

---

Subject: Re: My Renegade HUD

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 12 Jan 2010 16:51:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Tue, 12 January 2010 02:42YazooGang wrote on Mon, 11 January 2010 21:35JeepRubi wrote on Sun, 10 January 2010 23:24You better not fucking think of releasing those, or you will be in for a world of hurt. You do not have permission to use content created by the renegade-x team, and you agreed to the terms stated in the installation of the mod forbidding you to use renegade-x content in anything other than renegade-x. What you're doing is illegal and unethical, and should you make the poor decision to release the content, suffice to say, you will regret it.

Renegade is old, i wouldnt think getting stuff from it would be that much of a bad thing but renegade-x is 100% alive these days, and it would be a bad idea to use its stuff iligaly.

I thought Renegade currently had way more players than Renegade-X?

Yes this is true. A lot of fools who I won't name thought the mod would kill Renegade; little do they know that a mod will never be as successful as a retail game, especially one that is still sold today (in C&C packs).

But, people do play daily, and our player counts seem to go up with every release. A lot of people who either don't play Renegade or haven't played it in years are coming to our mod, and I think hold the majority of the fanbase.

Anyway, the real test will be to see Renegade X's playcount when our UDK version is released. It'll be fully standalone, so UT3 is no longer required. It'll also be a substantive update from the current version (0.5), both in gameplay, features, and visuals. And yes, this is happening - it'll probably take longer than our other released (we made 4 in 4 months), but by now I'm sure everyone knows the persistence of our team

---