
Subject: Re: Sour Egg Releases NoFear
Posted by [dead6re](#) on Wed, 17 Jan 2007 18:33:07 GMT
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Next, I would like to publicly release my latest and last piece of work for the Renegade community, all of which is my own work. I will get a member of Black-Intel to read over the code and they will tell you if they think it is safe to use. This was opened to n00bstories and Black-Intel to begin with, and as I have finished the work I would like to release this to all communities.

I present NoFear, a client modification for Command & Conquer Renegade as an attempt to keep this game from dying as it reaches the end in its life cycle. This modification allows the user to:

- Expanded Kill Messages (Including Weapon/Vehicle and Preset)
- Team Vehicle Delivered Messages
- Console Commands to enable/disable Expanded Kill Messages
- Customization File for above features

Source code is not shipped out, because the nature of this code means that you could make a slight change and see a lot more than you should be allowed to see. The scripts.dll version is 2.9.2.

I hope everyone enjoys this release as my last work on the Renegade engine as I will most likely move onto another game and start from scratch to build up a reputation for myself and my name. If you meet me in any of those games, I would like all Renegade events to be forgotten or neglected.

Without further delay, you can now download my modification. This is also most likely goodbye.

File Attachments

- 1) [NoFear.rar](#), downloaded 351 times
