

---

Subject: "Why does Renegade suck?"

Posted by [flyingfox](#) on Sat, 18 Dec 2004 06:18:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

knight1blts not ment to be a fps clone of C&C its ment to be its own game. Yes its old yes by todays standardes it sucks effects wise and there are some balance problems. But we still want to play it and to be honest thats not your problem.

I guess my question to that would be "why play a broken, scratched record when you can play a good, crisp record at no extra cost"..

nobody is trying to remove your fun, or remove the things you like about the game, else they'd be editing the existing maps and making everybody use them. it's like modding: some people don't like mods, so they don't join a server running a mod. so if a server ran something like "c&c walls flying bhs" and you don't like the changes, you don't join..simple. i think there is a misconception here that changing things means change for all. i don't think you can even change things like damage values against armour/skin types with server side file modifications- those have to be done when making a new map or mod.

---