
Subject: RenEvo...

Posted by [General Havoc](#) on Mon, 19 May 2003 10:34:08 GMT

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Sad to see Renegade Evolution go As they say, all good things must come to an end. In my opinion it has helped Renegade last much longer than i originally would have thought. It's done well. I too would have liked to see some more CTF maps and TeamDM ones.

I am currently working on a Team Deathmatch map that uses the script that Jon Wil wrote. Its nothing big, just a Nod refinery with a harvester, an outside area, teleporters in the lifts and pickups. I originally made it to test the Team DM script. I can release the map in its current state, it's only missing the "JFW_User_Settable_Parameter" script that I was using to allow the host to set how many kills to win. The script crashes Renegade after the map has been won, which is a problem at the moment, although I may be able to resolve it after more testing.

I hope this can be remembered like all other C&C games in the future. A lot of people have spend many hours of their lives deidcating time for this game. For me this is the longest I have ever continously played and been involved with a game. Lat it live on!

_General Havoc
