
Subject: bad engine

Posted by [Poskov](#) on Wed, 07 May 2008 20:17:06 GMT

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the Renegade engine isn't that great,
frankly, it's a downer.

I bet any of you,

that you could make a total conversion, using Half Life, turning it into renegade, but you could NEVER make Renegade into Half Life.

Subject: Re: bad engine

Posted by [cnc95fan](#) on Wed, 07 May 2008 20:21:55 GMT

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Yes you could. If it is a bad engine, then stop making rip offs of other mods.

Subject: Re: bad engine

Posted by [Ryu](#) on Wed, 07 May 2008 20:22:44 GMT

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So you're saying we can make Half-Life into Renegade but we CAN'T make Half-Life into Renegade?

Great philosophy there buddy.

Subject: Re: bad engine

Posted by [Poskov](#) on Wed, 07 May 2008 20:26:20 GMT

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cnc95fan wrote on Wed, 07 May 2008 15:21Yes you could.

1. ummm, no.

cnc95fan wrote on Wed, 07 May 2008 15:21If it is a bad engine, then stop making rip offs of other mods.

2. I'm just saying, I ain't making any of that.

P.S. Half Life isn't a mod, it's the greatest game ever built.

Subject: Re: bad engine

Posted by [cnc95fan](#) on Wed, 07 May 2008 20:29:24 GMT

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Poskov wrote on Wed, 07 May 2008 15:26cnc95fan wrote on Wed, 07 May 2008 15:21Yes you could.

1. ummm, no.

Yes. Tell me how it isn't possible?

cnc95fan wrote on Wed, 07 May 2008 15:21If it is a bad engine, then stop making rip offs of other mods.

n00b wrote again

2. I'm just saying, I ain't making any of that.

on moddb siteRenegadePlus strengthens the original Renegade's weak points and reuses cut/unused assets from/in the original game. More alternate character models, IMPROVED unit textures, GREAT surface effects, realistic body damage zones, improved vehicle physics, new PT icons, lots o' extras, LOTS of tweaks, ALL of the original Westwood MP maps, lots of new sounds, improved models, old westwood sounds used, more overall gameplay realism, game tweaked for tactical online multiplayer and MUCH more! And, for those of you who own the game, RenegadePlus offers Single-Player Support. Simply copy the SP maps (M01.mix through M13.mix & MTU.mix) from your Renegade Data directory and place them into RenegadePlus's directory for an enhanced SP experience! PLUS, it is completely STAND-ALONE! NO RENEGADE, PATCHES OR DLLS not included on the installer need to be on your harddrive to play it! -Poskov g?G

Subject: Re: bad engine

Posted by [BlueThen](#) on Wed, 07 May 2008 20:29:43 GMT

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Great philosophy there buddy.

It's like how a square is also a rectangle, but a rectangle isn't a square.

But, even though Renegade doesn't meet the high standards of the newest next-gen games like Crisis or COD4, you have to remember that it was released in 2002.

Subject: Re: bad engine

Posted by [JPNOD](#) on Wed, 07 May 2008 20:31:17 GMT

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It's all about gameplay baby.

Subject: Re: bad engine

Posted by [Poskov](#) on Wed, 07 May 2008 20:40:51 GMT

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Originally Blue wrote on Wed, 07 May 2008 15:29Ryu wrote on Wed, 07 May 2008 15:22Poskov wrote on Wed, 07 May 2008 21:17the Renegade engine isn't that great, frankly, it's a downer.

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hmmm?

Half Life is a 1999 game and, I'm not comparing Renegade to those,

I just saying that: you could make a Renegade total conversion for Half Life, but you could NEVER make a Half Life total conversion for Renegade.

Subject: Re: bad engine

Posted by [cnc95fan](#) on Wed, 07 May 2008 20:42:51 GMT

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Poskov wrote on Wed, 07 May 2008 15:40Originally Blue wrote on Wed, 07 May 2008 15:29Ryu wrote on Wed, 07 May 2008 15:22Poskov wrote on Wed, 07 May 2008 21:17the Renegade engine isn't that great, frankly, it's a downer.

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I bet any of you, that you could make a total conversion, using Half Life, turning it into renegade, but you could NEVER make Renegade into Half Life. You just said the opposite there. Make up your mind :/

Subject: Re: bad engine

Posted by [Poskov](#) on Wed, 07 May 2008 20:50:39 GMT

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stay on topic

Subject: Re: bad engine
Posted by [Starbuzz](#) on Wed, 07 May 2008 20:52:05 GMT
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LOL Poskov ^^

I get what you are saying, though...aren't you gonna answer cnc95fan?

Subject: Re: bad engine
Posted by [cnc95fan](#) on Wed, 07 May 2008 20:55:25 GMT
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Stay on topic? WTH?
Maybe you could start by telling us what the topic is... :/

Subject: Re: bad engine
Posted by [Ghostshaw](#) on Wed, 07 May 2008 20:56:23 GMT
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You are obviously speaking without knowledge. The renegade engine isn't bad, and the half life engine sure as hell isn't good (and source might just be worse). Although the renegade engine has some problems (bad lag during multiplayer) the graphical capabilities are actually quite advanced which is proven by the fact that a nearly unmodified version of the same rendering engine is used in C&C 3. The fact that it looks so "ugly" is primarily due to low poly models to keep system requirements low.

