
Subject: a new look at a national favorite

Posted by [Oblivion165](#) on Sun, 29 Feb 2004 09:35:35 GMT

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Goldeneye, to my knowledge, was the highest grossing game ever made. Im not sure if this is a fact, dont hold it to me. but just take a look at some of these screens, the game was made in 97.

I am horrible with making ideas for maps, so usually i just remake maps, its pleasureable for me, so i was thinking about recreating bunker for renegade, so i went back into my files and opened up my Goldeneye rom, and was amazed.

Look at these guns, if someone here posted those up, there username would be deleted.

Oh god look at that (AR-33), its a box with texture.

and of course look at his head, the chin! the fact that his hir is embedded into his skin.

If you think about it, its kinda sad. There are teenagers on here, people who havent finished high school, that can model better than this, much much better. The people who made it went to college, and had degree's and got paid to make it good. Look what we do.

Its still the best game ever.

Yes i mentioned i was using a ROM, i have the real game in the closet, its just that my controllers re all to hell, i couldnt take a screenshot that easy, and nintendo.com wants \$30 for a new controller.

Subject: a new look at a national favorite

Posted by [Titan1x77](#) on Sun, 29 Feb 2004 09:40:24 GMT

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See my sig....

It's all about gameplay...Looks arent everything.

I played this game over and over again...had many of fun nights with my freinds killing each other.

Slash0x made one of the levels for Renegade...not exactly the same but pretty close.

Ive seen many requests for Golden eye maps for renegade.

Subject: a new look at a national favorite

Posted by [Oblivion165](#) on Sun, 29 Feb 2004 09:43:32 GMT

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Yeah i agree, i still think its the best game ever, it came out when i was in third grade? im not sure im 17 now. Many years i played this game, and now with the talents i have now, i can actually see every single chpset they used. (Extract their textures) so it would be easy to make maps for this.

I just thought id share.

Subject: a new look at a national favorite

Posted by [PiMuRho](#) on Sun, 29 Feb 2004 09:46:52 GMT

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It's nothing to do with the abilities of the development team.

Do you know what polygon budgets are?

Subject: a new look at a national favorite

Posted by [General Havoc](#) on Sun, 29 Feb 2004 09:52:40 GMT

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Yeah the N64 was the first real 3D games console, the specifications of the system were very limited, no pixel or vertex shaders, even all the different texture methods we use today were not even invented then. You needed a 4Mb RAM expansion just to get up to 640 x 480 resolution.

Subject: a new look at a national favorite

Posted by [Nodbugger](#) on Sun, 29 Feb 2004 18:40:49 GMT

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thats not the ak-47. That is the ar-15/m-16.. But the ak-47 is in there. I forgot what they called it. And I thought they looked alot better than that hmmm..

Subject: a new look at a national favorite

Posted by [Oblivion165](#) on Sun, 29 Feb 2004 20:47:08 GMT

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oh yeah, thats right it was the Ar-33 i think, just look at what time i posted that, it exsplains most

this post says Posted: Sun Feb 29, 2004 12:47 pm , and my time is 3:57pm, so that was like 4am

Subject: a new look at a national favorite

Posted by [IRON FART](#) on Sun, 29 Feb 2004 23:01:30 GMT

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It was fun at first, but then got a little boring and stupid. I remember making 7 headshots into a soldier's head before he died.

Subject: a new look at a national favorite

Posted by [smwScott](#) on Mon, 01 Mar 2004 00:52:02 GMT

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There isn't anyone here more talented than the Goldeneye team (now known as Free Radical). Look at Timesplitters 2, much better models than anything this mod community can do. They just had a very crappy system to work with.

It would be great to get a remake of Goldeneye, but Renegade isn't the right engine for it. GE was mostly deathmatch, and Renegade sucks for that.
