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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?

Posted by [R315r4z0r](#) on Tue, 30 Dec 2008 15:31:13 GMT

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Orca234 wrote on Tue, 30 December 2008 06:24Thats a good point actually, but i also understand that alot of fan maps have tiberium that look much better than the tiberium in the Westwood maps. That's because fan maps are a lot more demanding than the default maps. Computers have evolved over the past years ever since the release of the game. People have gone above and beyond what was the limit of Renegade in 2002. That's why fan maps can have more things without slowing up.

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