'm sick of it, I gave up on RenAlert long ago. All the stuff I made for it was in vain. I'd love to convert it to Renegade, but that'd just be an academic point. I don't have the will to do it now. "

It sounds like they aren't the only ones to blame, and you haven't exactly been diligently working on this project, either.

You, for all your high talk, are exactly like the other n00bs, that you harangued for years on this very forum, who have claimed amazing mods and not delivered.

And saying " Maybee we'll get to it later if we feel like it" is really rather weak, and translates to hypocrisy on the part of everyone on this team who claimed REBORN's team was a group of losers because they didn't release anything.

" That's just the way it is. "

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Subject: I regret to inform you...

Posted by [Aircraftkiller](#) on Wed, 22 Oct 2003 18:34:14 GMT

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Excuse me, I've delivered on many things. Over thirty levels for this game, including one in two official patches. Has anyone else done that? Or dedicated over a year to creating game levels for this game?

No, they aren't the only ones to blame... You know why? We're a team. We lose as a team, win as a team, work as a team, except lately. Everyone had their part in building this and everyone had their part in making it fall down.

At least it went public, which is more than what anyone else can say. At least you were able to play it through four versions with four different levels. Which, once again, is more than what anyone else can say.

And yes, Reborn's team is a bunch of losers, but not solely for that reason. Did you overlook the fact that we made four public releases? Didn't know we put them out?

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Subject: I regret to inform you...  
Posted by [KIRBY098](#) on Wed, 22 Oct 2003 18:41:38 GMT  
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Whatever. I am not going to argue semantics, and clarifications.

You win as a team, you lose as a team.

You said that yourself.

What I could have respected is a simple statement of failure, and acceptance of responsibility. That's what leaders do, popular or not. Sometimes shit happens, and I know that. But past successes cannot over up current failures, or deflect blame onto others.

You are, after all, human.

---

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Subject: I regret to inform you...  
Posted by [Aircraftkiller](#) on Wed, 22 Oct 2003 18:49:41 GMT  
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You'll understand why I made that post, soon enough.

---

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Subject: I regret to inform you...  
Posted by [KIRBY098](#) on Wed, 22 Oct 2003 19:13:21 GMT  
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AircraftkillerYou'll understand why I made that post, soon enough.

It hardly matters anymore. This place, and this community are like a cancer patient.

Waiting to die, just not knowing when, and clinging to that last shred of life as long as possible. Gone are the days of fun from this game, and the banter that used to be on this forum.

Adieu, Renegade, old friend.

---

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Subject: I regret to inform you...

Posted by [Walrus](#) on Wed, 22 Oct 2003 19:19:26 GMT

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There was a wise man who sat on a mountain and gained true enlightenment, and this is what he said.

on to some one else. Its about time this Mod was finished!

After that he blessed a yak and trudged back up on to his mountain. No one knew what the fuck he had been smoking, but they were sure that some were in his wise words were the true meaning, and the right path to follow.

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Subject: Re: I regret to inform you...

Posted by [Scrumfy](#) on Wed, 22 Oct 2003 19:43:55 GMT

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Aircraftkiller<http://www.renevo.com/realert/forum/showthread.php?s=&threadid=938>

Again? :rolleyes:

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Subject: I regret to inform you...

Posted by [Scythar](#) on Wed, 22 Oct 2003 19:51:59 GMT

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KIRBY098AircraftkillerYou'll understand why I made that post, soon enough.

It hardly matters anymore. This place, and this community are like a cancer patient.

Waiting to die, just not knowing when, and clinging to that last shred of life as long as possible. Gone are the days of fun from this game, and the banter that used to be on this forum.

Adieu, Renegade, old friend.

Just like anything else in this planet. Nothing lasts forever, you know.

But with the kind of community we have here, I can pretty confidently say that this place is going

to last longer than most of the other communities out there.

---

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Subject: I regret to inform you...

Posted by [Ferhago](#) on Wed, 22 Oct 2003 19:52:26 GMT

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Why can't the renalert team member that are willing to stay and finish the mod do so?

---

---

Subject: I regret to inform you...

Posted by [Crimson](#) on Wed, 22 Oct 2003 19:59:18 GMT

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Well, I'll be the one turning off the lights when the last person leaves. I don't go back on my commitments, and I am committed to hosting these forums for as long as we want them.

---

---

Subject: I regret to inform you...

Posted by [gumgum904](#) on Wed, 22 Oct 2003 20:00:41 GMT

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well i dont under stand while everone would give up? i was waitng for renalert but since aircrafts gone its over hopefully it'll spark back up..... someday. oh well it was a great run Aircraft.

---

---

Subject: I regret to inform you...

Posted by [boma57](#) on Wed, 22 Oct 2003 20:02:28 GMT

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When you halt something before it succeeds, you're just going to get something that "suc"s.

---

---

Subject: I regret to inform you...

Posted by [Demolition man](#) on Wed, 22 Oct 2003 21:11:24 GMT

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Quote:Eventually, it hits you:

No one cares.

