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Subject: Re: What made of Renegade a good game for us?

Posted by [Ryu](#) on Tue, 18 Dec 2007 06:21:25 GMT

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renalpha wrote on Mon, 17 December 2007 23:51punkbuster anti cheat

Say them words again and I'll back hand you so hard your whole family will feel it.

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C&C Mode: As much as I'm a die hard fan of Team Fortress 2 and other FPS's, Renegade's C&C mode (Tanks, Buildings, etc.) is fun.

On a server with 15vs15, it can be a very interesting battle, and fun.

I remember playing 5 hour marathons, plenty of tank rushes, and what not, and it never gets old if your in the mood.

Modding: practically easy, Look at Role Play 2, A Path Beyond, Reborn (WIP screen shots, etc), Apoc Rising (WIP stuff), Some really kick ass stuff is still made on a aging engine, and most - if not all is pretty damn awesome.

This new C&C FPS should include both of the remarkable features, and add new features, too.

VoIP, Man, VoIP with the original C&C Mode.. god damn it man, My head would explode with the fun that would be processed.

More vehicles, again - pure awesomeness.  
Improved AI - Better single player experience.  
Better single player and more Joe - Awesome.  
Nod campaign - awesome.

If anything, I'd suggest the Source engine, great physics, Awesome optimization, great modding features, great AI, Looks great (HL2: Ep2 and TF2 look excellent, And I'm running everything on medium settings!!)

All in all, Keep the original C&C Mode, Build around it, try not to use a over-the-top game engine (one that needs dual core processors and a min of 2gigs of DDR2 ram and a nVidia 8600)

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