Subject: Re: Renegade, taken to a new level
Posted by Titan1x77 on Mon, 11 Dec 2006 21:53:40 GMT

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Pendullum wrote on Mon, 11 December 2006 15:41And what is wrong with the unreal 3 engine? Gears of war uses this engine and that in itself is an amazing game, I'm hoping this mod can use some of that games cover system XD

This is something that will be a server variable...I looked into adding this where we set up zones of where you can cover and peek around corners. This is something I want in... but dont want to take away from the classic renegade mode, so it can be a server setting to have it on or off.

jered gray- I understand your concern, mainly because 1,000 players use to be 5,000... 5,000 use to be 10,000.

The game isn't gaining popularity anymore...and if anything, once this mod is out, it doesnt mean people will have the pc specs to go play the mod either....in return people may actualy try and buy a copy of Renegade adding back to the community.

EA will be contacted, and presented with the idea of taking Renegade to another engine...but im not contacting them with "teasers" like above^^

Solid work is the only thing that will impress them enough with the idea.

EA has a license for the unreal engine(forget which game, I CAN get sources for this)...

This is a dedication by a community of artists to bring Renegade to another engine...its not a team making money or defacing Renegade either.

Just a mod dedicated to a great game.