Subject: Renegade mod for soldner. Posted by Demolition man on Thu, 06 May 2004 18:50:16 GMT View Forum Message <> Reply to Message

smwScottl personally find the Renegade engine better than what Soldner offers. The vehicle physics are worse, the netcode is worse, the graphics are worse, and the first person view is terrible. However, it does offer huge maps and the ability to totally deform terrain and buildings, as well as more realistic weapons. Still, the engine is very buggy and and a pain in the ass to play. Unless they improve a LOT from the beta demos, then I wouldn't even think of buying the game.

Source is definitely the best platform for a C&C mod.the vehicle physics really suck yeah but they are working on that. The netcode is way better. In renegade i got about 60+ higher ping then in soldner. And the graphics is also better then that from renegade. I don't say the graphics are good... But you can't make far cry gfx with the Advanced Destruction System. FPV really sucks but they never intended to have it they only added it b/c off so many requests. They just placed the camera in the players head and didn't make new fpv models b/c they got like 70 weapons. I am intrested in the game but it also needs some improvements before i would buy it but they atleast will patch the game with new stuff after release so maybe i buy it later when the game is how i want it.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums