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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [trooprm02](#) on Thu, 20 Dec 2007 20:40:05 GMT

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Well, some points would be neat, but 0 started credits is not default, and ofcourse I think, 100 is a good default WW intended. If I remember correctly, WW's official beta servers were 100+ starting credits.

I would just update the graphics, using the same engine, considering they doubled, DOUBLED the polygon count in the renegade2 promo thing, using the same ren1 engine, and add more extras. Oh and also, fix bad spawn glitches, anywhere you get stuck, pure glitches like that, and no "bl0ck 0BB w4king", kind of bs update.

No gameplay changes either.

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