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Subject: Re: One step closer to renegade 2?

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Sep 2007 19:15:53 GMT

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W3D is far too late for a new Renegade. It would have worked for Westwood's "Renegade 2", but let's face it, that was 4 years ago. W3D isn't even good at what it was made to do, and is obsolete for game developers.

I'm not criticizing the mods on W3D, they are doing an excellent job. But for a company like EA, which already has Crysis and UE3 licensed, they might as well use them for an FPS.

And no, these two engines are not "just about graphics". It's quite the opposite - go watch development videos, and you'll see why so many companies have licensed the Unreal Engine 3 for 40 games. And we all know that Crysis is simply revolutionary, both in graphics and physics.

How many companies licensed W3D?

One thing I do hope is that EA sticks to the original Renegade formula instead of falling into the hole of traditional game modes (CTF, DM, and more "glorified" modes). I'm having a feeling that if EA does not pull this off right, people will instead revert back to the addictive Renegade 1 gameplay.

If C&C Renegade was used as something to improve upon (note, I say improve) then a sequel would be great.

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