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Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Mon, 12 Mar 2007 19:42:30 GMT

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Jerad Gray wrote on Mon, 12 March 2007 17:47Spetz5 wrote on Mon, 12 March 2007 08:12lol.. renegade is not getting closer to the newer games, and it never will. There's RTS games that support graphics just as good as renegades, it honestly doesn't stand a chance.

You obviously have not been around much, or else you would know that it is getting closer, unless you have problems with basic logic. Here, I will make you an example to help you understand.

EX:

Object1 = 1

Object2 = 45

Object1 gets five additional points because it gained something it originally didn't have.

Object1 = 6

Object2 = 45

Question: Did object1 get closer to Object2?

Answer: Yes (If this does not make sense to you then please don't reply).

Although your post was helpful and all, please don't post again unless you can make more constructive posts, or at least more specific (that way it will be a lot easier to prove you wrong).

object2 is always updating. Renegade can't catch up, even though I share your sentimentality with the Renegade engine, there is always a better place to start.

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