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Subject: Re: armor.ini in the always2.dat  
Posted by [trunkskgb](#) on Sat, 09 Jul 2005 03:53:49 GMT  
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mac wrote on Tue, 05 July 2005 02:20 We are not going to create a version that is incompatible with the standard 1.037 version.

Then what good can BHS do?

You're basically saying, we won't fix Renegade, but we can make it look nice.

This is like sweeping shit under the rug instead of doing it the right way.

I like Rene and what BHS has done so far. When I heard of when they 1st came out and what they planned to do, I had faith that Renegade could actually be patched into a smooth game. Not too much motivation now that I see where things are heading.

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