Subject: Greg? how much of Team Mutant is in Engine?
Posted by Anonymous on Tue, 22 Oct 2002 10:20:00 GMT
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I noticed the Mutant PT zone and some other stuff.How much of a Team Mutant can be used in the game engine for multiplayer (none I guessed).and if not, How about adding this to Renegade2 (not to start rumors, but wishful thinking. I would buy it)3 teams, instead of 2 online.and oh yeah, KANE LIVES!

Subject: Greg? how much of Team Mutant is in Engine?
Posted by Anonymous on Tue, 22 Oct 2002 13:03:00 GMT
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3 teams! yay! 3 times the lag! yay!plus they are never gunna make ren 2. im guessing on a whole new title, as red alert 2 is impracticle, i mean, psychics?

Subject: Greg? how much of Team Mutant is in Engine?
Posted by Anonymous on Tue, 22 Oct 2002 22:52:00 GMT
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Just wishful thinking. You know, Renegade2, Tiberium Twilight. That would kick A**.3 Times the lag, thats really funny. LOLby then everyone will have sweet video cards and be on broadband. LOLand oh yeah, KANE LIVES!

Subject: Greg? how much of Team Mutant is in Engine?
Posted by Anonymous on Wed, 23 Oct 2002 02:00:00 GMT
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Greg???????

Subject: Greg? how much of Team Mutant is in Engine?
Posted by Anonymous on Wed, 23 Oct 2002 19:10:00 GMT
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It's all done execpt you can't join it   I just use it for aliens.

Subject: Greg? how much of Team Mutant is in Engine?
Posted by Anonymous on Wed, 23 Oct 2002 21:20:00 GMT
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quote:Originally posted by garth8422:Just wishful thinking. You know, Renegade2, Tiberium Twilight. That would kick A**.3 Times the lag, thats really funny. LOLby then everyone will have sweet video cards and be on broadband. LOLand oh yeah, KANE LIVES!uh, not everybody can get those sweet video cards and broadband, thats why lag exists. (durrrr)

Subject: Greg? how much of Team Mutant is in Engine?
Posted by Anonymous on Wed, 23 Oct 2002 22:42:00 GMT
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So everything is in the engine for team Mutant except that MP Online dosnt support a third team?and you cant make a team mutant start up spawner I bet.