Subject: Re: How renegade 2 would have looked
Posted by Aircraftkiller on Fri, 02 Sep 2005 04:57:12 GMT
View Forum Message <> Reply to Message

No, it's what I know. It is impossible to make Renegade look like a new game because the engine is dated circa 1998. It has nothing besides 3D model support and DirectX 8.0 shaders. 9.0 shaders and a better rendering engine are required to look like Battlefield 2 or Half Life 2, or even Doom 3.