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Subject: Re: C&C 3 Renegade Mod

Posted by [Spetz5](#) on Thu, 15 Mar 2007 21:23:32 GMT

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Jerad Gray wrote on Mon, 12 March 2007 11:47Spetz5 wrote on Mon, 12 March 2007 08:12lol.. renegade is not getting closer to the newer games, and it never will. Theres RTS games that support graphics just as good as renegeades, it honestly doesn't stand a chance. You obviously have not been around much, or else you would know that it is getting closer, unless you have problems with basic logic. Here, I will make you an example to help you understand.

EX:

Object1 = 1

Object2 = 45

Object1 gets five additional points because it gained something it originally didn't have.

Object1 = 6

Object2 = 45

Question: Did object1 get closer to Object2?

Answer: Yes (If this does not make sense to you then please don't reply).

Although you post was helpful and all, please don't post again unless you can make more constructive posts, or at least more specific (that way it will be a lot easier to prove you wrong).

Really? Firstly, who are you to tell me not to reply? You obviously fail to relise that shaders may bring renegade a little up, but the game still does not stand a chance against todays games. Your "example" is extremly stupid, and proves next to nothing. Renegade is incomplete, and can't update in big strides, because no offical company is working on it. Yes, jonwils work, aswell as the work of others has helped keep the game alive for now, but it is getting to the point were they can't do much more.

Give me concrete proof that renegade stands a chance against games like halo, halo 2, call of duty 2&3, company of heroes, C&C 3, All those games, and a bunch more. Right now, you have not proven me wrong.

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