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Subject: Re: TT - Renegade

Posted by [Herr Surth](#) on Mon, 23 Jun 2008 18:22:22 GMT

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troopr02 wrote on Mon, 23 June 2008 12:41

1)Death of renguard? I don't like the sound of that, it has done its job well in the past and has basically saved this game when it was in deep trouble, I agree improvements can be made but entirely scraping it? I wouldn't agree that its the root to take. Its even more of a historical piece by the people who have kept this game running (BHS) for this long more than anything else. And on this anti-cheat issue, so the only anti-cheat client side will be the scripts 4.0? Wouldn't that make it easier to be tampered with/cracked type thing? Renguard working, wtf?

Quote:

2)Gameplay changes, one thing I think could be change is that server side mine limit (split proxies and remotes), but things like loading pistol, the way ob/agt works, points fix have all been here for all these years and is the way we all see renegade now. Change this now would completely change the way we play, and our currently strategies will become obsolete.

loading pistol = stragegy LOL. Pointfix will only make a few stupid tactics obselete, nothing else.

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