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Subject: Re: How renegade 2 would have looked  
Posted by [phlakaton](#) on Tue, 23 Aug 2005 18:59:26 GMT  
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I agree Renegade looked quite dated when it came out. I had nothing to do with the development going on and on and on until it did look stale.

That you think it looked lame is your opinion but don't sit there and tell me what Westwood was going to do if they made Ren 2... I was a lead on that beast and I know they were not going to use a new engine. You have no idea what that engine was capable of with new hardware and cards. That "lame" map you saw was drawing well over 300k polys in a view. Renegade 1 had us limited beyond belief when we were developing it because it was 1998. You know... do the math. 7 years ago. Any idea how much tech changes in 6 months?

I can't change your mind obviously but dont compare it to new shit.

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