Subject: Re: how does ea talk about renegade? Posted by MGamer on Sat, 22 Nov 2008 00:34:14 GMT

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Nightma12 wrote on Fri, 21 November 2008 15:39thrash300 wrote on Thu, 20 November 2008 23:30candy wrote on Wed, 05 November 2008 18:18i am wondering, but u guys do have talks with westwood/ea right?

so how do they talk about renegade?

'oh a patch? cool we'll help if we have some time' or more a 'yeah whatever' kind of way? did they say it was an unfinished game, or are they actualy happy about the result? hope u can answer the question (it's not really TT related, but didn't know where else to post this)

You can enable that by editing keys.ini

It lags on multiplayer though so its not worth useing.

so it works on any server just editing the keys.ini?