
Subject: Is anyone still producing maps/etc for this game?

Posted by [jonwil](#) on Wed, 03 Jul 2013 05:30:59 GMT

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Is anyone still producing maps and things for this game? (including mods that are bolted onto Renegade instead of being stand-alone like APB, Reborn etc)

In particular, is there still interest in using the features talked about in

http://www.renegadeforums.com/index.php?t=msg&goto=480048&rid=40#msg_480048

We are trying to figure out where to go from here with 4.0 and how much effort to put into future builds for Renegade players and this information will guide our thinking on this.

Subject: Re: Is anyone still producing maps/etc for this game?

Posted by [-TLS-DJ-EYE-K](#) on Wed, 03 Jul 2013 07:04:05 GMT

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We are still having Players in MPF Forums creating new Maps and working on current ones. Im pretty sure zunnie will reply here asap.

Subject: Re: Is anyone still producing maps/etc for this game?

Posted by [sla.ro\(master\)](#) on Wed, 03 Jul 2013 07:24:30 GMT

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I'm producing new maps (for Mutant Co-op), even a standalone game using Renegade Engine with TT, so I'm interested into TT's progress.

The new features are really nice.

Subject: Re: Is anyone still producing maps/etc for this game?

Posted by [Mauler](#) on Wed, 03 Jul 2013 09:34:51 GMT

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There are quite a lot of dedicated Renegade mappers over @ MPF, So yes those features are something myself and the others are looking forward to using...

Here is a list of some of the mappers looking forward to the newest TT features

(In no particular order)

Tessa

Wytenight

Pwn Call

Roszek

Bigjimer1
ImperialKaskins
TrunksKGB
Hunter-Seeker

to name a few...

If you'd like we also have a section of our forums dedicated to mapping projects...most of the maps created by our members are automatically added to the rotation after extensive testing and play through

Would be nice to have some documentation on the newest features too! Not bashing anyone but it seems some mod teams seem to get more knowledge about the newest things before the rest of the community does... But hey I could be wrong

Most of our members tend to keep their distance from these forums.. but we are quite active..

Subject: Re: Is anyone still producing maps/etc for this game?

Posted by [Generalcamo](#) on Wed, 03 Jul 2013 16:18:04 GMT

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I have been waiting for a while for 4.1 as I need that Air Factory code for my map, which is in a hiatus due to the fact that it isn't out.

I would like to see the temps20.ddb file (Or it's replacement, actual map files) have a little bit more stability, since it seems to crash often if it has too many temps in it.

Subject: Re: Is anyone still producing maps/etc for this game?

Posted by [Jerad2142](#) on Wed, 03 Jul 2013 19:50:08 GMT

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5,6,7, and 8 are all things ECW attempts to do with hacks and I'd be glad to implement better systems if they become available.

Subject: Re: Is anyone still producing maps/etc for this game?

Posted by [Jerad2142](#) on Thu, 04 Jul 2013 18:28:08 GMT

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Also in ECW's C&C mode I was using the building side bar to build navel units, and there would be maps with helipads and airstrips, however I must have been doing something wrong because the server would crash whenever a remote player joined the game.

It'll probably work once we move to 4.0 but at the time I didn't want to screw with it.

Subject: Re: Is anyone still producing maps/etc for this game?

Posted by [escelade3](#) on Wed, 10 Jul 2013 02:27:48 GMT

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Like mauler said, myself along with quite a few others are still making maps. Most of them are on the MPF forums though which are a bit more active for just renegade maps.
