
Subject: Community Callout for Mods
Posted by [RainXc](#) on Sun, 21 Jun 2009 15:57:39 GMT
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A section concerning this topic:

cfr: <http://www.renegadeforums.com/index.php?t=msg&th=33670&start=0&rid=2>

We are doing a major blog about C&C Renegade and the other C&C WS games in the upcoming update on the Westwood Studios Facebook page.

In this blog we are noting the current status of Renegade (and other WS games), noticeable within the range of C&C Ren is the wide modding community.

And we would love to mention and send references to the fans of our page about these mods. However the amount of small/big - finished/unfinished mods are immense and it would not be fair to just simply mention the most popular ones based on it's own community activity.

"A Mod Call-out".

So we would like to ask and to offer any Renegade mod out there the chance to be mentioned in our blog about C&C Renegade, as part of a fast approach.

We are also confronted with a deadline to the blog.

Please reply here in this topic if you have a mod you want to have linked in the blog:

Subject: Re: Community Callout for Mods
Posted by [cnc95fan](#) on Mon, 22 Jun 2009 14:31:09 GMT
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Battle For Dune :V

Subject: Re: Community Callout for Mods
Posted by [Omar007](#) on Tue, 23 Jun 2009 08:28:36 GMT
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Guess some people still havent noticed this post.

Few more must haves (my opinion)
Red Alert: A Path Beyond
Red Alert 2: Apocalypse Rising

link:
<http://www.apathbeyond.com/>

@cnc95fan, how about scud storm???

cough see signature (maybe not yet noticeable worthy , too early stage)

Subject: Re: Community Callout for Mods
Posted by [Goztow](#) on Tue, 23 Jun 2009 09:16:26 GMT
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Roleplay2 as well... <http://www.roleplay2.com/index.php?page=media.php>

Subject: Re: Community Callout for Mods
Posted by [nopol10](#) on Tue, 23 Jun 2009 10:08:31 GMT
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Goztow wrote on Tue, 23 June 2009 17:16Roleplay2 as well...
<http://www.roleplay2.com/index.php?page=media.php>

^

Indeed, people should stop forgetting such a great mod.

Subject: Re: Community Callout for Mods
Posted by [cnc95fan](#) on Tue, 23 Jun 2009 20:31:59 GMT
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Yesh SCUD Storm too.

Subject: Re: Community Callout for Mods
Posted by [mr£Ä\\$Ä-z](#) on Tue, 23 Jun 2009 21:17:04 GMT
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cnc95fan wrote on Tue, 23 June 2009 15:31Yesh SCUD Storm too.
When's the next Update?

Subject: Re: Community Callout for Mods
Posted by [cnc95fan](#) on Tue, 23 Jun 2009 21:42:34 GMT
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In good time. We're only going to release updates when we have an extreme amount to show, which should be soon actually

Subject: Re: Community Callout for Mods
Posted by [Reaver11](#) on Wed, 24 Jun 2009 05:53:54 GMT
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The Renegade Nitro mod!
<http://www.renz0r-gaming.com/forum/faq.php?faq=nitro>

It is basically a aow mod with all the Renegade beta stuff and I added a little twist to it.

Also I am working / looking into Renegade: Scorched Earth which will be a wwII type of game.

Subject: Re: Community Callout for Mods
Posted by [crazfulla](#) on Wed, 24 Jun 2009 08:56:41 GMT
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Reaver11 wrote on Wed, 24 June 2009 00:53Also I am working / looking into Renegade: Scorched Earth which will be a wwII type of game.
Renegade 1942 ftw. Although it's been dead a while, no one seems to want to help. If you are serious about a WW2 mod msg me.

Subject: Re: Community Callout for Mods
Posted by [Reaver11](#) on Wed, 24 Jun 2009 16:59:16 GMT
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You should have some messages already

Subject: Re: Community Callout for Mods
Posted by [RainXc](#) on Sat, 27 Jun 2009 15:51:53 GMT
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Ok thanks guys!
I will note them in the update.
Maybe it will help bring some more people to your mods, who knows.
