Danteyes, but i am well aware of what needs to be coded, and have some people on the team that have worked quite a bit with the hl coding techniques, and are VERY good with C++ programming.

what about sharing your code (when done of course) later to help other people to make renegade-like mod on HL2 engine ?

If you do a such thing, we will make an HL2 version in the future.