a000clown wrote on Sat, 31 July 2010 17:43You can get all grammatical on wording and what's considered an alpha/beta/whatever, I don't think anyone honestly cares what they called it.
Fact remains, we can clearly see functional vehicles in videos dating back years before the release of the infantry beta.
You think that someone just designs a vehicle then it automatically works?

They have to texture it, rig it, apply weapons to it, create animations for it, balance the speed and the weapon damage with other vehicles... You saw videos of vehicles in action, but they were out of context.

They wouldn't remove perfectly working content from the mod just to piss you off. The reason there were no vehicles was because they were not ready to be played with. That's all there is to it.