
Subject: Re: Renegade Multiplayer BETA Phase 3
Posted by [Oblivion165](#) on Sun, 15 Jan 2006 18:02:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

WNxCABAL wrote on Sun, 15 January 2006 12:24I have just copied the maps to a Renegade v1.037 game, and as AK said, there ain't much difference.

All I found that was different to the patched/retail versions are less Tiberium, some textures don't correspond to their material type, there aren't blockers in places, the PowerPlants in City are 90 degrees clockwise and the SBH purchase icon shows the silver laser gun. That's all I could find! Also, the WF doors didn't properly open and the Airstrip spawns the vehicles at 0,0,0. But, I'm guessing it's because I'm using a new version to an older version.

There ain't much point in having this because there ain't anything much different than what's described above.

You should really decompile the whole thing though. Renegade has a lot of models and files that are "extras" that are not linked in the Object.ddb
