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Subject: CNC REBORN : BIG UPDATE

Posted by [Dan](#) on Wed, 07 Jul 2004 15:52:03 GMT

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RenxWow, that's a new one. More work goes into this than you could imagine. We're constantly creating new things that people never thought possible with Renegade, but I guess that's because this isn't renegade anymore, at all.

Last time I checked, the flamethrower was possible in Renx, shooting electric bolts were possible, Indirect weapons were possible. The only 2 things which are different than renegade really, are the players being able to havest and boats.

And we also put a lot of work into our mod as well, I'm working on about 4 maps at the moment as well as building interiors and the MCT. Darkomen is texturing all SoD.X's buildings, who is still making new models like the other modellers, as evidence with his construction yard. TheKGBSpy is working on scripts for us, as well as working on his own mod. Pendulum is sorting out all the sounds for us, and our skinnners are updating, and creating new textures for our weapons, characters, buildings, and textures for maps.

Now lets try to drop these silly little arguments and just get on with our work since theres so much of it!

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