
Subject: Long time no see

Posted by [bisen11](#) on Mon, 11 Feb 2019 03:43:59 GMT

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Hey guys. C&C Renegade is where I first got my start mapping and modding starting with cnc_c130drop mods: <http://www.renegadezone.com/ModInfo.asp?ModId=893>. This was back when I was like 11 years old or so. I later went on to making stuff in Starcraft 2. I'm now working on my own Unity game which I have code named Project Renegade in honor of this game. It's a mix of RTS, tug of war, and third person shooter. I'm hoping to release it this year, and I'd love for you to check it out. You can view my latest video blog below. Thanks!

<https://youtu.be/ZqAi5zoGdWw>

P.S. Did Airkraftkillar ever deliver on his promise of a con yard and a single player power plant all in one maps? (If you get the reference, I would love a link to the dramatic reading of that post so I could listen to it again!)

Subject: Re: Long time no see

Posted by [Lone0001](#) on Tue, 12 Feb 2019 05:00:47 GMT

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Yup, never gets old.

Subject: Re: Long time no see

Posted by [Oblivion165](#) on Tue, 12 Feb 2019 15:11:35 GMT

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Good to see you

Subject: Re: Long time no see

Posted by [bisen11](#) on Sun, 17 Feb 2019 20:33:30 GMT

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Lone0001 wrote on Tue, 12 February 2019 00:00Yup, never gets old.

Haha, that is awesome, thank you.

Subject: Re: Long time no see

Posted by [ehhh](#) on Tue, 19 Feb 2019 09:11:28 GMT

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hello

Subject: Re: Long time no see
Posted by [bisen11](#) on Tue, 05 Mar 2019 21:15:07 GMT
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Updated the UI a bit on my project, and created a holdout style mission.
<https://youtu.be/CjvGEvDVALQ?t=568>

Subject: Re: Long time no see
Posted by [Jerad2142](#) on Tue, 26 Mar 2019 22:01:44 GMT
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Yo!

Subject: Re: Long time no see
Posted by [bisen11](#) on Thu, 11 Apr 2019 13:15:37 GMT
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Hi

Progress is going well!
New video up on the youtubes. And the level I play has a reference to the final mission of Renegade's single player campaign.
