
Subject: Re: Whose excited for renegade x :D ??
Posted by [Aircraftkiller](#) on Sun, 02 Mar 2014 19:41:33 GMT
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They really kept those lame ass ramps on the buildings? Good lord guys. They were only added because WS had like two months to get the flying units into the game and they couldn't get elevator code working properly, so the ramps were tossed in as a half-ass fix.

Please spend some time on making the interiors and exteriors more like what Renegade was supposed to be, so that it isn't a carbon-copy of the same stuff we've seen since 2001. You've got Unreal. You can make functional elevators. Add in the underground hallways that connect each building's bottom floor, toss in ceiling guns for building defense.
