
Subject: Re: Renegade, taken to a new level
Posted by [Richbk](#) on Tue, 12 Dec 2006 10:20:03 GMT
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Well the idea sounds cool.

As for making a mod for a game that doesn't exist it can't be hard. All you need is some poly limits and already you can make most of the models. There is enough information around the net about what UT2K7 will be capable of.

As long as the mod is done well and represents the real Renegade experience then I'm looking forward to playing it.

Ric
