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Subject: Re: This place is dead

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 22 Feb 2011 07:10:40 GMT

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The current Unreal Tournament 3 version of Renegade X is pretty much a direct remake on UE3 with a few small gameplay changes (MRLS have rotatable turrets, rifles on both teams damage the same, custom point system, etc.) There`s a graphic overhaul, a physics engine, better support for custom maps and mutators, and new features here and there, but overall, it is Renegade.

But the UDK version of the game will be a lot less of a remake and more of an expansion. There is a lot that we have said, and a lot that we have yet to say, which will come to fruition in time. It won`t be a Tiberian Dawn FPS, even though that is something I`d like to see one day, but the UDK version will depart from C&C Renegade in a number of ways that we hope to speak more about later.

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