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Subject: Re: Whose excited for renegade x :D ??  
Posted by [Aircraftkiller](#) on Sun, 02 Mar 2014 22:57:36 GMT  
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I played it, yeah. Gave it about two hours earlier under my other pseudonym. It was either too dark or too light in the maps I played, except that one with the river flowing through it. That actually had a good amount of light without a ridiculous amount of bloom. Some of it looks pretty neat, other parts of it look utterly ridiculous - like the bloom, for instance. It just feels like someone's covering the graphics up.

I don't care much for the airstrike stuff, and I absolutely hate the dumbass C&C3 tiberium that Mesa got covered in. None of it makes any sense in that time period and it's just obnoxious to look at, honestly

I didn't get much lag. FPS stayed pretty smooth. It didn't blue screen Windows 7 this time, so it meets the minimum requirements of not pissing me off. I'd play it again and I'd even consider porting over my old Tiberian Dawn conversion if someone were interested in actually making RenX look like C&C95 - of course, I'd have to redo the textures and add more detail to the buildings, but it'd be nice having a modern platform to work from that I could essentially drag-and-drop my work into

It's got potential, so I humbly take back most of what I said about it - but it still has major problems and I'm hoping that they'll fix them instead of giving up and doing something else. If they're trying to get into the industry as a career, this is a good project to have on their resume.

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