
Subject: Re: How renegade 2 would have looked
Posted by [Xtrm2Matt](#) on Tue, 23 Aug 2005 18:49:27 GMT
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phlakaton wrote on Tue, 23 August 2005 14:42: Why come to a "renegade" site and post if you think it's all lame?

That map was a testing ground for a lot of things. None of it was ever a Renegade 2 base. Nobody ever claimed it was except outsiders who don't know the scoop anyway. It was made by two of us in an unreal type approach to see what the engine could handle.

Speculation gets you nowhere.

I used to be a 'hardcore' Renegader. I played it pretty much everyday for about 3 years.

I'm also pretty sure that if Westwood were to have made a Renegade 2, they would've switched to a better engine. In my opinion, the graphics suck ass on the current although, that's just me comparing it to games such as CS: Source and BF2.

Oh, and I made C&C_Canyon..... with beefed up Renegade tools. :rollseyes:
