
Subject: Re: Introducing Tiberian Technologies!
Posted by [R315r4z0r](#) on Sat, 21 Jun 2008 23:19:12 GMT
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EA always helps the community when it comes to stuff like this... especially the C&C community. It is like their baby. (Adopted baby because they couldn't have one of their own)

I support this, it is pretty cool down on paper... but I am still confused on how you're going to start the entire community on this thing. Face it, this is an old game and for all the new players out there none of them could be bothered to download a 3rd party download for something they just felt like installing to see what it's like.

Renguard is good, but I know many, MANY people who disapprove of it and refuse to download it. If one person doesn't like something, then chances are their opinion will spread to other people. Your going to have a faction in the working Renegade community that has no idea about what is going on.

If you guys can somehow get EA to add an autopatcher in an official patch for Renegade that simply institutes TT members the ability to patch the game when they feel is right, then that would be insane... but I don't see that happening.

Also:

Quote:New feature on vehicles that calculate damage points based on last occupant
What does that mean?
