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Subject: Renegade 2

Posted by [Anonymous](#) on Mon, 24 Feb 2003 17:53:00 GMT

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quote:Originally posted by mr1pants: quote:Originally posted by aircraftkiller2001:Y'all know nothing about Renegade's engine. The funny thing is that the people who have almost no experience with it always say "Wow, what I see in Renegade is all that it's capable of..."Look at E&B. That's Renegade's engine, W3D. Generals is a more modified version of W3D. Watch the next C&C game come out to be a more sophisticated W3D revision. You guys just don't know what W3D can do. Too bad I'm bound by EA legal restrictions, or I'd upload the Renegade 2 screenshots that you never saw... Like a Soviet Barracks which was totally destructible, or a map set in San Francisco's Marin Heights...Tis very sad, but oh well.e&b renegades engine!? renegade can do that !? no it cant i think he was takling about its CURRENT engine you know NOW not the newer version the one RENEGADE not e&b and generals is using. i tryed puting the overlord into renegade but there were problems1. the turret doesnt move2. ITS HUGE (as big as the hand of nod3. it wont move (i made it threw nod's airstrip)its w3d though HOW DO I GET IT WORKING?Just because Generals is based on the same engine as Renegade doesn't mean you can directly drop things from the two games into one another. They made an enormous amount of changes to make it work as an RTS.ACK is right on this one, I don't know anything about Ren2 but I do know all current and planned WW games are based on the Ren engine, W3D. It's actually very flexible, look at some of the older Renegade screens and you'll see how impressive it used to look (nothing compared to today's standards however, but unbelievable for it's time).

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