
Subject: Re: Renegade on a new game engine?
Posted by [xoham](#) on Tue, 01 Aug 2006 17:45:41 GMT
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Saga wrote on Sat, 29 July 2006 19:39: Actually, a bit of modding of Renegade has already been done in UT2004. since UT2004 uses mutators, adding different options is easy. currently, We have found two mutators that convert UT vehicles into Renegade vehicles (Stanks, med, orca etc.) Med, orca, and mlrs are pretty good in terms of skins (could be better), but stank needs some work as well as some of the red alert vehicles. Stealth already exists in the game and the look of stealthed units is was BH should look like. Additionally, the other mutator I have, converts UT base defenses into turrets and an AGT. We have also found that someone figured out how to convert the power nodes in UT to purchase terminals, but there is no working link to obtaining this mutator we have found.

My point is, Renegade or Reborn should be able to convert into an engine like UT2004 and Renegade could become the game we all would like it to be. No more map packs, scripts to manually do or search for client side(UT servers install everything). With the tremendous effort many put in to modding this game still in this crappy Ren engine was put into something like UT2004, I would guess it could convert more easily into the UT2007 engine and those who put the effort into this project would get the added bonus of an even newer engine to play with 3-4 months from now.

Also, isn't it true many westwood employees went to the UT2004 project?
Just some food for thought.

This is exactly what I was thinking. The UT engine would be great for Renegade. Do you have links to the mutators etc? Thanks.

UT has hack protection like punkbuster right? I haven't played it in ages.
