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Subject: Re: bad engine

Posted by [Zion](#) on Thu, 08 May 2008 00:06:15 GMT

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Poskov wrote on Wed, 07 May 2008 21:17 the Renegade engine isn't that great, frankly, it's a downer.

I bet any of you, that you could make a total conversion, using Half Life, turning it into renegade, but you could NEVER make Renegade into Half Life.

I'm going to take a nice long shit on you here, being a Renegade developer myself i know what the engine is capable of.

Half-Life is 100% creatable on the W3D engine, however i SERIOUSLY doubt you'd be able to get Renegade's gameplay and game style on Half-Life's engine.

You say the W3D engine is crap. You say this like you know? Tell me, what big total conversion mod for Renegade have you worked for? What models have you made for Renegade? What modifications have you done to the engine?

The W3D engine just needs a new physics engine and a new texture engine and it would rival the Source engine, it's that good.

Now, tell me, being such a fanboy of Half-Life (I'm not saying it's bad, HL is actually a very very good game), do you think you can get a multitude of vehicles, characters, and buildings which need to be destroyed and protected at the same time in that engine?

The C&C Game Mode (Destroy the enemies base whilst protecting your own) is a very hard game mode to recreate in first person form.

Unless you actually play the games properly, and not just go off one feature (i presume you've only played the single player campaign?), you should admit defeat by those who play it and:

- 1). Go play the online version in a popular server, one at the top of the list.
- 2). Stop trying to defend yourself, or prepared to be shat on again.

Good day.

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