
Subject: Re: Increase Renegades performance.
Posted by [MexPirate](#) on Tue, 20 Jun 2006 15:47:42 GMT
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Oblivion165 wrote on Tue, 20 June 2006 14:34cmatt42 wrote on Tue, 20 June 2006 01:53Dead
Dave wrote on Mon, 19 June 2006 20:57Generals and Renegade use the same engine
Nein.

Tis

There is tremendous evidence that it is the renegade engine with just updates to graphic points
like shadowing and lighting.

Im not saying its a TC or something like that but it uses W3D (Same exact one as Renegade,
header is at the end of file instead of the beginning) might be visa-versa

Uses RenX to model and bone.
All objects are boned the same way as renegade.
Maps use heightfield (Enhanced of course)

It is the renegade engine, just in a different shell.

Other Note:

2,000th Post

GG'd

Nice way to reach the big 2000
