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

Posted by [Deactivated](#) on Tue, 03 Feb 2004 20:08:55 GMT

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[quote="smwScott"]TaximesSource 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.

The physics can be much better if you take some time to edit them. By default the physics values are far off. Most vehicles have Gravity scale x2 and mass about 2000-5000. What about infantry? They have grav scale x2 and the default mass value 1 kg; which does not make any sense.

As for poor AI, it might be caused by due to lack of dialogue. The Renegade AI uses a proximity based hearing system. The closer you are, the likely they are going to notice you. AI controlled units don't have POKE_SEARCH and POKE_COMBAT which is involved with calling other AI units in seach and destroy missions.
