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Subject: Renegade Alert HUD Update: Radar  
Posted by [smwScott](#) on Tue, 05 Oct 2004 22:43:02 GMT

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Ren Alert runs alright I guess. I'm certainly glad they're making the visual enhancements, but they seem to be pushing the W3D engine past where it can go. The fact that I get on average a somewhat better FPS with Far Cry and Doom 3 is pretty odd. It's pretty clear that on the graphics to performance ratio RA doesn't perform nearly as well as newer games, but they're doing the best they can with the engine. But whatever, my computer still handles it more than well enough, so it's not a big deal to me.

The radar looks nice and should help gameplay a good bit, gives the players a much better reason to protect the Radar Dome now.

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