
Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [CarrierII](#) on Wed, 05 Mar 2008 16:55:09 GMT

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[NEFobby[GEN] wrote on Tue, 04 March 2008 21:51]Yes, that guy is on the Renegade 07 team, but doesn't know how to set up UT servers by my knowledge.

It's not too difficult, it's pretty intuitive (the Win32 server interface) and there's a help file, and the internet.

I'll edit this when I have comments on the video ---

Pretty, very pretty, very true to Renegade as well. I noticed a couple of minor things, that might influence gameplay -

- 1) On Hourglass, the parts to the side of the hill, behind the rocks are flat, your's slope, might affect things.
- 2) Your rocks aren't in the same place as in Ren, that is major, esp for "KOTH" tank fights, as the light tank can hide in certain places, I'll demonstrate if wanted.
- 3) Field... the bridges no longer have safety rails! rofl...
Seriously, that means that things might fall off, a previous impossibility, may want to consider that.

Otherwise, pretty (So pretty it doesn't matter how many times I say it, I can't get across how pretty it is) and making good progress. Anyone got £25 they can lend me? I need a copy of this game...