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

Posted by [Starbuzz](#) on Tue, 26 Feb 2008 19:59:45 GMT

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A great mod project that virtually gurantees Renegade's immortality (along with C&C Renegade) and the initial posts I see is full of skepticism (maybe also loathing) and negative remarks and nitpicking...no congratulations, no thank you's and no nothing.

C'mon people you can do better. I am not sure if this is a community of gamers who truly love Renegade or a selfish lobster-tank.

I am disappointed. But thanks to those who were grateful.

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Eitherway, awesome job Fobby! Convey my regards to your development team. The video is amazing and gives a good feel for what is in store for the future. It is coming along nicely. Keep up the awesome work!

I also have many questions(as always!).

The maps are well-made. Field is marvelously redone and captures the essence of the Renegade map we play now. It's a nice update to what we have now. Hourglass looks slightly different (and unique) when it comes to lighting and textures. The sides of the map are great with grass and looks just like the original.

Hourglass was one of my favorite maps due to it's massive size and blue skies and light tan color texture (that made it look big). Is there a way you can capture that on the new Hourglass map? Eitherway, it is a good update. The tunnels look different as it has more space now and the lighting changes are cool. The base area looks slightly small but wouldn't it be updated when the buildings are put in?

What I am trying to get across is that will the gameplay features in the maps be preserved? For example in the new Hourglass, can an Arty shoot the Barracks from the side without the AGT hitting it like we can do now?

As for the walkthroughs, they are very nice and hint at the good things that are yet to come. I am glad to see your team was able to solve the UT3 modding issue that did not let you get custom character models in. So, that's a good thing for the mod. Also, while we can all get used to the new 3rd person view, is there a way to place the 3rd person camera up above the head directly behind the character's head like we have in Renegade now?

I still like the 3rd person cam view as we can get to see more of the character but the area in front of the charcater seems a bit obstructed. Also, the mod will feature a 1st person view as well no?

OK, I think I am done with all the questions for now! So good job Fobby, thank you and the team's hard work and dedication for the past years. And thanks for updating us! Truly well done!

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