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Subject: reply

Posted by [Haxzer334](#) on Mon, 25 Apr 2005 01:30:10 GMT

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I know all of this can be done because i have seen these types of modifications done in renalert , the red alert version of renegade based off its engine altho now moveing to source. As for the issue of haveing to have the core patch to work then you could simply set up a few servers that require it to play similar to some that require renguard now, but the core patch additions could be disabled if a supporting server isn't recognized when you connect in a similar way that you get a message saying this isn't a renguard protected server but only for the patch instead of renguard.

Also I would also like to add that my understanding of the core patchs are mainly to fix and help to more streamline and improve on the gameplay of renegade, not to make major additions or change the general feel or experience. That is left up to the modding community. If I am wrong in this post in anyway please let me know.

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