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Subject: Re: Renegade X - July Update!

Posted by [Renx](#) on Tue, 25 Aug 2009 19:58:32 GMT

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[NEFobby[GEN] wrote on Tue, 25 August 2009 03:10]Well in terms of improvements over Renegade, the mod will be released in three major stages.

1. Less content than C&C Renegade. First couple releases won't have all the units or maps, but will have the basic C&C mode with all ground vehicles and most infantry. They'll be updated with patches as more gets done.
2. As much content as C&C Renegade. The same vehicles, infantry, and maps as the original games, with some original ideas and levels, features, and the general Renegade X experience.
3. More content. Includes more games modes (C&C/CTF hybrid, objective-based mode, World Domination), more server side options and features, options to allow more beacons and/or vehicles, additional features and much more.

We'll be talking about all of this in detail before the end of the month. If things go as plan, we will get through stage 1 and most of stage 2 this year.

It's not really content I was referring to, but more so elements that effect how the game is played. Not necessarily changing the gameplay, but enhancing it. Simple things you take for granted in other games that you might not think of changing in Renegade. Like an overlay for the scores instead of sticking them in the top corner, an autorun button like in most MMOs so you can run and check stats or type at the same time... thinking along this line is the type of enhancements I'm referring to. Venture out and play some of the top games around, look for the little things that make the game more comfortable. MMOs are full of crazy inovations that would work well in typical shooters.

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