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Subject: Renegade Alert is Released!!

Posted by [Dante](#) on Wed, 24 Sep 2003 22:50:31 GMT

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smwScottTo be honest when I looked at the screenshots and early beta I thought the game looked pretty bad in terms of graphics. But I must say, you guys have really outdone yourselves. I'm highly impressed, I didn't think the Renegade engine could look this good and maintain a decent FPS.

And I don't know why people are complaining about the FPS. I have a:

Pentium 4 2.2 Ghz

512MB RAM

Geforce 4 Ti4200 128MB

And it hangs around 60-70 FPS constantly on 1600x1200x32 and everything maxed. Renegade rarely dropped below the 75 cap. But considering the improvement in graphics, it's well worth the slight drop.

And just for your general information, although I'm sure you already know, I might as well tell you a few things I saw.

On the volt auto rifle model theres one of those WS textures.

Theres WS textures whenever the Soviet or Allied attack choppers fire.

Tanya's hair changes color in certain light

An insane amount of smoke billows out of vehicles, didn't have this prob on LAN

Not complaining, just trying to help. You guys did a great job.

thank you for your kind words and help in these matters, the Ren engine is capable of alot of things that westwood did not yet get to.

The missing textures have been addressed, and will be fixed in the first patch.

Tanya's hair is just a mess, one of those bad hair days, we will get her a good hairstylist soon, and hopefully she will decide on a color one day.

The smoke aggregates may need some trimming on the damage, but they are supposed to have some smoke billow out, not sure of how much you are talking, so if you could post a vid or screenie, that would be great.

And again, thanks for the kind words

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