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Subject: Re: Radical Idea

Posted by [Hypnos](#) on Sun, 06 Nov 2011 16:00:58 GMT

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To be perfectly honest, I actually enjoyed playing with TT until it somehow managed to break free aim, I've been playing almost pure renegade for a long time now and to me there's no difference at all minus the simple fact I can no longer play C&C\_Mesa due to TT disallowing my map conversion (the original map gives me migraines)

As for Gohan's statement of why people wouldn't want to use 4.0, I disagree with the fact that the only reason they wouldn't want to use 4.0 is to cheat, this game has been fully customisable for years now, and the amount of people that have completely converted almost every skin and texture available in this game to suit themselves, whom are now forced to use the original skins and textures is a rather high number. I know quite a few people who don't want to play Renegade with default skins due to the simple fact that they do not like how it looks; each to their own.

I personally think that the patch shouldn't be so extreme on skins and allow the basic skins (characters, huds, map conversions, building textures and terrain textures) to be customisable, but cutting out the likes of GPS huds etc.

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