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Subject: Re: Mutation Mod for Renegade

Posted by [Jerad2142](#) on Tue, 16 Jan 2007 18:57:40 GMT

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After careful thought and consideration, I have decided to step down, and allow Nightma12, to take the spotlight, mainly because I thought how immensely overjoyed I would be (sarcasm) if some one else also started making a mod like one of mine. Plus two mutation servers sharing the community would only get half of the people one would (obviously, unless they were always full). And finally I already have three mods I am working on, and they (L.O.R. and Renitbusters) don't get worked on very often, so I have no need to split my time up over four mods nothing would get done. But keep giving suggestions; they will help make it better and it will make it more fun for everyone. But if after his mods release there are enough people who would want a slightly different mod, I am keeping the scripts and what I have done so far, so it wouldn't take long for me to release.

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