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Subject: Re: MP games like renegade?

Posted by [OWA](#) on Mon, 21 Apr 2008 14:49:55 GMT

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EvilWhiteDragon wrote on Fri, 18 April 2008 16:13 One Winged Angel wrote on Fri, 18 April 2008 13:34 EvilWhiteDragon wrote on Wed, 16 April 2008 09:05 In my opinion, Renegade doesn't need mods to survive. Hell, though mods are fun, it would be better if they didn't exist. This may sound weird, but take in to consideration that everyone that plays a mod:

1. has Renegade
2. does not actually play renegade.

for this reason we could argue that mods actually causes the community to split and thus will further increase the chances of it dieing.

Note that I am not saying that the mods are bad or anything, they are surely enjoyable for one or two times (IMHO), but still...

Yeah well, to many people, Renegade is old news, the mods provide something new and fresh to bring the punters back to the community as well as spawn a load of new ones. I wouldn't even class some of the mod as even part for the renegade community anymore since everything went standalone.

Even for the "standalone" stuff you still need a valid serial to play online by WOL, thus it is still not a standalone IMHO.

And as some people stated, they do not play ren anymore because they think a mod is better. While they are allowed to have their own opinions, it does make clear that the chances are that they would play ren, if it wasn't for some mod.

Thus we have to conclude that the mods do certainly have a negative effect on renegade.

You may argue about the size of the negative effect, but it is certainly there.

I agree, the negative effect is certainly there. Your sttement about needing WOL to connect is false, since everyone direct connects these days, which skips the verification, therefore you don't need a serial.

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