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Subject: Re: Looking for this Old Apache  
Posted by [Stefan](#) on Wed, 30 Apr 2008 02:26:27 GMT  
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there is ALOT of stuff was cut out

maps

game modes (capture the mobius, death match, CTF, and some mode where you could capture the science fac. to buy mutants)

character models (like the seth model that's still floating around)

a ton of tank models

lots of code (dynamic lightning for example, or the ticket system similar to the Battlefield one)

some buildings (Nod shrine, comcentre, advanced powerplant, conyard)

a huge amount of weapons

the better looking HUD

better looking explosions (most of them are still in Renegade)

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