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Subject: Re: Renegade X - July Update!

Posted by [Chuck Norris](#) on Tue, 25 Aug 2009 07:07:59 GMT

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Renx wrote on Mon, 24 August 2009 17:53 C&C Mode was a last minute, unfinished addition to the game. These people have the opportunity to actually finish it, polish it off, then add to it. If it's made to be exactly like Renegade, then imo it will be a waste of time. Renegade is dead for a reason, without proper support it was unable to evolve like any other good game does over time. These guys have 6 years worth of "evolving" to do if they want to make a real game out of Renegade X. I know it was forced/rushed near the end, but it still turned out pretty damn well regardless. Yeah, the game has a lot of bugs, and even the simple yet great gameplay could have been made better, but my point was things like the C&C style target box, the Engineer gun not auto-targeting, and so on, aren't things that are wrong with Renegade or things that are killing it.

In any case, even these changes aren't game breaking, and the MOD is great. I was just making a list of things that I noticed. Change for its own sake because something is flawed isn't a solution in itself. They need to consider the changes they make (and I'm sure they are). Feedback like this helps the team. I'm sure it's part of the reason they're making posts like these.

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