

---

Subject: Re: RenegadeRPG - Mod Idea

Posted by [Blazea58](#) on Sun, 21 May 2006 14:21:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think this actually would make for a nice mod. I have always been an rpg fan, and to be able to have all these features within the renegade engine would make things work out just like those new mmorpgs minus having to pay monthly

The only thing that i would have to ask is if the characters itself will still be renegade ones/weapons etc. How will they work out, will you buy them at purchase terminals like normal, or will they be rewarded when you level up?

And with polygons, i don't think the ren engine has problems with that unless you plan on using tons of high res textures.

Very intresting concept overall, i think it would work out great.

---