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Subject: Re: One step closer to renegade 2?

Posted by [OWA](#) on Fri, 21 Sep 2007 11:09:55 GMT

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Lets hope that EA don't make our projects obsolete. AR, APB and Reborn have all worked pretty hard to get to where they are currently and it would be a shame to dispel it all.

If there is a new engine it should be made on a totally upgraded version of the w3d engine so then we can port our stuff with ease. This would also mean the return of a new version of the Commando Level Editor which a lot of us know how to use.

It's all very well saying "put it on crysis" or "put it on UE3" but I don't think that a new Renegade game should jump on the shared engine bandwagon. It should stay on what it was built on, the w3d engine, the C&C engine.

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