Also the ease of modding for renegade (cause seriously it is pretty easy, untill you really wanna modify gameplay anyway) shows that the engine design isn't half bad. Problem is that it was rushed like hell which means its still full of bugs and has silly multiplayer netcode.

Subject: Re: bad engine
Posted by [nikki6ixx](#) on Wed, 07 May 2008 21:04:26 GMT
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This thread fails to deliver.

This other thread is of more value, imo.

Subject: Re: bad engine
Posted by [DarkDemin](#) on Wed, 07 May 2008 22:09:30 GMT
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Stop feeding the troll.

Subject: Re: bad engine

Posted by [IronWarrior](#) on Wed, 07 May 2008 23:48:38 GMT

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I think the Renegade Engine is one of the best around, it's so easy to mod, games like COD4 and other modern games require you to have elite coding skills. ./

Subject: Re: bad engine

Posted by [Zion](#) on Thu, 08 May 2008 00:06:15 GMT

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Poskov wrote on Wed, 07 May 2008 21:17the Renegade engine isn't that great, frankly, it's a downer.

I bet any of you, that you could make a total conversion, using Half Life, turning it into renegade, but you could NEVER make Renegade into Half Life.

I'm going to take a nice long shit on you here, being a Renegade developer myself i know what the engine is capable of.

Half-Life is 100% creatable on the W3D engine, however i SERIOUSLY doubt you'd be able to get Renegade's gameplay and game style on Half-Life's engine.

You say the W3D engine is crap. You say this like you know? Tell me, what big total conversion mod for Renegade have you worked for? What models have you made for Renegade? What modifications have you done to the engine?

The W3D engine just needs a new physics engine and a new texture engine and it would rival the Source engine, it's that good.

Now, tell me, being such a fanboy of Half-Life (I'm not saying it's bad, HL is actually a very very good game), do you think you can get a mutitude of vehicles, characters, and buildings which need to be destoryed and protected at the same time in that engine?

The C&C Game Mode (Destory the enemies base whilst protecting your own) is a very hard game mode to recreate in first person form.

Unless you actually play the games properly, and not just go off one feature (i presume you've only played the single player campaign?), you should admit defeat by those who play it and:

- 1). Go play the online version in a popular server, one at the top of the list.
- 2). Stop trying to defend yourself, or prepared to be shat on again.

Good day.

Subject: Re: bad engine

Posted by [IronWarrior](#) on Thu, 08 May 2008 00:20:57 GMT

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I think this topic is a good way to make people hate on you, not gonna win any fans here.

<3 Renegade and it's engine.

Subject: Re: bad engine

Posted by [GEORGE ZIMMER](#) on Thu, 08 May 2008 00:27:34 GMT

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The Source engine is a pretty flexible engine, I'll give it that (Not even talking about original HL1's engine, since I've not played it, but it barely looks flexible), but it still has its limitations. Aswell, it's pretty damn hard to mod for from what I hear.

W3d has quite a bit of modding ability to be honest. Infact, the bugs are because it wasn't actually finished. You can blame EA having a habit of rushing things for that. Even still, I know people who favor it due to the fact that it isn't a peice of crap engine. On the contrary- It's pretty good, not to mention, underrated.

It's a shame Westwood broke up and stuff. They'd have done wonders for the w3d engine with a Renegade 2.

Subject: Re: bad engine

Posted by [cmatt42](#) on Thu, 08 May 2008 02:13:02 GMT

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cnc95fan wrote on Wed, 07 May 2008 15:29

on moddb site RenegadePlus strengthens the original Renegade's weak points and reuses cut/unused assets from/in the original game. More alternate character models, IMPROVED unit textures, GREAT surface effects, realistic body damage zones, improved vehicle physics, new PT icons, lots o' extras, LOTS of tweaks, ALL of the original Westwood MP maps, lots of new sounds, improved models, old westwood sounds used, more overall gameplay realism, game tweaked for tactical online multiplayer and MUCH more! And, for those of you who own the game, RenegadePlus offers Single-Player Support. Simply copy the SP maps (M01.mix through M13.mix & MTU.mix) from your Renegade Data directory and place them into RenegadePlus's directory for an enhanced SP experience! PLUS, it is completely STAND-ALONE! NO RENEGADE, PATCHES OR DLLS not included on the installer need to be on your harddrive to play it! -Poskov g?G

Please don't mention this mod again, it's nothing but a thief-fest.

Anyway, I've seen better third party improvements to W3D than anything Half-Life has.

Subject: Re: bad engine

Posted by [Speedy059](#) on Thu, 08 May 2008 03:10:30 GMT

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Renegade is being rebuilt on a better engine. It's being rebuilt on the Unreal Tournament 3 engine. <http://www.renegade-x.com/Forums>
