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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 Feb 2008 20:17:20 GMT

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Starbuzz wrote on Tue, 26 February 2008 14:59

Eitherway, awesome job Fobby! Convey my regards to your development team. The video is amazing and gives a good feel for what is in store for the future. It is coming along nicely. Keep up the awesome work!

Thank you.

Quote:Hourglass was one of my favorite maps due to it's massive size and blue skies and light tan color texture (that made it look big). Is there a way you can capture that on the new Hourglass map?

We tried putting in a nice blue sky-sphere for this map, but it really messed up the lighting on the map, so we had to sub in the stormy sky sphere.

Quote:The base area looks slightly small but wouldn't it be updated when the buildings are put in?

They look small mainly because the VCTF bases are in the way, but if we need more space for buildings, it won't be a problem. The layout of the base will be just like Renegade's.

Quote:What I am trying to get across is that will the gameplay features in the maps be preserved?

Yes.

Quote:Also, while we can all get used to the new 3rd person view, is there a way to place the 3rd person camera up above the head directly behind the character's head like we have in Renegade now?

We probably won't be changing the 3rd person view unless a lot of people complain about it, simply because it takes work to perfect.

Quote:Also, the mod will feature a 1st person view as well no?

Yes.

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