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Subject: How do we get Renegade great again?  
Posted by [Veyrdite](#) on Sun, 01 Aug 2010 12:11:27 GMT  
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Hello again to the Renegade community.

When I first discovered the online side of Renegade, I saw a happy community with modifications such as RenHalo revealing glimpses and software such as Renguard being updated from its once glory downward. A while ago I stopped playing C&C Renegade when I discovered the world of open source gaming, but slowly I am realising that Renegade has heaps of potential still to this day.

What Renegade has is unique. The online code originally written for Renegade is practically within the rules of the experimental gameplay project which left in huge holes and useless characters amongst other untied ends. This provided a vast sandbox for modifications that drastically changed gameplay or experience without having to create new models or textures to supplement the diets of renegamers.

Some projects are still online, such as RP2, but others might as well be dead for little communication exists other than occasional ( but vast ) accomplishment lists ( TT ). All I can offer is the constructive advice that to be a successful non-for-profit project, you need people to know what you are doing not just so they understand your aims and achievements but also so that the community sees progress and wants to be part of the construction.

Projects such as Overgrowth work well, with thousands of community members and equally as much money spent with donations and pre-orders to a game that is not even half way through making.

I'm not here to blame the modders though.

Multi million ( billion? ) dollar organisations such as EA could open source Renegade at a whim. More than likely it would be in their interest, creating publicity and improving sales of the rest of their C&C series, but instead they sit by and let entropy do its thing.

Rather than a discussion on what is wrong with the community, could we have a go at answering the question on how we fix it? We don't have to, but we are the only people who can.

Regards, William