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Subject: Graphics?

Posted by [Creedy](#) on Mon, 26 May 2003 21:41:55 GMT

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Hey guys

I was just wondering as I looked at halo 2

Do you think that there is anyway of improving the graphics engine that Renegade uses because if you look at other games most of them have a lot better lightening effects

Do you know if this would be possible

The reason also that I ask is I was playing Tribes 2 the other day and they have introduced a new engine and all you have to do is download it

So could this be done for Renegade

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Subject: Graphics?

Posted by [Majiin Vegeta](#) on Mon, 26 May 2003 23:45:59 GMT

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kewl

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Subject: Graphics?

Posted by [Nightma13](#) on Tue, 27 May 2003 12:20:40 GMT

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i hope so better graphics for renegade maybe have generals graphics for renegade

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Subject: Graphics?

Posted by [maytridy](#) on Tue, 27 May 2003 19:24:49 GMT

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Generals graphics arent that great, it's that the models and stuff are high detail and from so far away, they look good.

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Subject: Graphics?

Posted by [NeoX](#) on Tue, 27 May 2003 19:49:38 GMT

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To clarify that once again Generals Uses the Same engine as Renegade as for the models An Example Generals Tank is 500 polys a Rengade tank is at least 1000-4000 polys. The thing is Generals models may look so good because you are not zeroing in on the models, you are seeing them from a distance. As for Renegade you see them up close and can view ever minor flaw or

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detail put a renegde tank in generals and you may see the differnce i doubt it tho beacuse all the kool deatail of the Renegade Tank will not be seen from so far away. And thats My two cents.

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