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!