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Subject: The Powers of Renegade

Posted by [ProMakeShift](#) on Fri, 19 Dec 2003 10:26:28 GMT

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I'm considering to choose Renegade for my experimental mod.

But the documentation is quite slim or alternatively I'm unable to find anything. Either way I hope someone could help me with what is not possible to edit in Renegade.

Correct me if I'm wrong, in Renegade you can make custom maps with custom buildings. Create new models or in other words characters, weapons and vehicles.

Can you alter the cursors or other commands? is there a QuakeC like language? or is everything done with scripts? and if so were could I find more tutorials?

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