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Subject: Renegade 2

Posted by [Anonymous](#) on Mon, 24 Feb 2003 17:30:00 GMT

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Y'all know nothing about Renegade's engine. The funny thing is that the people who have almost no experience with it always say "Wow, what I see in Renegade is all that it's capable of..." Look at E&B. That's Renegade's engine, W3D. Generals is a more modified version of W3D. Watch the next C&C game come out to be a more sophisticated W3D revision. You guys just don't know what W3D can do. Too bad I'm bound by EA legal restrictions, or I'd upload the Renegade 2 screenshots that you never saw... Like a Soviet Barracks which was totally destructible, or a map set in San Francisco's Marin Heights... Tis very sad, but oh well.

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