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Subject: Re: One step closer to renegade 2?

Posted by [trooprm02](#) on Sun, 23 Sep 2007 20:05:44 GMT

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Renx wrote on Sun, 23 September 2007 00:41: trooprm02 wrote on Fri, 21 September 2007 21:50: The best possible outcome:

- 1) they resurrect the prototype updated w3d engine they started for ren2, before it was shutdown, and the one shown in that ren2 video.
- 2) why? same engine means same original ren1 physics that MOST of us like
- 3) double polygon count means better graphics

That's the worst possible outcome. They're not going to use an engine over 5 years old when they have a brand new, state of the art engine designed for FPS games available to them.

Have you seen all the Crysis stuff? Its soo fucked up for just Crysis, let alone using it for Ren2. The physics between the crysis engine and the older w3d are 360 degree opposites, and the gameplay wouldnt match up. Better graphics? almost identical physics? Use the newer w3d engine...

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