Subject: new weapon/vehicle models for normal play in C&C:R

Posted by smwScott on Tue, 03 Feb 2004 19:21:59 GMT

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TaximessmwScottTaximesGeneral HavocWell it hasn't exactly happened yet as the HL2 engine is not availiable.

Yeah, and rumor has it that it's been pushed back even further to September '04, so...

I don't really see the idea behind making an expansion for game A with the engine of game B.

Source is many times more powerful and flexible than Renegade. It's supposed to run better on lower end computers as well. The Ren engine is terrible for single player - the AI is horrible, no physics, etc. In addition to this the mod wouldn't get the attention it deserves in Renegade.

I know there's no chance of it happening, but it would be nice to see a Renegade mod for HL2 and maybe even a Ren Alert conversion. Imagine being able to play with fully working planes, proper chronosphere, everything you needed. Hell, you could even implement a commander viewpoint.

I know the HL2 engine is much better than the Renegade engine and you don't have to explain why, I just think it's stupid to be making this mod with it.

If it was just a generic mod then it would make perfect sense, but since it was supposed to be an expansion pack for Renegade...

It'd be like if Yuri's Revenge was made with the Starcraft engine. They might as well just take what models they can and drop the Renegade theme altogether.

Actually I think starting a major mod for Renegade right now would make about as much sense as EA releasing a expansion on the Tiberian Sun engine. W3D simply cannot do that mod, or at least do it well. Even if it could it wouldn't get nearly as much recognition as it would as a HL2 mod. If you have a mod for Renegade that isn't finished or near finished, well you better hurry up. In addition to this Source is a much easier engine to work with and much more flexible.

The only reason I can think of to make this mod for Renegade would be that they already have bases and destroyable buildings functioning properly, but that shouldn't be hard to accomplish in Source either. Just because this mod is based on C&C doesn't mean it has to use the Renegade engine.