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Subject: Re: C&C 3 Renegade Mod

Posted by [Titan1x77](#) on Thu, 08 Mar 2007 00:36:07 GMT

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This mod is better suited for another engine, You'd have a better chance at getting the engine for CnC3 to be controlled in 1st/3rd person...then to have a large fanbase to play this mod in 2010 on the w3d engine.

The Renegade already had a "bloom" effect awhile ago, this new one is just increased, to a point where it blinds you.

Lets see you set up an Avatar 1st in the w3d engine... I wanna see it rip off a tanks weapon and attach it, that'd be cool to do.

Hell, why dont the 4 mod teams combine, and make a super TD/TS/TW/RA/RA2 mod, and have all the assets in one gigantic .dat file and you could have a nice rotation of mixing different era's from C&C.

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