Subject: Now collecting scripts 4.1 bugs
Posted by jonwil on Thu, 03 Jul 2014 02:36:52 GMT

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As has been mentioned in a few threads, TT are looking into the possibility of continued scripts development for Renegade. I cant talk more about this or who might be doing the work but i want to throw open this thread to collect any bugs or issues people have in 4.1 that they want fixed or sorted. Or feautre requests they want conhsidered (e.g. building revival). I am NOT promising that anything in this thread will be implemented, just that posting it here will increase its chances of being implemented in a future scripts relesse for Renegade, if any.

Feel free to either link existing threads or post directly about issues.