
Subject: The Powers of Renegade

Posted by [\[REHT\]Spirit](#) on Mon, 22 Dec 2003 15:45:34 GMT

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Renegade is a very flexible engine, should you know how to bend it. Sometimes it just takes a little time, 90% of creating stuff here is out of creativity and not pro-modding-skillz. The engine does lack somethings but most of em you won't need too much (it's nice to have them but you can probally live without em). GUIs can be edited to a limited extent but I dont think youcan make like a new PT screen. You aslo can't make things like flashlights.

You can make co-op maps. Just put the enemies on the Mutant team and the players on Nod and GDI. Pokeable stuff (walk up and press E) will not work without the host, though. Some script functions also don't work without the host. But there are looooooooots of fun things to play with. Weapons, characters, etc, in Level Edit can usually be created a lot quicker then you could if you were editing the pure code of the game, and you're less likely to make an error that causes the whole game to blow up in your face.

The scripts.dll also adds more flexibility. Although you do need to release your source for it. It's at: <http://sourceforge.net/projects/rentools/>

The main limit is your creativity. Mechs, deploying, base construction, multi-objectives, etc.....all that's possible. A few may have a graphical issue or 2 but it won't mean much (before someone comments.....you can stop the leg animation.....). Just have fun!
