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Subject: Re: One step closer to renegade 2?

Posted by [Ethenal](#) on Sat, 22 Sep 2007 15:17:15 GMT

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diox8tony wrote on Sat, 22 September 2007 09:56 why does everyone care about the current mods in progress for ren1?,,, i know you all work really hard for that stuff, but if a new game comes out who needs them?

if there really is going to be a new ren it will probably come in 3+ years. and maybe your mods will be done by then, if not then screw your mods.(after all they are made on an obsolete engine) and btw the physics on ren sucked. they were so predictable and solid moving.

[read this EA]:::i hope they make more realistic physics like BF, (graphics are a just a plus, they don't make or break the game, hell just look at this whole community playing this game with old graphics. were fine with them.) And hope that they incorporate the C&C economy, base vs. base, and RTS style fps gameplay that still kicks ass every time i start up the old renegade. they could even up the RTS style gameplay by adding a commander that would control your buildings, technologies researched, weapon upgrades, and team strategy, shit just thinking about the awesome amount of possibilities for an awesome Ren2 blows me away:::[/end read]

hope EA actuals follows through with a new game and doesn't fuck it up.

Yeah, you're about to receive a LOT of flaming...

Like Jerad said, Renegade has lived for this long BECAUSE OF THE MOD COMMUNITY.

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