
Subject: Renegade 2

Posted by [Anonymous](#) on Mon, 24 Feb 2003 18:04:00 GMT

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That's actually wrong, the older art was only eye pleasing and accomplished that by using a low polygon count with professional texturing. Renegade's structure, vehicle, map, and infantry design is a lot better than what it used to be. Weapons were also worse back then. Look at the M-16 on www.g-renegade.com and compare it to a Renegade weapon today. It looks like a box with more boxes attached to it.
