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Subject: Renegade Alert wins second place on moddb.com for...

Posted by [Renx](#) on Wed, 19 Jan 2005 02:30:11 GMT

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WOL/Renegade never had the proper setup for mods to gain any real player base in the first place. The majority of people either didn't want to go out of their way to download it, or didn't know about it in the first place and were only interested in the actually game itself.

I'm pretty sure the way it works with Source is, you'll be able to browse and download mods through steam(how they'd be approved/uploaded I'm not quite sure). Then browse through server for that mod in the Steam server browser, just as you would with CS:S or HL2DM. I could be wrong, but that's how it appeared to me when I looked into a while ago. You can see much easier it would be for just the average gamer, without strong connections to the communities.

If anyone knows more about it please explain..

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