Subject: Re: C&C 3 Renegade Mod
Posted by Renardin6 on Wed, 14 Mar 2007 10:55:37 GMT
View Forum Message <> Reply to Message

Titan1x77 wrote on Sat, 10 March 2007 17:56either way source code isn't essential to mod a game anyways... The bit I said about CnC3 was meant to show that even an RTS engine could become an FPS, thru some nifty coding and work.

and yea, source code always helps with introducing new types of code to use for shaders, etc..

When I first seen this topic, I thought someone was going to make a TD(Renegade) mod for CnC 3..lol
I think after we have a bunch of our models done for the R07 mod, We could work with another team to make an RTS from the Renegade characters/vehicles assets...basically a TD mod in the end...this would have to be another team as we are dedicated to working on R07 for awhile after its first release....but thats the opposite of the topic.

Well as I said in the past, a core patch for Renegade with all the models you are making would be a great upgrade for Renegade. Think about it. We jsut reduce the textures size, polys aren't a problem.