
Subject: Re: Renegade X - September '09 Update!
Posted by [R315r4z0r](#) on Mon, 28 Sep 2009 03:46:30 GMT
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luv2pb wrote on Sun, 27 September 2009 17:18

I've kept my mouth shut till now but are you kidding me? So really what you guys did was make a few maps look pretty, copy a few of the basic infantry and some tanks and make a pretty HUD? At least I don't have to worry about you guys splitting the Ren community after hearing about this.

Let me rush out and buy my copy of UT3!!!

There's all that, plus the fact that it's on an entirely different game engine.

If all that stuff was done on the W3D engine, then it wouldn't be worth anyone's effort because it would have been an immense waste of time. But Renegade X is on a NEW game engine. They had to code C&C mode into the game as well as many of Renegade's current features. Then they re-designed, from scratch, all the units and maps and weapons you see. As well as a lot of textures and effects were made by them as well.

It's not a "What? You had all this time and you only did that?!" It's more of a "How the hell did you get so much crap done in such a short time with such a relatively small team?"
