
Subject: Re: Why people let renegade not Renegade
Posted by [Dr. Lithius](#) on Fri, 15 Jul 2005 18:06:38 GMT

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[lwdWarZman wrote on Fri, 15 July 2005 06:32]hi all

i get a little angry people do with renegade.

CP1 and CP2 are both nice updates.

but my oppion on this is that some things rape renegade

like GodMode, Stealh Crates,etc

i know you can put them of but its getting anoying when you play and a fragger with a godmode walke throught you camp and blow 1 of your building up without getting killed by the towers.

Snipermods where you can run (lag) forward by holding shift buttons

Why it isn't the same and old regade before Core Patches first time i hurt of CorePatch i thought it removes the bugs out of the game that normaly not possible in normal live. like buying on the wrong side of the building shooting throug walls in sepeartited levels get out the Invisible places in some maps.

some of the things are really now but there are much other stuff coming on renegade.

Other Crates

Drop Weapons

Wrecks

Wreckage are really sux right now. You cant blow up your own wrecks so the other team can walk right to it reapears it and get it into there base. Make is the other team impossible to rep wrecks of the other team.

and weapon drop

when a engies used his remotes and he got killed he drop remote where the hell those remotes came from ???

some things are a little wierd ingame

i hope those things dissaepe in 1 of the next CP

English translation required, please. I can barely understand word one of this post.
