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Subject: Re: CNC\_Renegade Source Code release  
Posted by [GEORGE ZIMMER](#) on Sun, 09 Mar 2008 00:51:13 GMT  
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"Normal" Renegade is buggy and still a tad incomplete. There were quite a few maps that were still meant to be made (Snow, sand, etc...), various special powerups (Tiberium immunity powerup, stealth suit, ammo increaser, etc), mannable guns, a mutant team (Presumably an infantry-only kinda sub-team, but yeah), and quite a bit more.

So it'd be nice if someone could get the source code and make an official patch for Renegade to add in all these things. Things like that should be entrusted to the people at like, black hand studios. Though of course, many mods that seek to increase Renegade's possibilities (APB, Reborn, AR, Rp2) should also be given the source code.

It definetly shouldn't be a huge public thing, as that would be incredibly annoying to see alot of cheating and hacking going on.

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