
Subject: Re: How renegade 2 would have looked
Posted by [Buavey](#) on Thu, 25 Aug 2005 00:25:34 GMT
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phlakaton wrote on Wed, 24 August 2005 20:04Xtrm2Matt wrote on Wed, 24 August 2005 19:36Wow, so making a Renegade 2 using the same old shyt engine? Fantastic, we got a best seller in the making!!111one

Look at all the fantastic engines out now, yet your saying they wouldn't switch? Psst.

Since you failed to read... that engine is more robust than you'll ever know. Anything can be overhauled and modified to work much better. Renegade's engine was a good start to better things. Someone else mentioned before as well... SAGE is based on all the same exact code on the base level. W3D. It's all jacked up on coder bells and whistles in the end.

Your right though, I can see how WW was limited when they first began working on the game. It came out 4 years after development had started, so of course you will be limited. People fail to realize that technology changes quickly. But with proper modifications, many new upgrades can arise as you stated!
