
Subject: Re: Renegade Resurrection goes beta!
Posted by [Spoony](#) on Sat, 09 Jun 2007 14:24:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice job, this is very intriguing.

I have a question though: can you elaborate on what's meant by this:
"Base defenses will no longer shoot at enemy soldiers, as seen on Mesa."
Does this mean the Mesa AGT won't shooting Nod infantry in the cave? If so, what about tanks?
Or am I misunderstanding it?

If that guess is correct, is it possible to disable that change?
