cmatt42 wrote on Tue, 20 June 2006 01:53Dead Dave wrote on Mon, 19 June 2006 20:57Generals and Renegade use the same engine
Nein.

Tis

There is tremendous evidence that it is the renegade engine with just updates to graphic points like shadowing and lighting.

Im not saying its a TC or something like that but it uses W3D (Same exact one as Renegade, header is at the end of file instead of the beginning) might be visa-versa

Uses RenX to model and bone.
All objects are boned the same way as renegade.
Maps use heightfield (Enhanced of course)

It is the renegade engine, just in a different shell.

Other Note:

 2,000th Post

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File Attachments
1) renegade.jpg, downloaded 955 times
00017a10h: 20 00 27 00 25 00 68 00 73 00 27 00 00 00 00 00 ;  .'.%.h.s.'.....
00017a20h: 3C 7A 41 00 2C 7A 41 00 02 00 00 00 52 65 6E 65 ; <zA.,zA.....Rene
00017a30h: 67 61 64 65 20 44 61 74 61 00 00 00 52 65 6E 65 ; gade Data...Rene
00017a40h: 67 61 64 65 20 47 61 6D 65 00 00 00 61 3A 5C 00 ; gade Game...a:\.
00017a50h: 4F 70 74 69 6F 6E 73 00 53 4F 46 54 57 41 52 45 ; Options.SOFTWARE
00017a60h: 5C 57 65 73 74 77 6F 6F 64 5C 57 4F 4C 41 50 49 ; \Westwood\WOLAPI
```