
Subject: How Things Change...

Posted by [npsmith82](#) on Wed, 26 May 2004 02:37:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

When i think back to the things people have once said that were impossible to do in Renegade, i laugh as so much more has been achieved over time.

There's only one quote that goes with this feeling...

Agent Smith: Not impossible - inevitable.

Congrats to everyone that has made new steps with Renegade! :thumbsup:

Subject: Re: How Things Change...

Posted by [C4miner](#) on Wed, 26 May 2004 06:54:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

npsmith82When i think back to the things people have once said that were impossible to do in Renegade, i laugh as so much more has been achieved over time.
Like..... cheating?

[/smartass]

Subject: How Things Change...

Posted by [Blazer](#) on Wed, 26 May 2004 08:55:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wait until you see what is next

Subject: How Things Change...

Posted by [WNxTilly](#) on Wed, 26 May 2004 13:06:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I can't wait that long Blazer,
There is to much to be excited about :D:D:D

If only I had a little hint

Tilly

Subject: How Things Change...

Posted by [KIRBY098](#) on Wed, 26 May 2004 13:17:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Emoticons, for one.

Subject: How Things Change...

Posted by [Deactivated](#) on Wed, 26 May 2004 13:46:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fire and riots are writtten on pages of life
Armies of hatred that no longer have civil rights

Oh can't you hold a candle in
the wind and see that times are changing

-I AM, (?) Times (Nod ending theme)

Subject: How Things Change...

Posted by [npsmith82](#) on Wed, 26 May 2004 17:47:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

BlazerWait until you see what is next Hint, please.

Subject: How Things Change...

Posted by [Sanada78](#) on Wed, 26 May 2004 18:06:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

BlazerWait until you see what is next

Obtaining Renegade source code? Owning the rights to Renegade?

Subject: How Things Change...

Posted by [z310](#) on Wed, 26 May 2004 19:02:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

BlazerWait until you see what is next

Yay!! (Im gonna bug you though AIM till you tell me)

Subject: How Things Change...

Posted by [Deactivated](#) on Wed, 26 May 2004 19:03:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Conquer the past. Command the future.

Subject: How Things Change...

Posted by [cowmisfit](#) on Wed, 26 May 2004 19:23:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've got a cool idea, but i can't do it alone , after i get some stuff done with it im gonna be asking BHS for some help

Subject: How Things Change...

Posted by [Majiin Vegeta](#) on Wed, 26 May 2004 22:16:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

BlazerWait until you see what is next

Hurry up.. FFXI is now beating my renegade hours per week total thingy majig >_<

Subject: How Things Change...

Posted by [Renx](#) on Thu, 27 May 2004 02:18:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Uuuh, I think I have an idea of what it is, unless it's something bigger than that. I'll just keep my mouth closed

Subject: How Things Change...

Posted by [npsmith82](#) on Thu, 27 May 2004 04:06:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sanada78BlazerWait until you see what is next

Obtaining Renegade source code? Owning the rights to Renegade? A certain 'important someone' mentioned this late last year, i guess nothing has ever come of it considering that he's since left the community.

Unless Blazer is going to try for the same objective now they've RenGuard etc to show as evidence that they're dedicated to helping the games' future.

Wonders what language(s) Renegade is written in

Subject: How Things Change...

Posted by [gibberish](#) on Thu, 27 May 2004 06:50:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

npsmith82*Wonders what language(s) Renegade is written in*

I would say its pretty much certain that its some combination of C/C++ and assembler.

By that I mean its quite likely that all three have been used.

I have to say that there is nothing quite like the speed you get when you implement an algorithm in assembler using registers.

Subject: How Things Change...

Posted by [WNxTilly](#) on Thu, 27 May 2004 08:11:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

gibberish

I have to say that there is nothing quite like the speed you get when you implement an algorithm in assembler using registers.

I haven't done that in a long time

Thinks back

Those were good days when I was foing this

I think I got a version of assembler 8086 (I think that is the name) somewhere on a floppy disc from my uni days

Tilly