Your team doesn't care.

Westwood, my former associates, can't care, because they're dead.

---



EA doesn't care.

GameSpy doesn't care.

Our community doesn't care.

...And neither do I.

This took you a long time to figure out lol

---

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Subject: I regret to inform you...

Posted by [LTKirovy](#) on Wed, 22 Oct 2003 21:32:16 GMT

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I can't say I wasn't expecting this.

"The C&C community, as a whole, wouldn't use Renegade to wipe their ass with. They're "too good to play that, that... FPS game."

...and what the hell is that supposed to mean?

---

---

Subject: I regret to inform you...

Posted by [Aircraftkiller](#) on Wed, 22 Oct 2003 22:25:31 GMT

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It obviously refers to them hating FPS games, even if they're in the C&C storyline.

---

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Subject: I regret to inform you...

Posted by [smwScott](#) on Wed, 22 Oct 2003 22:30:08 GMT

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Oh well, this stinks. I had a lot of fun with .990. The new patch kinda screwed everything up and lost a lot of players because of that stupid startup bug. It would really only take one small patch to fix the error and maybe a few bugs, then it would be more playable.

Anyway, your decision.

---

---

Subject: I regret to inform you...

Posted by [m1a1\\_abrams](#) on Wed, 22 Oct 2003 22:45:48 GMT

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The C&C community doesn't hate Renegade. The servers are still full of players, and the people

---

who use this forum can't hate Renegade... or why would we be here?

Anyway, it's a real shame that you're stopping work on Renegade Alert. The interior shots of the new Refinery, Soviet Barracks and Con Yard looked amazing. I think that a new release with the new building models would have wiped away any disappointment people had with the initial release. The mod was starting to look a lot better than what Westwood originally produced for god's sake!

Also, from reading your thread at RenEvo... half the team don't even want to stop working on the mod! Gernader, Darkblade, Sir Pheonixx and NeoSaber all seem pretty disappointed with yours and Dante's decision, although I'm sure that they understand the reasons why.

---

Subject: I regret to inform you...

Posted by [IceSword7](#) on Wed, 22 Oct 2003 23:08:19 GMT

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Told j00 so.

---

Subject: I regret to inform you...

Posted by [Wild1](#) on Wed, 22 Oct 2003 23:10:05 GMT

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CrimsonWell, I'll be the one turning off the lights when the last person leaves. I don't go back on my commitments, and I am committed to hosting these forums for as long as we want them.

Thanks Crimson. We all owe you one.

---

Subject: thanks!

Posted by [gumgum904](#) on Wed, 22 Oct 2003 23:50:27 GMT

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yea i crimson at least ur tryin

---

Subject: I regret to inform you...

Posted by [OrcaPilot26](#) on Thu, 23 Oct 2003 00:39:57 GMT

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---

I think it just might be possible to revive RenAlert, it is 99.2% done.

---

Subject: I regret to inform you...

Posted by [Vitaminous](#) on Thu, 23 Oct 2003 00:54:24 GMT

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---

You've did your best.

I understand and respect your decision.

Sincerly.

---

---

Subject: I regret to inform you...

Posted by [Slicer\\_238](#) on Thu, 23 Oct 2003 01:04:02 GMT

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CrimsonWell, I'll be the one turning off the lights when the last person leaves. I don't go back on my commitments, and I am committed to hosting these forums for as long as we want them.

I'll be the one vacuuming and putting the chairs up.

---

---

Subject: I regret to inform you...

Posted by [Vitaminous](#) on Thu, 23 Oct 2003 01:12:41 GMT

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Slicer\_238CrimsonWell, I'll be the one turning off the lights when the last person leaves. I don't go back on my commitments, and I am committed to hosting these forums for as long as we want them.

I'll be the one vacuuming and putting the chairs up.

I'll be at the washrooms...Pucking on the toilet seats... :oops:

---

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Subject: I regret to inform you...

Posted by [Slicer\\_238](#) on Thu, 23 Oct 2003 01:18:46 GMT

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---

That sucks.

---

---

Subject: I regret to inform you...

Posted by [Imdgr8one](#) on Thu, 23 Oct 2003 01:19:24 GMT

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---

I knew it.

---

Even though I hate to say it, I knew this is how it'd end up.

---

---

Subject: I regret to inform you...

Posted by [Slicer\\_238](#) on Thu, 23 Oct 2003 01:26:57 GMT

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Nah, if the forums go the forums go. If we can get Renguard then Renegade will live on for awhile.

---

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Subject: I regret to inform you...

Posted by [Majiin Vegeta](#) on Thu, 23 Oct 2003 03:19:25 GMT

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stick everything youve got in an self installer and release as it is.. not complete.. but its something

---

---

Subject: I regret to inform you...

Posted by [Ferhago](#) on Thu, 23 Oct 2003 04:00:15 GMT

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Ill be locked in a closet because I made someone angry and waiting for the people cleaning up to let me out

---