Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 01:28:00 GMT

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We were always planning on making a "proper" mod for Renegade (in fact, two - a conversion of our Eradicators mod, and an original one called "Midnight Chaos"). However, without any kind of source release (an updated scripts.dll doesn't count), mods that aren't just "Renegade, but with different vehicles!" are not possible.It's nothing to do with lack of commitment or ability. Renegade just doesn't have the tools to do the job.I'm still tempted to make a Renegade map though, when I get some free time