
Subject: Re: C&C FarCry Update - Playtest went though
Posted by [vloktboky](#) on Thu, 13 Jul 2006 04:43:33 GMT

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I'd just like to take this moment to thank all the warm responses and positive feedback you lot have shown us in this topic! It's very refreshing for us slaves.

In all seriousness, I feel it is comforting to bring up the fact that most of the team behind this project have enjoyed C&C Renegade and the resourcefulness of the CNC gamerules for quite some time. We know what worked, we know what could stand some improvement, and we know what additions to make as we move closer towards what I call "CNCV2."

This is a C&C community-driven project; I'd love to see a constant flow of feedback and opinions being direct at our designated forum section located at <http://renevo.com/?showforum=85>. Be sure to keep checking in our our Wiki section (<http://staff.dead6.net/wiki/index.php?n=Cncfc.Codedoc>) where we keep an up-to-date listing of all the features and content that make up the core of C&C FarCry and, upon release, an in-depth review of all the source files (entirely encased in Lua script files meaning you only need Notepad to alter the code) for your modding delight.

It's going to be fun.
