
Subject: Re: Asteroids

Posted by [Jerad2142](#) on Wed, 16 Nov 2011 06:15:53 GMT

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

Well, although I'd like to do further internal testing, I'm having issues finding enough testers, so if you'd like to download the latest test, let me know of when a good time to test would be (Testers only test when I'm around, I lose hair trying to figure out what happened from written explanations alone lol).

Ideally I'd like to have an 8 player test sometime soon, no promises however, all depends how busy I am in real life.

Forewarning, there are a few known issues:

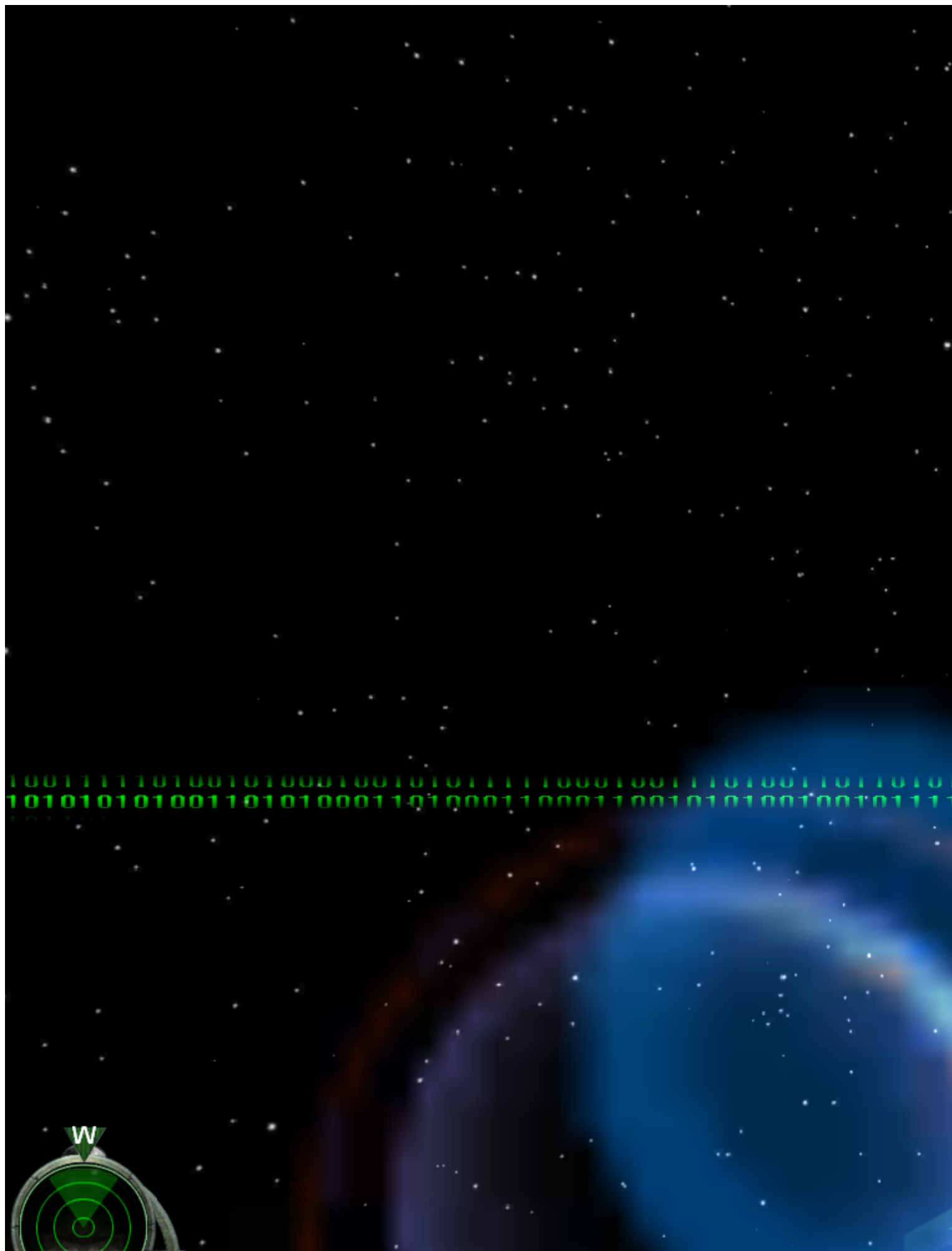
*Beings it's a mix I can't edit the strings file so I have to use Renegade strings to name things, which has left me naming the ships numbers and the asteroids warning, things like that.

*You need to have keys.cfg updated in order to play (I have made an exe that will patch your keys file for you, all you have to do is run it in the folder containing Renegades ACTIVE keys.cfg).

Wide Screen Picture With horribly Stretched Renegade Lens flare

File Attachments

1) [Screenshot.31.png](#), downloaded 721 times



1001111010010100010010101111000100111010011011010
1010101010011010100011010001100011001010100100101111

