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Subject: Re: CNC\_Renegade Source Code release  
Posted by [Jerad2142](#) on Tue, 11 Mar 2008 18:00:07 GMT  
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Reaver11 wrote on Tue, 11 March 2008 08:54 One Winged Angel wrote on Tue, 11 March 2008 05:59 cnc95fan wrote on Mon, 10 March 2008 21:58

You're missing the point. There isn't much in RA and RA2 that can't be accomplished in Renegade with scripts easily. When you look at E:BFD you will noticed 3 sides, and sub sides. Oh really now? I think you are forgetting Yuri's Revenge and the giant ants faction here. Also if you think that Giant Squids with proper collisions are a walk in the park, think again. But it's not limited to just that

Three sides.

Nope it wont work mayby it works engine technically but in the gameplay it will probably be a downside.

Especially if it are three mainsides (i know that you need three to be true to the E:BFD story)

I have never really seen a fps with three fractions battleing each other.

Besides that you will need a lot of players it will start as 1 vs 1 vs 1

To have an avarage ren game you would require 12 people?  
(in your mod 4 vs 4 vs 4)

Oh dear gawd, the score screen won't display which team won correctly, there is no way gameplay can work without the score screen. You won't be able to choose your team either... oh wait, most of the time the servers don't let you change your team anyways, so that can't be whats ruining the game play... hmmm, we already know there are ways to work around the pt, so I think you best explain how it will be a down side.

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