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Subject: Re: Skins are for fags?

Posted by [JohnDoe](#) on Mon, 19 Oct 2009 21:40:46 GMT

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The W3D engine is capable of higher resolution textures and a few improved effects as shown in Renalert/Reborn, but you can't change Renegade like that without turning it into a mod...and even with the "improved graphics", these mods look hideous compared to Halo, which was released back in 2001. The W3D engine has the most messed up physics of any game I've ever played. I guess the vehicles behave OK in most battle situations, but jumping a Warthog still is lots of fun in 2009, while Renegade vehicles either seem ridiculously nose-heavy or strangely behave like a feather in the massive artillery's case. The character physics are nonexistent. Your character changes directions without slowing down at all and every engine since the release of Doom in 1993 has realized that you should be pushed back a bit if something (rocket/grenade/barrel) just exploded in your face. Renegade has great gameplay, but everything else is terrible...including the engine.

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