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Subject: Breaking News Regarding RenAlert!

Posted by [IRON FART](#) on Mon, 07 Mar 2005 19:24:29 GMT

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gbullHow about we make renegade better and keep upgrading it rather than making a whole new mod no one plays for more than a week. How about we do code to lower the firepower of the MRL but make it home in on targets, or implement a sniper reticle all can use with no green crap but the scope shadow still in place so noone bitches about clearscope anymore. Or make new ubergood maps in a core patch that take a good amount of thought into them and need strategy to beat like the original WW maps? No offense AK, but I think WW left those maps out for a reason, and I know your map making skills could be put to good use making new maps and putting them into a CP.

There's an extend to how much the community can change the game. HL2 is 1000x more flexible. Its physics are incredibly realistic and the best out there. The engine is also open source, so people will want to use a more future-proof engine than stick with Renegade.

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