Subject: Renegade: Source???
Posted by loser99 on Fri, 24 Dec 2004 17:29:45 GMT
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You can easily convert the models. There are tools with the HL2 SDK that allow you to do that.
The models really wont look that much better in Source because they are low-poly and the
textures are low-res. All source is going to do is add shadows. You cant technically "port"
Renegade to Source unless you have the raw Renegade source code. We don't so we can't do it.
You could try to copy it as best you can, but that wouldn't be considered a port.