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Subject: Re: RENEGADE DYING

Posted by [Pyr0man1c](#) on Mon, 17 Aug 2009 21:18:17 GMT

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a000clown wrote on Wed, 12 August 2009 18:42A significant amount of people I have talked with don't believe TT will ever be completed, which is a problem because they have no hope for C&C:Renegade's future and thus stop playing it.

I think if there were regular updates this wouldn't be the case.

I can't express how brilliant an idea having regular updates is.

Despite the fact that it will be hard to make EA make it official and that it will be hard to release in different parts doing this would keep people interested in renegade and stop it from dying out

^^This is on topic so i think your moving it over to another forum was rather silly as this is an idea to consider for TT however I know you won't for several reasons.

off topic-if this was to be done then there wouldn't actually be any need to fight as people with scripts 3.4.4 show servers with the highest ranking ingame player count rather than highest ranking name so the fact that "your" host nick was stolen would hardly matter. Also Crimson you should set up a marathon server as really even if the host nick isn't high ranking people will recognize and play in it. All this arguing about stealing the nick is silly, it is equivelant to arguing over who gets to take a bag of lollypops(or burgers)

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