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Subject: Re: One step closer to renegade 2?

Posted by [Jerad2142](#) on Sun, 23 Sep 2007 03:01:15 GMT

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diox8tony wrote on Sat, 22 September 2007 09:17uh, what are you talking about? the mods for scripts.dll are great and wholly appreciated, and the server mods. IRC included(that's what keeps the game unbugged, regulated and somewhat new) what i was talking about are those total conversion mods that someone complained about, hoping that EA works into the new game, i don't see a reason for this as EA will make the game the way they want to and not need any of that shit. please explain yourself more the next time you bash my comments.

I am going to go get a rock now.

Okay lets see if I can simplify this...

All these new effects and stuff that Jonwil and saberhawk make, they are FOR the MODs.

This community would have curled up and died if people would have quit making new maps and minor modifications to the game play.

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