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Subject: Planet CNC Interviews Renegade 2007

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 05 Jan 2008 23:59:13 GMT

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Planet CNC has posted an interview of Fobby, Titan and JeepRubi from Renegade 2007. In it, we reveal information about game design, art style, new features, and more. Check it out at PlanetCnC.com

Big thanks to Steppo.

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Subject: Re: Planet CNC Interviews Renegade 2007

Posted by [IronWarrior](#) on Sun, 06 Jan 2008 01:09:39 GMT

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I find it very odd that some of what was said in that was pointing out that servers for Renegade had very little control when infact, there is alot of control and also one of the posts made it sound like CTF and DeathMatch is not alive in Renegade, when they are.

Maybe when it was first released, these things wasn't in it but later added by the Community.

But I feel some of what is said, was wrong as today Renegade is a better game.

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Subject: Re: Planet CNC Interviews Renegade 2007

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 06 Jan 2008 01:24:51 GMT

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Hey Iron, yeah I think you misunderstood those couple points.

About server control, a lot of what we have today (mine limits, bots, etc.) is made by the community and does not ship with the initial product. A lot of this wasn't available just a few years ago. We on the other hand will be including all that and far more with our mod.

About the CTF/DM stuff, the CTF mode outlined in our mod is far different from Renegade's current CTF mode

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