
Subject: Re: Renegade: A New Hope Update
Posted by [htmlgod](#) on Mon, 19 Sep 2005 05:05:49 GMT

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Ummm, I'm not sure exactly what your point was with that ginormous picture. However, I can make a few counter-arguments anyway, because I'm just that cool.

1. Star Destroyers are a bad idea because they require a large contiguous unwrapped texture, in TGA format. That means low FPS and lag when you get near it.
2. If you're using a Star Destroyer as the team base or something, who drives it? Or does it just float there like an enormous target in open space for the Rebels to whore?
3. What happens when the enemy overtakes your hangar, and all of a sudden your only way to launch fighters is a tube at the end of which the Rebel hoarde is waiting in ambush? Now your entire team is pinned down and your only way to fight back against them is overcome by the Rebels easily surrounding a single hangar exit from the Star Destroyer.
4. This still leaves the problem of Space Combat, which I believe would be excruciatingly boring in a Renegade-style team-based combat game. Think about it. Nothing to hide behind. Nothing to obscure your enemy's view. If your enemy is smart, he'll use a craft with a longer weapon range than yours, and very suddenly all your speed and firepower are useless because he's gunned you down to nothing before you're even in range to use your weapons, and you have no way to take cover or use the terrain to your advantage; they call it SPACE for a reason.

Bottom line is, space combat would be a lot of work to set up - Star Destroyer and Calamari Cruiser models and textures!?! - and it would probably end up not being that much fun anyway. Minor balancing differences between the team are exponentially magnified by the absence of terrain and other means that give use to good strategy. And, worst of all, the Renegade engine is designed for planetary combat, and so we would have all kinds of problems to overcome, such player physics - surely you don't hope to make your way to that PT across the room, when you're floating helplessly in the air.
