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Subject: Re: Red Alert: FPS

Posted by [robbyke](#) on Fri, 04 Oct 2013 18:05:19 GMT

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well even though i shouldnt be responding here, i always see the same things happen on this forum

someone tries, nearly everyone tries to shoot it down.

however renegade is near dead, and noone around here has even considered to even take whole renegade to a new engine, upgrade scripts and make it equally modable as renegade is now.

I believe that most of these oh so good guys could create a "new" renegade, which tbh really doesnt have to be based on any rts game if you guys have some imagination.

it would make renegade newer and removes the EA limits, on top it would make it possible to get it on steam if were lucky

as an extra all the fun things people can do will still be possible in which i think mods, mapping etc, the main reason i stil code for renegade is because i dont know a game in which i would find it fun to create something because most game are way to limited in their gameplay

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