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Subject: How renegade 2 would have looked  
Posted by [maschief](#) on Sun, 21 Aug 2005 20:00:02 GMT  
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Too bad..

[http://media.pc.ign.com/media/546/546205/vids\\_1.html](http://media.pc.ign.com/media/546/546205/vids_1.html)

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Subject: Re: How renegade 2 would have looked  
Posted by [Aprime](#) on Sun, 21 Aug 2005 20:02:50 GMT  
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OLD, NEWS.

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Subject: Re: How renegade 2 would have looked  
Posted by [Dr. Lithius](#) on Sun, 21 Aug 2005 21:32:08 GMT  
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Now that. . .is a big, beautiful map. It also looks terribly familiar. . .

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Subject: Re: How renegade 2 would have looked  
Posted by [maschief](#) on Mon, 22 Aug 2005 16:28:26 GMT  
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Looks familiar to what?

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Subject: Re: How renegade 2 would have looked  
Posted by [Lijitsu](#) on Mon, 22 Aug 2005 16:32:19 GMT  
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A map, obviously.

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Subject: Re: How renegade 2 would have looked  
Posted by [maschief](#) on Mon, 22 Aug 2005 16:37:26 GMT  
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Which map from which game?

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Subject: Re: How renegade 2 would have looked  
Posted by [Lijitsu](#) on Mon, 22 Aug 2005 16:57:15 GMT  
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Map A from Game B.

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Subject: Re: How renegade 2 would have looked  
Posted by [deerwalk](#) on Mon, 22 Aug 2005 17:03:13 GMT  
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I will help you  
The map starts with a.....LETTER!!

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Subject: Re: How renegade 2 would have looked  
Posted by [Dr. Lithius](#) on Mon, 22 Aug 2005 17:07:18 GMT  
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I can't name the map, but it looks familiar. Like something from Counter-Strike, or even a custom one from Command & Conquer: Renegade.

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Subject: Re: How renegade 2 would have looked  
Posted by [z310](#) on Mon, 22 Aug 2005 20:38:51 GMT  
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It may be old, but its always nice to look at.

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Subject: Re: How renegade 2 would have looked  
Posted by [Jecht](#) on Mon, 22 Aug 2005 21:21:17 GMT  
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Reminds you of half life 2 maybe?

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Subject: Re: How renegade 2 would have looked  
Posted by [deerwalk](#) on Mon, 22 Aug 2005 23:13:32 GMT  
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I see nothing differnt seems like someone filmed some renegade on a map

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Subject: Re: How renegade 2 would have looked

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Posted by [phlakaton](#) on Tue, 23 Aug 2005 01:27:41 GMT

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I made that map with Renegade tools... those tools were of course beefed up somewhat but it's the same engine. Height field with objects ala unreal. Got questions about it? Ask me.

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Subject: Re: How renegade 2 would have looked

Posted by [csskiller](#) on Tue, 23 Aug 2005 02:39:00 GMT

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got a link

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Subject: Re: How renegade 2 would have looked

Posted by [Xtrm2Matt](#) on Tue, 23 Aug 2005 18:36:03 GMT

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Looks exactly the same as Renegade and just as lame.

Someone had fun making that map and calling it "Renegade 2".

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Subject: Re: How renegade 2 would have looked

Posted by [phlakaton](#) on Tue, 23 Aug 2005 18:42:28 GMT

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Why come to a "renegade" site and post if you think it's all lame?

That map was a testing ground for a lot of things. None of it was ever a Renegade 2 base. Nobody ever claimed it was except outsiders who don't know the scoup anyway. It was made by two of us in an unreal type approach to see what the engine could handle.

Speculation gets you nowhere.

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Subject: Re: How renegade 2 would have looked

Posted by [Xtrm2Matt](#) on Tue, 23 Aug 2005 18:49:27 GMT

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phlakaton wrote on Tue, 23 August 2005 14:42Why come to a "renegade" site and post if you think it's all lame?

That map was a testing ground for a lot of things. None of it was ever a Renegade 2 base. Nobody ever claimed it was except outsiders who don't know the scoup anyway. It was made by two of us in an unreal type approach to see what the engine could handle.

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Speculation gets you nowhere.

I used to be a 'hardcore' Renegader. I played it pretty much everyday for about 3 years.

I'm also pretty sure that if Westwood were to have made a Renegade 2, they would've switched to a better engine. In my opinion, the graphics suck ass on the current although, thats just me comparing it to games such as CS: Source and BF2.

