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Subject: Re: This place is dead

Posted by [R315r4z0r](#) on Mon, 21 Feb 2011 23:36:37 GMT

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Aircraftkiller wrote on Mon, 21 February 2011 18:04I don't like the direction Ren-X is taking. If I were to work on something like that, it would have to take the original design aesthetics of the first Command & Conquer; right now they're designing Renegade again. I've already played it - I'm not terribly interested in playing it again on a new engine. If I could get that "world at war" feel from C&C95 again, I would totally go for it.

They are actually doing that. In fact they have said a number of times that they aren't trying to carbon copy Renegade. Especially design wise.

However it's their first goal to make Renegade on a modern engine and then expand from there. In order to do that, they can't stray too far from what Renegade is designed as. For example, they can't make the artillery have arching shells or anything like that.

There are some changes being made however. One notable one is with the air transports. In Renegade they were just a flying target. In Renegade X, passengers can control side mounted guns to help defend it from harm.

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