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Subject: Re: Renegade X - September '09 Update!  
Posted by [luv2pb](#) on Mon, 28 Sep 2009 03:38:50 GMT  
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[NEFobby[GEN] wrote on Sun, 27 September 2009 17:49]Quote:  
I've kept my mouth shut till now but are you kidding me? So really what you guys did was make a few maps look pretty, copy a few of the basic infantry and some tanks and make a pretty HUD?

What did you expect? This is a remake of C&C Renegade and an expansion of C&C mode, not a sequel. Of course we're going to use the same Renegade buildings, infantry and vehicles. That's the whole idea of the mod - C&C Renegade with a better engine, and a lot more server side options & features.

What ever works for you guys. I'm just stunned that after 3 years of work and hype this is what you have. I just don't understand why some are so excited to play what amounts to a pretty looking two thirds incomplete Renegade for \$8.

I know what a Beta is and a Beta shouldn't be missing 2/3 of it's core components.

I do have a question though that I can't seem to find an answer to. Does RenX have cloaking in it?

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