

---

Subject: Holy shit!

Posted by [BlueThen](#) on Sat, 21 Jun 2008 19:12:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sounds great can't wait.

\*bragging rights for first topic other than that intro one\*

---

---

Subject: Re: Holy shit!

Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 19:17:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I cant wait eather.

They could of made it and then release the secret.

---

---

Subject: Re: Holy shit!

Posted by [BlueThen](#) on Sat, 21 Jun 2008 19:19:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

No, now that they released the secret, the public can now help with the project.

The part I can't wait for the most is the automatic downloading of maps.

---

---

Subject: Re: Holy shit!

Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 19:26:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yea, but i will be happy if they make it like in generals/zh. Like when you join a server and when it starts, renegade downloads that map for you. But what if some one puts a virus it it O\_o

---

---

Subject: Re: Holy shit!

Posted by [BlueThen](#) on Sat, 21 Jun 2008 19:27:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

HeavyX101 wrote on Sat, 21 June 2008 14:26 Yea, but i will be happy if they make it like in generals/zh. Like when you join a server and when it starts, renegade downloads that map for you. But what if some one puts a virus it it O\_o

I'm sure there will be an anti-virus.

---

---

Subject: Re: Holy shit!  
Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 19:28:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I hope so. Maybe RenAVG

---

Subject: Re: Holy shit!  
Posted by [Jerad2142](#) on Sat, 21 Jun 2008 19:28:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

HeavyX101 wrote on Sat, 21 June 2008 13:17I cant wait eather.  
They could of made it and then release the secret.

4.0 has been inprogress for quite a while now, I have been talking to jonwil about it.

---

Subject: Re: Holy shit!  
Posted by [Yrr](#) on Sat, 21 Jun 2008 19:43:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

BlueThen wrote on Sat, 21 June 2008 21:12Sounds great can't wait.

\*bragging rights for first topic other than that intro one\*

| 20:36:05 | @Crimson[Laptop]: Just didn't want some nub going "OMG FIRST POST"

---

Subject: Re: Holy shit!  
Posted by [BlueThen](#) on Sat, 21 Jun 2008 19:51:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yrr wrote on Sat, 21 June 2008 14:43BlueThen wrote on Sat, 21 June 2008 21:12Sounds great can't wait.

\*bragging rights for first topic other than that intro one\*

| 20:36:05 | @Crimson[Laptop]: Just didn't want some nub going "OMG FIRST POST"  
Couldn't help it- besides, it would either be me... or some other nub.

---

Subject: Re: Holy shit!  
Posted by [Dave Anderson](#) on Sat, 21 Jun 2008 21:47:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is indeed very good news. I'm excited to see what becomes of this.

---

---

Subject: Re: Holy shit!

Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 21:53:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hey dave, why arent you in it? You are a good coder by the way.

---

---

Subject: Re: Holy shit!

Posted by [Dave Anderson](#) on Sat, 21 Jun 2008 22:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Not my cup of tea I guess you could say.

---

---

Subject: Re: Holy shit!

Posted by [R315r4z0r](#) on Sat, 21 Jun 2008 23:33:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

They should still put an arrow up... because now that the secret is out, there is no more mystery time fun...

---

---

Subject: Re: Holy shit!

Posted by [Speedy059](#) on Sun, 22 Jun 2008 00:04:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The automated map downloader is all I want to see out of this lol.

---

---

Subject: Re: Holy shit!

Posted by [Muad Dib15](#) on Sun, 22 Jun 2008 00:36:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

They should do that with Reborn (the game.)

---