Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Sat, 09 May 2009 10:21:10 GMT
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-Xv- wrote on Sat, 09 May 2009 05:15mutad3d wrote on Fri, 08 May 2009 12:26whoopdeedoo...
noone cares about the game's graphics

don't know if you noticed but most "gamers" (emphasis on the "" marks)look at graphics then
game-play.. this would bring new players to ren, instead of them just lookin' at it and sayin'
"LOLOMGOMG THAT LOOKZ LIKE NINTENDO GAMEZZZ IT PROBABLY SUX BIG BLUE
BALLZ LOLOOLROFL1"

the fact, that Renegade still is one of the best games game-play wise, makes me sad that there is
so few players left.
its because very easy to kill free soldiers from apc/apache/orca (and easy to control that vehicles)

this is not ''gameplay'' its key config script (i want to see what happened if ren will uses Crysis's
tank's control feature...)

p.s. i dont know about others, but i played this game because its fucking easy to control
vehicles/soldiers and kill/death engine is easy as hell
Nothing rare here, this game is crappy and out of date, and im gona put that damned ren CD into
microwave....