
Subject: How far can you take Renegade's graphics?

Posted by [m1a1_abrams](#) on Tue, 31 Jan 2006 17:17:24 GMT

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I think it's come to people's attention lately that maybe the Renegade engine is more capable than was previously thought. When Exdeath showed some in-game screens of the Reborn lightmaps it was pointed out how sharp the game looked in general, nevermind the lightmaps thing... because he has modern hardware with the settings turned up high. I mean I don't know that much about graphics cards and whatnot, but I assume the Renegade engine must be pretty ok if it can even support some of the things cards can do to games these days. I mean you get some basic texture filtering options with Renegade, but there isn't any anti-aliasing to turn on in the menu... I assume because PCs at the time wouldn't be able to run it anyway... but it must be supported, even if you can't access it through the menu since you can turn all those things up to high in your graphics card interface on your desktop and it all works. Like I said, I don't know much about graphics cards and how much they can tweak graphics that weren't designed to be that good, but I turned anti-aliasing up to 8x and anisotropic filtering up to 16x resulting in Renegade looking awesome. I was expecting the game to just not run at all or give me day-glo textures, but it works fine online with an FPS of 60 or higher.

Anyway, I took a screenshot to show how much better Renegade looks when you force all the settings to highest with your card, rather than letting the programs decide the detail level. I think it looks pretty nice... and that's just the game as shipped. I don't think the age of the game would show that much at all in a mod with higher poly models and modern hardware to run it on.

<http://www.glowfoto.com/viewimage.php?img=31-084717L&y=2006&m=01&t=png&rand=9606&srv=img2>

It's funny, because the modding scene in particular seemed ready to move on from Renegade because of frustrations over the graphics, even if the C&C gameplay couldn't be replicated without a great deal of work in other engines... yet so long as you tweak the settings at the graphics card rather than in Renegade's meagre set of options, it can still look the part even today. People keep mentioning how Renegade can quite happily manage vastly more polygons than they used in the retail game, and that it's only textures that it struggles with... but even if that's the case, filtering seems to make low-res textures look like they're quite detailed.

Your thoughts?

Edit: I think I linked to a private photo album so nobody would be able to see the screenshot. This should work though and it has 3 pics
insteadhttp://www.glowfoto.com/users2/Dan_Rooth/view.php?aid=4996
