Niko "The Lay" wrote on Thu, 30 April 2009 21:11Chuck Norris wrote on Thu, 30 April 2009 04:24nopol10 wrote on Wed, 29 April 2009 05:14BFMEII is built on the same engine as C&C3 and also made by the same team, so they probably left it in there.
I know that, but I still found it odd that they left it.

If I remember right, Generals, BFME and BFME II, Tiberium Wars, and Red Alert 3 all use the same engine (albeit different versions, some with different names). The SAGE engine is based on the W3D engine, which Renegade uses, and is now known as RNA.
hmm, so its possible to convert that trategy's models into ren's w3d?

There's a small possibility, but not a direct conversion, no.
It'd have to be imported and exported as a .w3d before it'd even work.