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Subject: Re: Renegade X Mini-update

Posted by [Chuck Norris](#) on Thu, 05 Jun 2008 22:49:35 GMT

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Aircraftkiller wrote on Tue, 03 June 2008 21:21 The GDI officer looks pretty bad. The rest is a lot better. That was actually the first thing that came to mind when I saw it too. The model you linked to looks great, but in-game, it looks so bland and washed up.

2 other things.

1. On Mesa, I don't like that the rocks are so Grey like that. I know you're touching the maps up (Hourglass and Field look much better), but the original has mountains that match the ground and it has a better environmental feel. If it was a Brown/Grey mix, and the dirt on the ground was darker and more Brown/less Tan, it would look alot better in my opinion. The rest of the maps seem more dark/apocalyptic, but not that one. There's a night version of Mesa in Renegade (can't remember the name). You should of went for something like that.

2. The HUD seems bland and washed up too for some reason. I can't quite put my hand on it. The opacity of the original looks better too. There's too much Green on the new one.

The rest is superb. The guns, vehicles, levels, textures, everything looks better.

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