
Subject: Re: What is Renegade?

Posted by [cmatt42](#) on Sun, 18 May 2008 22:12:59 GMT

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TestGun wrote on Sun, 18 May 2008 16:47 you might have known someone by AirCrafter I think his name was (And how much of a douche he was, in my opinion at least). He's still around.

Quote:But I'm confused on who is controlling the game. So, EA bought it from Westwood, so are EA Devs moderating gameplay and things like that? If not, where did RenGuard come from? How is it being supported? Is it coming from the goodness of a group of people's hearts?

Actually, EA's had control over Renegade since they acquired Westwood beforehand. They liquidated the company since then. For online play, EA isn't much involved; they handed over control of the master servers to the Strike-Team with "XWIS". Basically, it's just WOL, but headed by a third party and it has some... quirks.

RenGuard was developed by Blackhand Studios, another third party. Unfortunately, RenGuard as is is pretty crippled and considered useless by many. A new version is apparently in the works by Sir_Kane, someone as influential on Renegade as you remember AircraftKiller to have been. Yes, RenGuard is the product of making Renegade a better experience; no compensation other than donations to Blackhand Studios is received.

Quote:EA is getting money from the people that buy the game or pack of games that Renegade comes with. I'm assuming the people that run and control RenGuard are not associated with EA so where is their income? What is their motivation to keep this game alive, other than being a great game it is.

As I said above, the only income is from donations given by the community. The motivation for keeping Renegade alive is because it's a great game.

Quote:In regards to Renegade X; This modded version of Renegade looks spectacular! I can't believe this isn't going to be on the shelves as an expansion pack. I would pay \$40 easily to have the previewed version of Renegade X on my computer. I may be missing a lot of information here but, I don't understand why the people that created RenGuard and Renegade X don't have a public company they are based from, and why they're not making other games and selling it. Renegade X is actually an Unreal Tournament 3 mod. As for having a public company, I'm not sure how that would work; EA owns the intellectual property.

Quote:How long will Renegade be upgraded? I just happened to stumble upon this gold mine called Renegade X. What will be done to bring the Renegade community back? I'm excited to see what's in store for Renegade. I thought Westwood made a huge mistake by letting EA take it. Renegade always had potential and I'm glad a group of people are exploiting that.

The coders in the community are constantly figuring out ways to tinker with Renegade. Just take a look through the forums, and you can find all sorts of goodies they've accomplished. The community is sustaining itself constantly; the interest in the game is always bringing members back to check up on things and even coordinate clan wars and such. Mods such as Red Alert: A Path Beyond and C&C Reborn have brought new life to the game and have attracted thousands who haven't even heard of Renegade to join in.

Also, it was Virgin Interactive who let Westwood fall into EA's hands. Westwood was just caught in the middle of it all.

Quote:So what can i expect? I love the renegade style of gameplay, is Renegade X the crowning glory and the end all to graphical overhaul to this game? Or is this just the beginning of a long and exciting journey to bring back the glory and thrill of Renegade?

Renegade X is definitely trying to capture the intense interest Renegade has sparked in the community and bring it up to speed with another, recent engine. I honestly can't wait for it to be released.