Oh, and I made C&C\_Canyon..... with beefed up Renegade tools. :rollseyes:

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Subject: Re: How renegade 2 would have looked  
Posted by [phlakaton](#) on Tue, 23 Aug 2005 18:59:26 GMT  
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I agree Renegade looked quite dated when it came out. I had nothing to do with the development going on and on and on until it did look stale.

That you think it looked lame is your opinion but don't sit there and tell me what Westwood was going to do if they made Ren 2... I was a lead on that beast and I know they were not going to use a new engine. You have no idea what that engine was capable of with new hardware and cards. That "lame" map you saw was drawing well over 300k polys in a view. Renegade 1 had us limited beyond belief when we were developing it because it was 1998. You know... do the math. 7 years ago. Any idea how much tech changes in 6 months?

I can't change your mind obviously but dont compare it to new shit.

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Subject: Re: How renegade 2 would have looked  
Posted by [PiMuRho](#) on Wed, 24 Aug 2005 06:37:56 GMT  
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Especially given that it's technically the same engine that's used in BFME and the upcoming BFME2 (albeit with upgrades)

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Subject: Re: How renegade 2 would have looked  
Posted by [Halo38](#) on Wed, 24 Aug 2005 15:29:46 GMT  
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Some of the 3d artists in this community can create some of those effects already with the current renegade.

Renegade 2 wasn't going to be anything special that would tempt anyone to part with their money, thats why it wasn't made.

If you want to see stuff like that look at the stuff we are making as far as I can tell Renegade 2 would of mainly looked better by using the extra 'power' the average user would have from the purchase of new better computers.

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Subject: Re: How renegade 2 would have looked  
Posted by [PiMuRho](#) on Wed, 24 Aug 2005 17:03:00 GMT  
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Halo38 wrote on Wed, 24 August 2005 11:29  
Renegade 2 wasn't going to be anything special that would tempt anyone to part with their money, thats why it wasn't made.

Interesting assertion. From what phlakaton has said, what everyone refers to as "Renegade 2" was merely an engine test. Very few gameplay details have been revealed about the game itself.

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Subject: Re: How renegade 2 would have looked  
Posted by [Xtrm2Matt](#) on Wed, 24 Aug 2005 23:36:44 GMT  
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Wow, so making a Renegade 2 using the same old shyt engine? Fantastic, we got a best seller in the making!!111one

Look at all the fantastic engines out now, yet your saying they wouldn't switch? Psst.

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Subject: Re: How renegade 2 would have looked  
Posted by [Dave Anderson](#) on Wed, 24 Aug 2005 23:52:00 GMT  
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Renegade 2 is not under developement and never really has.

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Subject: Re: How renegade 2 would have looked  
Posted by [phlakaton](#) on Thu, 25 Aug 2005 00:04:50 GMT  
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Xtrm2Matt wrote on Wed, 24 August 2005 19:36Wow, so making a Renegade 2 using the same old shyt engine? Fantastic, we got a best seller in the making!!111one

Look at all the fantastic engines out now, yet your saying they wouldn't switch? Psst.

Since you failed to read... that engine is more robust than you'll ever know. Anything can be

overhauled and modified to work much better. Renegade's engine was a good start to better things. Someone else mentioned before as well... SAGE is based on all the same exact code on the base level. W3D. It's all jacked up on coder bells and whistles in the end.

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Subject: Re: How renegade 2 would have looked  
Posted by [Buavey](#) on Thu, 25 Aug 2005 00:25:34 GMT  
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phlakaton wrote on Wed, 24 August 2005 20:04Xtrm2Matt wrote on Wed, 24 August 2005 19:36Wow, so making a Renegade 2 using the same old shy engine? Fantastic, we got a best seller in the making!!111one

Look at all the fantastic engines out now, yet your saying they wouldn't switch? Psst.

Since you failed to read... that engine is more robust than you'll ever know. Anything can be overhauled and modified to work much better. Renegade's engine was a good start to better things. Someone else mentioned before as well... SAGE is based on all the same exact code on the base level. W3D. It's all jacked up on coder bells and whistles in the end.

Your right though, I can see how WW was limited when they first began working on the game. It came out 4 years after development had started, so of course you will be limited. People fail to realize that technology changes quickly. But with proper modifications, many new upgrades can arise as you stated!

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Subject: Re: How renegade 2 would have looked  
Posted by [Blazea58](#) on Wed, 31 Aug 2005 10:27:06 GMT  
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Yea im personally happy with what we have here, the engine is very flexible and some people would be suprised of what it can handle , heck even the map i am making right now is going to hit over 100,000 and will eventually go up to 200,000 perhaps with all the trees, buildings, terrain etc.

