
Subject: Re: Renegade, taken to a new level
Posted by [PiMuRho](#) on Wed, 13 Dec 2006 07:09:07 GMT
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Nope, I just flew by the seat of my pants. I used it for literally 24 hours just to see what I could do in that time, and most of that was getting used to the map editor. I've asked someone I know at Epic about opening up the UE3 developer network a bit - when that occurs, there'll be a lot more documentation.
