Quite a few interesting posts actually came out of this thread.

Quote:I think that is why I like Renegade so much, it's not about the engine, or the graphics, or the sound, or even the effects, it's all about the gameplay.

Quote:As for RenAlert, I played it several times and I personally didn't enjoy it. It seemed to me that the game concentrated too much on realism that it lost the fun factor for me. Maybe I just expected it to be like Renegade but with Red Alert units

It seemed to me that if this would have been the case it would of been alot more fun to play aswell....I didn't enjoy the way RA played aswell.

Quote:How 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

I was visiting the Fist of Fate mod's website and seen a new's post about donation's to aquire code for Renegade, to make the game more moddable....I'm not sure what Genocide was getting at, but it seemed he was trying to purchase the source code for renegade??

He talked about fixes to the Netcode, MP game function's, and and a few other things.....I would really llike to see this done and help further Renegade's legacy.

I would Also like to see ACK create a few new MP levels for Renegade.

Quote:There's limits to what they can improve on in Renegade. Most drastic changes would require that not only the server have the updates, but the clients as well. That would devide the community in two, therefore it can't be done.

That's why we have BHS and Rengaurd...both server's and clients are able to update their game

with any new changes....now this is awfully hard to make everyone happy (some changes people just don't want)...but with reasonable changes made to gameplay they can accomplish this.

and Perm, I noticed the Irony of ACK's post aswell