Oblivion165 wrote on Sun, 15 January 2006 16:00Oblivion165 wrote on Sun, 15 January 2006 15:59WNxCABAL wrote on Sun, 15 January 2006 15:54Oblivion165 wrote on Sun, 15 January 2006 18:02WNxCABAL 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 texures don't corrisond 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. Thats 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 its 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 whats described above.

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

If you find the names of the files missing, I'll try & find them.

i dont mean anything specific, i just mean if you dump the entire contents to one directory and go through them all, youll find something at least remotely interesting.