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Subject: Renegade mod for soldner.  
Posted by [spltknot](#) on Thu, 06 May 2004 06:59:20 GMT  
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Well I haven't posted since a little after the beta was over, so I don't even expect any one to remember me, but I've been playing renegade every day. You've prolly seen me in game if nothing else.

So I was just wondering if any one out there would want to play renegade with a more mature engine? And if so what would you want? Would you want it true to TD? REN? Making it more realistic?

Spitknot

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Subject: Renegade mod for soldner.  
Posted by [Spice](#) on Thu, 06 May 2004 07:17:44 GMT  
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Damn I remember you. You have been around FOREVER. I use to see you all the time when I played . I would see you at least 2 times a day in the same server as I. I use to play TWA and fastconn mostly. Good to see your still hanging around in ren.

P.S they are making a Renegade mod with the HL2 Game engine.

<http://www.renevo.com/d6/>

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Subject: Renegade mod for soldner.  
Posted by [spltknot](#) on Thu, 06 May 2004 07:52:21 GMT  
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Well go to know some one remembers me!

Ya ya I know all about the dead 6 mod, but it really isn't renegade on a better engine. It's like a different game with the prelude to the renegade story. Maby I'm wrong?

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Subject: Renegade mod for soldner.  
Posted by [Madtone](#) on Thu, 06 May 2004 08:09:08 GMT  
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Its basicly an unoffical new C&C Game.

A FPS based on the C&C Universe using a new beast like Engine (Source).

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This is not a renegade mod, but a whole new C&C Game.

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Subject: Renegade mod for soldner.

Posted by [spitknot](#) on Thu, 06 May 2004 08:13:00 GMT

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Madtonelts basicly an unoffical new C&C Game.

A FPS based on the C&C Universe using a new beast like Engine (Source).

This is not a renegade mod, but a whole new C&C Game.

That's what I just said.

But any way back to topic. What would you want in a soldner mod.

spitknot

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Subject: Renegade mod for soldner.

Posted by [smwScott](#) on Thu, 06 May 2004 17:54:42 GMT

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I 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.

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Subject: Renegade mod for soldner.

Posted by [Demolition man](#) on Thu, 06 May 2004 18:50:16 GMT

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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.

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Subject: Renegade mod for soldner.  
Posted by [sp!tknot](#) on Fri, 07 May 2004 04:30:55 GMT  
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Well hello demo man! You didn't even say hi! Don't you remember me??? Remember them good old Global Alliance days???

Spitknot

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Subject: Renegade mod for soldner.  
Posted by [Demolition man](#) on Fri, 07 May 2004 09:23:22 GMT  
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sp!tknotWell hello demo man! You didn't even say hi! Don't you remember me??? Remember them good old Global Alliance days???

Spitknotlol hello ofcours i remember u and i do remember GA also

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Subject: Renegade mod for soldner.  
Posted by [gendres](#) on Fri, 07 May 2004 13:27:10 GMT  
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ohh the GA is oooooold,

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Subject: Renegade mod for soldner.  
Posted by [sp!tknot](#) on Fri, 07 May 2004 20:58:19 GMT  
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Word up gendres and demo man! MSG me on AIM, or MSN sometime. We should bring back the GA. lol

Any way I still don't have any more ideas for a mod... Any one got any thing they would want???

Spitknot

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Subject: Renegade mod for soldner.

Posted by [drunkill](#) on Sat, 08 May 2004 07:10:02 GMT

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yeah, well if someone would do a soldner one, you should be able to fly the A10 warthog, the strike plane. hmm and i'd also like to see...only TD units, no shitty sakuras or shit like that.

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Subject: Renegade mod for soldner.

Posted by [sp!tknot](#) on Sat, 08 May 2004 07:47:37 GMT

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Yes I was thinking about only TD units also. We think alike you, and me drunkill.

One thing I need help with is what kind of gun should a commando get? There is no such thing as a raptor 50cal assault rifle! Unless they mean it's a 50cal assault rifle with a raptor scope?

Spitknot

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Subject: Renegade mod for soldner.

Posted by [Demolition man](#) on Sat, 08 May 2004 10:01:04 GMT

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M\$N: demoman83@hotmail.com

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Subject: Renegade mod for soldner.

Posted by [Demolition man](#) on Sun, 16 May 2004 22:03:13 GMT

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