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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 Feb 2008 19:45:34 GMT

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Thank you all for such great comments.

About Westwood working on its anti-cheat system, I'm referring to the rise in cheats in Renegade (mid 2004) and how it was BHS to the rescue, not EA.

Quote:I have to say that the green lighting in the tunnels is terrible, and that in general the whole thing looks too dark.

Love the tiberium though.

About the darkness, Field is a night time map after all. It really isn't that dark, but either way, a few lightposts will never make that environment look like daytime.

Too dark would be if you can't see what's in front of you.

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