Subject: Re: New RenX Update
Posted by [NE]Fobby[GEN] on Wed, 07 Jan 2009 23:06:39 GMT
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Thanks for the comments everyone.

RTsa wrote on Mon, 05 January 2009 17:50Wow.

If only this was a C&C Renegade patch.

Very impressive.

There's just so much more we could do with Unreal Engine 3. From the graphics, to the netcode, to the physics engine and pretty much unlimited possibilities when it comes to coding. As you see we're moving through this project very quickly; we've only had the engine for a bit over a year and we've gotten quite far into the project in 2008.

Plus, the TT team is working on a patch for C&C Renegade. If you're looking to stay with W3D, then I'd recommend you check that out