Ok so, this is overall good news but it does get me worried. When something big like this is presented to an a good like Renegade, it shows dedicated. What other game 6 years down the road has this many professionals basically remaking it where Westwood left off? None that I know of. Anyway, after going through all the topics, the changelist and stuff I am a bit confused as to how exactly will this change renegade. Here are a few points:

1)Death of renguard? I don't like the sound of that, it has done its job well in the past and has basically saved this game when it was in deep trouble, I agree improvements can be made but entirely scraping it? I wouldn't agree that its the root to take. Its even more of a historical piece by the people who have kept this game running (BHS) for this long more than anything else. And on this anti-cheat issue, so the only anti-cheat client side will be the scripts 4.0? Wouldn't that make it easier to be tampered with/cracked type thing?

2)Gameplay changes, one thing I think could be change is that server side mine limit (split proxies and remotes), but things like loading pistol, the way ob/agt works, points fix have all been here for all these years and is the way we all see renegade now. Change this now would completely change the way we play, and our currently strategies will become obsolete.

3)The obvious fixes I agree with, g4 clitch, the no drop damage glitch, blue screen are all obviously glitches, but its the opion stuff listed about I have an issue with. Also, those cool features, map download, etc are useful, but on the a00 nickname issue, I think that should remain. It stabilizes the servers listings, and people still can filter by other things like ping, just I think its a good default.

4)About the actual patch, will it be an .exe installer thing? And will it be applied to the 1.037 update of renegade? Won't it have to include the core patch 1/2 fixes and addons? What files exactly would be changed (always.dat, etc)? What I would recommend is a single patch, from default install renegade right up to fully patched which would include:

-1.037 Patch
-Core Patchs 1+2 Fixes/Addons (minus the fan maps)
-These new "engine fixes" in the their proper file format
-Scripts 4.0 with this new "anti-cheat"
-Any other new addons/fixes disscussed by "TT"

^^All this in a single .exe update which should be around 50mb, max 75mb, but in anycase, under 100mb. This way it could get easy community support by everyone agreeing on what would be in the new patch, and for EA it would be very simply, simple swap this new patch with the 1.037 patch they currently have on their servers for renegade.