
Subject: Why dont we give up on renegade?
Posted by [Viking](#) on Tue, 30 Aug 2005 02:06:31 GMT
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How about unsted of making patches for a game that EA is never going to release the soucr code for we redo it. We could use the half-life 1 engin sence the grafix look basiclly the same? You can get half-life 1's sorce code cant you?

Im just saying...

We could than do parachuts!
Wouldent crash randomy to desktop!
Airplains mabe?
Boats and swimming!

Im just saying that unsted of puttin 1,000,000 hours into a game why not redo it. It could be better than the W3D engin could ever allow!

Subject: Re: Why dont we give up on renegade?
Posted by [Jecht](#) on Tue, 30 Aug 2005 02:11:34 GMT
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The Battlefield 2 Engine would probably work Better for It. And even though People probably won't do it. I like that Idea.

Subject: Re: Why dont we give up on renegade?
Posted by [cmatt42](#) on Tue, 30 Aug 2005 02:12:16 GMT
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Yes, and isn't that illegal/immoral/something?

Subject: Re: Why dont we give up on renegade?
Posted by [Jecht](#) on Tue, 30 Aug 2005 02:13:31 GMT
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I don't believe it is unless you make profit from it. Not to mention Skaggs wrote in his letter promising us a new game that they like to watch Modifications.

Subject: Re: Why dont we give up on renegade?
Posted by [Viking](#) on Tue, 30 Aug 2005 02:15:56 GMT
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It would only be illegal if we were making money off of it!

PS:BF is by EA and EA sucks [sencored]. Plus half-life one would be cheep for everyone to buy and it would run good on th ecomputers of those who have crappy computers and can only play renegade cus its the best they can do. <-----RUN ON SENTANCE! WHOO! HOO!

Subject: Re: Why dont we give up on renegade?
Posted by [ben5015se](#) on Tue, 30 Aug 2005 02:18:48 GMT
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i like the hl1 engine but i think if they did they should make there own...hl1 engi9ne doesnt support vehicles and would have a hard time with beacons and other stuff.

Subject: Re: Why dont we give up on renegade?
Posted by [Viking](#) on Tue, 30 Aug 2005 02:28:20 GMT
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Halo PC?(if you can get sorce for that)
Yah mabe just make a new one?

Subject: Re: Why dont we give up on renegade?
Posted by [Dr. Lithius](#) on Tue, 30 Aug 2005 03:10:01 GMT
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idjit626 wrote on Mon, 29 August 2005 19:28Halo PC?(if you can get sorce for that)
Yah mabe just make a new one?
Nope. Nope. . . Halo: Custom Edition. Not the original Halo: Combat Evolved. Proof is in the modification some dudes are making. The Legend of Zelda: Ocarina of Time Online for Halo: Custom Edition. However, it would take some additional coding to get functioning buildings, purchase terminals, and things like that. On the bright side, there's proper engines for Orcas/Apaches and other flying vehicles already in the game via the Banshee. Plus, if you jump underwater, you don't instantly die!

. . .I'm on some sort of bizarre non-sugar sugar rush tonight!! Can you tell?!!
Keeeeeeekekekekekekekekeke!!

Subject: Re: Why dont we give up on renegade?
Posted by [Viking](#) on Tue, 30 Aug 2005 03:33:40 GMT
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OK HALO IT IS!

YEAY NON-SUGAR RUSHES!!!

Subject: Re: Why dont we give up on renegade?
Posted by [Dr. Lithius](#) on Tue, 30 Aug 2005 03:37:16 GMT
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I dunno if Battlefield 2 has natural "structure support" or not, actually. Either game would work on a rudimentary level, but if Battlefield 2 has "structure support" already built-in, all that would remain would be to modify everything else, really. I'd ask Aircraftkiller, but he makes small puppies coward in his wake and stomps on cute little purring kitties. :x

Edit: Before I forget, EA did not create Battlefield 2. They forced Digital Illusions to finish it quickly and hastily pushed it out the door. If you're going to hate EA Games, at least do it for the right reasons.

Subject: Re: Why dont we give up on renegade?
Posted by [Jecht](#) on Tue, 30 Aug 2005 03:42:48 GMT
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I'd ask Aircraftkiller, except...no wait...I wouldn't.

Subject: Re: Why dont we give up on renegade?
Posted by [DarkDemin](#) on Tue, 30 Aug 2005 04:25:32 GMT
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gbull wrote on Mon, 29 August 2005 23:42 I'd ask Aircraftkiller, except...no wait...I wouldn't.

Yeah...

Subject: Re: Why dont we give up on renegade?
Posted by [Lijitsu](#) on Tue, 30 Aug 2005 04:30:57 GMT
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idjit626 wrote on Mon, 29 August 2005 22:06 How about unsted of making patches for a game that EA is never going to release the soucr code for we redo it. We could use the half-life 1 engin sence the grafix look basiclly the same? You can get half-life 1's sorce code cant you?

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A. Renegade is enjoyed by true WestWood fans that dont give into EA.

B. Not everyone has the money afford things. Personally, i still havent paid anything on my Xbox 360.

C. EA would release the source code, if nobody could profit off of it. Seriously, think about. With that source code, BHS, with the proper amount of money, could make friggan Renegade 2! Throwing the WestWood name on it would get them a lawsuit, but they could instead have: "Inspired by WestWood Studios" instead of the logo.

Mr. CollinsThe Legend of Zelda: Ocarina of Time Online for Halo: Custom Edition Thats out? Holy crap! Wheres the download, may i inquire? That right there, i told myself, would be the only reason i would ever go back to CE. The last time i played it, i found nobody playing the maps i had, and couldnt join the games, because i couldnt find certain maps.

Subject: Re: Why dont we give up on renegade?
Posted by [Dr. Lithius](#) on Tue, 30 Aug 2005 04:57:00 GMT
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Lijitsu wrote on Mon, 29 August 2005 21:30Mr. CollinsThe Legend of Zelda: Ocarina of Time Online for Halo: Custom Edition Thats out? Holy crap! Wheres the download, may i inquire? That right there, i told myself, would be the only reason i would ever go back to CE. The last time i played it, i found nobody playing the maps i had, and couldnt join the games, because i couldnt find certain maps.No-no-no-no-no. . . It's not out yet, but I await the time it does come out, myself. There's a video on the site showing off the Spirit Temple last time I checked, though.

Subject: Re: Why dont we give up on renegade?
Posted by [ghost](#) on Tue, 30 Aug 2005 06:08:12 GMT
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well renegade in my opinion is getting worst

first renguard does put some relief in the cheats but lots of people dont use it and there is ways to bypass rengaurd...(if ur smart enough like me u will know how
so if you asked me "hows renegade doing?" ill say bad.but the servers are getting worst due to too many servers up and half of them empty...except for mine

Subject: Re: Why dont we give up on renegade?
Posted by [sniper12345](#) on Tue, 30 Aug 2005 08:53:54 GMT

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idjit, aren't you the big fucking dumbass from the RenAlert forums who later changed his name to Dr. Killgood?

You want to piss right off now.
