
Subject: Renegade:the dead 6
Posted by [cmruze01](#) on Fri, 08 Oct 2004 15:36:07 GMT
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Renevo is working on a new version of renegade. Does anyone have any other information other than what the website offers. It is <http://www.dead6.net>

Subject: Renegade:the dead 6
Posted by [sniper12345](#) on Fri, 08 Oct 2004 17:11:11 GMT
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Obviously not?

Subject: Renegade:the dead 6
Posted by [pulverizer](#) on Fri, 08 Oct 2004 17:30:18 GMT
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Hm, I thought Dead6 changed from engine? I don't think it's still for renegade. I thought it is for HL2 now.

Subject: Renegade:the dead 6
Posted by [PermaGrin](#) on Fri, 08 Oct 2004 17:35:37 GMT
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cmruze01 Does anyone have any other information other than what the website offers. Nope and yes, it is for HalfLife 2.

Subject: Renegade:the dead 6
Posted by [icedog90](#) on Fri, 08 Oct 2004 17:56:08 GMT
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I can't wait for Half-Life 2.

Subject: Renegade:the dead 6
Posted by [Spice](#) on Fri, 08 Oct 2004 18:41:05 GMT
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icedog90 I can't wait for Half-Life 2.

You had to throw that in.

Subject: Renegade:the dead 6
Posted by [Sir Kane](#) on Fri, 08 Oct 2004 19:18:10 GMT
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Half life 2 should be available soon since you can already purchase it on steam.

Subject: Renegade:the dead 6
Posted by [icedog90](#) on Fri, 08 Oct 2004 19:48:43 GMT
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The funny thing is that I haven't even pre-ordered it yet.

Soon might mean in a month?

Subject: Renegade:the dead 6
Posted by [Dante](#) on Fri, 08 Oct 2004 19:52:36 GMT
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icedog90The funny thing is that I haven't even pre-ordered it yet.

Soon might mean in a month?

neither have i

thanks for your interest for the Dead 6, any questions you have, feel free to ask them on dead6.net, we are pretty friendly over there and will answer most questions not related to storyline, we are keeping a tight leash on that.

Subject: Renegade:the dead 6
Posted by [cowmisfit](#) on Sat, 09 Oct 2004 02:06:51 GMT
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I've been really looking at this mods website and everything about it for a while now, as if i needed another reason besides DoD;Source to get HL2

I had made a post a while back but no one replied to it asking to be a mapper for the mod, i guess i'll submit an application in an email or something. I have lots of experience mapping for CS, DoD, HL

Subject: Renegade:the dead 6
Posted by [icedog90](#) on Sat, 09 Oct 2004 02:10:13 GMT

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People email me and ask me to make levels for their mod for Renegade... It gets annoying.

Subject: Renegade:the dead 6
Posted by [cowmisfit](#) on Sat, 09 Oct 2004 02:11:39 GMT

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there asking YOU to make maps for there mod. Thats diffrent than me asking if i can use my skills to make maps for THERE mod

Subject: renegade:dead 6
Posted by [cmruze01](#) on Sat, 09 Oct 2004 04:45:19 GMT

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from what I could tell Renevo is working on Renegade: dead6, and HL2. But since HL2 is completed maybe he will do renegade full time. What do you think?

Subject: Renegade:the dead 6
Posted by [Panther](#) on Sat, 09 Oct 2004 05:03:32 GMT

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umm.. Renegade: The dead 6 is a mod for Half life 2....

Subject: Renegade:the dead 6
Posted by [icedog90](#) on Sat, 09 Oct 2004 06:02:54 GMT

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And uh, Valve makes Half-Life 2, not Renevo.

Subject: Renegade:the dead 6
Posted by [Dante](#) on Sat, 09 Oct 2004 08:30:35 GMT

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ok, just to clarify...

i am not gabe newell

i do not work for valve

i did not work for westwood

i do NOT work for EA

i am a game coder/modder who likes to create shit in his spare time

i do not do anything for Renegade anymore

Dead 6 is a TC mod for Half Life 2

hope that clears up whatever confusion there was...

cowmisfit, send me a sample of your work to my dante at renevo dot come email.

(source so i can look at it in hammer with all textures etc.. that it needs, sorry gotta know you can do that too)
