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Subject: Re: Renegade X - July Update!

Posted by [Chuck Norris](#) on Mon, 24 Aug 2009 07:04:20 GMT

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Renx wrote on Sun, 23 August 2009 23:54: So basically you want them to add in all the drawbacks Renegade had as features in their game? lol

Pretty much everything in Renegade needed improvement, if they can they should. Please back up this currently freestanding and baseless opinion with some support, thanks.

I don't think the target outline, the fact that the engineer beam is being left as the Unreal Tournament 3 default, or the vehicles instantly destroying, are things that needed changed or things that were considered Renegade's drawbacks. I never heard complaints about the C&C style target box (the outline just makes it easier to target), the engineer beam (aim for me please!), or the lack of vehicle shells (I have heard complaints about the shells being left though with the servers that tried it, and what does that say).

It's the small things that make differences. Some of the small things in this MOD are great, and the MOD overall is great, but some of the small things are, in my opinion, worse off being changed.

Edit: And I think you do the game of Renegade a bit of a disrespect by saying "everything needed improvement". Improvement is good, yes, and there were things that needed a lot of it, if not an entire reworking, but the basics, and much of the execution, was actually very well done, hence the community opinion that it's one of a kind and the greatest of a kind. Some of the changes are changing things that I think should be left unchanged, and I said why, and others have some of the same things I have. The outline targeting versus the target box seems to be the biggest disagreed with change.

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