Games like half life 2 really i dont see how people like it so much. Look at the vehicle physics in that game and it will make you realize that the game itself is all about looks, then the gameplay is forgotten about. Atleast renegade's vehicles physics are better then that and its a much older game. As well you get a very familiar problem when playing battlefield 1942 or bf2, when you drive over objects or into another vehicle, thats not very fun now is it warping over objects? lol.

I personally couldn't see myself moving to a new engine to map on, every other game i play is great for one thing then it sucks for the rest. Ren is very balanced thats why even if they made renegade 2 on the same engine i would pay full price for it.

The amount of hard work put into models and texturing is amazing and most people just brush it off as nothing, thinking that because its on the same engine that garuntees the same looks or playability. Heck i found that video itself showed some outstanding detail you would never expect

to see in a game like this.

In theory you could make renegade look identical to even doom 3, with tons of work put into your texturing. Heck it already supports reflective materials, bump scale, the whole nine yards, what more does it need other then new aircraft physics lol.

Including a picture of some of the completed buildings i have for my map, most which have interiors. Only another 22,000 polygons to add hehehe.

### File Attachments

1) [BuildingSet2.jpg](#), downloaded 542 times



Subject: Re: How renegade 2 would have looked  
Posted by [PiMuRho](#) on Wed, 31 Aug 2005 18:33:14 GMT  
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No way on earth can you compare Renegade's vehicle physics to those of HL2 - HL2 has a far more robust and flexible approach to physics.

As for making Renegade look like Doom3 - not a chance. Not unless you somehow manage to add full dynamic lighting to the engine.

---

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Subject: Re: How renegade 2 would have looked  
Posted by [ben5015se](#) on Wed, 31 Aug 2005 21:52:07 GMT  
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i see what he is saying..

new games are all about looks... he was right

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Subject: Re: How renegade 2 would have looked  
Posted by [TEKNIK](#) on Wed, 31 Aug 2005 23:56:22 GMT  
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Renegade 2 was probably just an idea though up by some guy drawing on a napkin.

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Subject: Re: How renegade 2 would have looked  
Posted by [Blazea58](#) on Thu, 01 Sep 2005 23:08:13 GMT  
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PiMuRho wrote on Wed, 31 August 2005 14:33

As for making Renegade look like Doom3 - not a chance. Not unless you somehow manage to add full dynamic lighting to the engine.

Well yea i don't quite know about lighting, but im sure its pretty flexible within this engine. I myself still have alot to learn about setting up textures properly or lights, but im almost positive creating the genuine look of Doom3 in this engine can be done.

For the last few days ive been making a demo for myself to see if i can possibly create the effects used in doom, but as of now it is pretty hard to setup bump mapping and reflections right.

This is just a thing i did for fun using the w3d engine , so dont expect to see this as a map any time soon because it was mainly a test and is also 12,000 polygons.

Ok now i know the textures aren't the best, but this is just to show that making it look somewhat like higher end games really isn't impossible, but lighting the scene as doom would have i guess couldn't be done.

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Subject: Re: How renegade 2 would have looked  
Posted by [Aircraftkiller](#) on Thu, 01 Sep 2005 23:16:54 GMT  
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No matter what you do, it's never going to look like a high end game.

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Subject: Re: How renegade 2 would have looked  
Posted by [Blazea58](#) on Thu, 01 Sep 2005 23:28:44 GMT  
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Aircraftkiller wrote on Thu, 01 September 2005 19:16No matter what you do, it's never going to look like a high end game.

Well thats what you think. I think almost all the newer games around these days just use more polygons, and have the usual bump , reflective mapping. Basically the engine also is a huge factor, but given that this is a 3 year old outdated one, there is still alot of things people never attempted, so im not sure how you could say it can NEVER look like a high end game.

Bf2 doesn't even have bump or reflective mapping other then the water itself, the rest of the detail comes with millions of polygons and a good engine to start with.

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Subject: Re: How renegade 2 would have looked  
Posted by [Aircraftkiller](#) on Fri, 02 Sep 2005 04:57:12 GMT  
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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

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Doom 3.

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Subject: Re: How renegade 2 would have looked  
Posted by [maschief](#) on Tue, 08 Nov 2005 01:45:25 GMT  
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i know this is an old thread, but i thought i would give it another shot. what % of renegade 2 do you think got done before it was axed? does anyone know?

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Subject: Re: How renegade 2 would have looked  
Posted by [Oblivion165](#) on Tue, 08 Nov 2005 03:56:46 GMT  
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not much, a few maps, buildings and vehicles.

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