
Subject: Re: Why people let renegade not Renegade

Posted by [glyde51](#) on Fri, 15 Jul 2005 20:30:44 GMT

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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

These make the game more interesting for people that care for them. You rape spelling. I'm not complaining.

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.
OMFG DEY POONED TEH CAMPZOR!1!!! DEY WUNT TEH SMORZ!!1!

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

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 Invisble places in some maps.

I think you fail at understanding what the core patches did.

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 reappears it and get it into there base. Make is the other team impossible to rep wrecks of the other team.

So get your own repair gun you dumbass, you can make a wreckage come back to life. "FTW DEY CAN GET TEH VEHICKALZ BACK?!?!?!"

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

OGFM IT GIB STRATEGEE TO TEH GAME IT NOT TEH 1337 AWESOME REALISTIC
LAWL!11!
