
Subject: Renegade for consoles?

Posted by [Sir Phoenixx](#) on Mon, 28 Apr 2003 21:19:42 GMT

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[REHTSpirit]Sir Phoenixx[REHTSpirit]bigwig992I think it would be a great idea, look how much people mod Renegade as it is, with all the new additions, people could make mods such as generals, starcraft etc.

ARE YOU TELLING ME THAT THIS IS NOT POSSIBLE! !!!!!

hangs Bigwig in front of his yard as a warning to all non-belivers/modding n00bs

What you just said doesn't make any sense what so ever. Go back and actually read his reply this time. He said that Renegade 2 is a great idea and there would be alot of people making great mods for it just like they are doing for Renegade.

He said that with new aditions people could make mods like SC and Gen. While maybe Gen you need the aircraft stuff, you can make SC without it

Name one thing in SC that "isn't possible" and I'll throw you a way to make it possible.

Er.....PM it, so we don't get tooooo off topic.

Read his entire reply again, slowly...

He said, and I quote:

bigwig9292I think a Renegade 2 would sell great. With the better w3d engine, the graphics would rock. We could also get all the things we didn't in Renegade, real aircraft physics, better matchmaking, and better mod tools. I think it would be a great idea, look how much people mod Renegade as it is, with all the new additions, people could make mods such as generals, starcraft etc.

He said with the additions("better w3d engine", "real aircraft physics", "better matchmaking", and "better mod tools") that the Renegade 2 engine will bring, the modders would be able to create good mods such as Generals and StarCraft.
