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

Posted by [ArtyWh0re](#) on Wed, 31 Dec 2008 17:08:27 GMT

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TD wrote on Wed, 31 December 2008 08:55Hi I'm TD and I play Renegade!

Now that you mention it ive been woundering, does your name stand for Tiberian Dawn?

R315r4z0r wrote on Tue, 30 December 2008 09:31

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.

I have to agree with this

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