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Subject: Scripts: whats next

Posted by [jonwil](#) on Wed, 14 Oct 2015 02:48:57 GMT

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4.2 (and its 2 updates) have implemented a lot of good stuff for Renegade players. I think we covered all the features and major bug fixes that people have been asking for (either implemented them or told people why its not possible to implement them for stock renegade)

At this point, I haven't yet decided if I will continue working on scripts for Renegade beyond bug fix releases.

Anyone out there see any changes/features/etc that aren't in 4.2 (or 4.2 Update 1/Update 2) but that we at TT should be implementing or dealing with?

Just trying to collect feedback from the community and figure out if there is anything we should be putting on the roadmap for a potential future scripts release.

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