
Subject: C&C Renegade: Sole Survivor's latest features
Posted by [SomeRhino](#) on Tue, 20 Apr 2004 04:07:30 GMT
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Sole Survivor is on its fourth and final beta stage, and I would like to announce some of the newest features for the project.

The mod now runs from its own exe, much like the expansion format of "Ren Alert," except that it reads assets both from Renegade and its own resources, reducing the download size significantly.

Thanks to JonWil's latest scripts, characters will now be visible in certain vehicles.

Also thanks to JonWil's scripts, Domination and Capture Dr. Mobius (where you must escort Mobius to your chopper a number of times to win) have been added to the list of multiplayer game modes.

Additionally, the first ever new Single Player mission for the Renegade engine will be in Sole Survivor. This brings the total number of game modes to 8:

MP:

- Sole Survivor
- Capture the Flag
- Silos
- Convoy
- Domination
- Capture Dr. Mobius

SP:

- Mission

Co-Op:

- Arena

All of these features can be modified using the GameSet console, which will be included with the mod.

Combine all this with 14 multiplayer maps, 11 characters, 17+ vehicles and many more features and you've got yourself a vague picture of the C&C Renegade: Sole Survivor modification.

Keep your eyes peeled for a final preview video within the next few weeks, followed shortly thereafter by public release 1.00.
