
Subject: Re: how does ea talk about renegade?

Posted by [Jerad2142](#) on Thu, 06 Nov 2008 21:12:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Thu, 06 November 2008 09:13Jerad Gray wrote on Thu, 06 November 2008 17:46jonwil wrote on Thu, 06 November 2008 06:28Thats NOT true in my experience.

My experience is that they will completely ignore you as all they care about is posting yet more useless PR crap about \$insert_latest_game_here

Ea is the same as they always have been, if not worse.

Sounds about right to me, EA sort of discontinued Renegade in the first place as well so I doubt they would have been much help even if all they cared about wasn't their latest release. Also notice that even in their newer games that they will go ahead and release patches that only address the smaller issues, and never address the much more obvious but harder to fix issues. Ea isn't what it used to be..

The last bf2142 patch they released was only a few months ago, it breaks their Northern-strike expansion pack unless you go through 5 steps of installing and un-installing patches to get it to work. At the same time, you can still use explosives to blast yourself up into the air, if you hold the back arrow key you can turn the camera really fast to fly around in drop pods, and many other things. EA recently killed Tiberium, which makes it the 3rd fps c&c game that they affected negatively.

how does ea talk about renegade?

The answer is simple: They don't.
