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Subject: Re: Reflective Materials

Posted by [Burn](#) on Sun, 08 Jul 2007 03:12:16 GMT

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I just don't think people have enough inspiration to add on to the engine because it doesn't seem "extensive" enough in certain aspects. Things like Unreal Tournament are not only more recently made but also more extensive and "exciting." Maybe people just see Renegade as too much of a plain first person shooter.

I personally don't see it like that but maybe others do.

Any game and be stretched beyond its limits, it's just all a matter of time and sometimes money. If there would be enough people I'd be willing to join a team in making a new engine so we can do more interesting things like reflective materials instead of these plain cardboard box materials we've been using all this time.

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