
Subject: [Mod]Renegade resurrection
Posted by [Goztow](#) on Mon, 16 Apr 2007 06:40:20 GMT
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I've added a new link to our mod downloads - section, to Renegade Resurrection. Here's what the creators had to say about it:

As you probably know, there are many different Renegade modifications available, offering you a variety of new features and bug fixes. The goal of Renegade Resurrection (RR) is to create a modification, which implements a great variety of new features and bug fixes combined together in a high quality. The main targets of RR are bug fixes, anticheating and a great list new features. RR is operating at a very low level, allowing changes deep inside the original Renegade code. RR does not rely on other modifications like Custom Scripts and does not rely on Renegade output like game log and results. Currently the modification is "alpha", what means that things have been implemented, but it can happen that Renegade is not working as expected (e.g. the game could crash). If you want to participate in the alpha test phase of Renegade Resurrection, just download and install it.

Link: <http://www.icefinch.net/>

Attention: although this mod has been tested by several players, Renegadecommunity.com cannot guarantee it works 100 % like it should. Use this software at your own risk.

Subject: Re: [Mod]Renegade resurrection
Posted by [silentevil](#) on Mon, 10 Sep 2007 15:57:27 GMT
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hi
why u have this nice mod dont add in the nue brenbot installer?!

genuinly harm

greatz miklo

Subject: Re: [Mod]Renegade resurrection
Posted by [danpaul88](#) on Mon, 10 Sep 2007 16:21:11 GMT
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To the best of my knowledge RR and BIATCH dont play well together, and BIATCH is a BlackIntel product, who are partnered with BHS, hence their anti-cheat solution was chosen to be packaged with BRenBot.

Subject: Re: [Mod]Renegade resurrection

Posted by [EvilWhiteDragon](#) on Tue, 18 Sep 2007 10:30:26 GMT

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Also, RR changes a load of stuff by default, and I am sure that not everyone (or a hell of a lot of people) don't like (all) of them, which would cause them a lot of work to put the settings right.

Subject: Re: [Mod]Renegade resurrection

Posted by [sadukar09](#) on Tue, 18 Sep 2007 20:56:25 GMT

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Yea, like RR sometimes disables client-side Turrets And you can damage yourself with artilleries when people without RR can't.
