Subject: Re: Fix outside PTs? Posted by sadukar09 on Thu, 11 Sep 2008 19:16:05 GMT View Forum Message <> Reply to Message

XCorupt69 wrote on Thu, 11 September 2008 18:19Goztow wrote on Thu, 11 September 2008 03:00XCorupt69 wrote on Thu, 11 September 2008 02:51So im guessing it will be disabled by default then? (since no won).

If we leave it open for a bit longer, yes will maybe win... It's quite clear that the difference between the "yes" and "no" is really minimal.

So because you believe it should be fixed, and since your a mod, you can just leave it open untill the side you favor wins? Wow, biased much? thats pure bullshit.

The "No" side haven't provided any decent argument, so "Yes" wins by default.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums