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Subject: Re: One step closer to renegade 2?

Posted by [Jerad2142](#) on Sat, 22 Sep 2007 01:03:13 GMT

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One Winged Angel wrote on Fri, 21 September 2007 05:09: Lets hope that EA don't make our projects obsolete. AR, APB and Reborn have all worked pretty hard to get to where they are currently and it would be a shame to dispel it all.

If there is a new engine it should be made on a totally upgraded version of the w3d engine so then we can port our stuff with ease. This would also mean the return of a new version of the Commando Level Editor which a lot of us know how to use.

It's all very well saying "put it on crysis" or "put it on UE3" but I don't think that a new Renegade game should jump on the shared engine bandwagon. It should stay on what it was built on, the w3d engine, the C&C engine.

#1 they were talking about some C&CX sound designer, "C&CX" the last game released was C&C3, this sounds like something completely different.

#2 The only good new Renegade will be one that works with the main mods that are already in progress Renhalo, RP2, AR, Reborn, APB.

#3 If they do make a new game, #2 will almost certainly be wrong.

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