Subject: Re: how does ea talk about renegade?
Posted by ErroR on Sat, 22 Nov 2008 16:13:56 GMT
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MGamer wrote on Sat, 22 November 2008 02:34Nightma12 wrote on Fri, 21 November 2008 15:39thrash300 wrote on Thu, 20 November 2008 23:30candy wrote on Wed, 05 November 2008 18:18i am wondering, but u guys do have talks with westwood/ea right?
so how do they talk about renegade?
'oh a patch? cool we'll help if we have some time' or more a 'yeah whatever' kind of way?
did they say it was an unfinished game, or are they actualy happy about the result?
hope u can answer the question (it's not really TT related, but didn't know where else to post this)

Seriously if you go throught the Always.dat file in your data file you would have heard some pretty cool .Wav/.Mp3 files. For example I am sure that we all know when you do the Tutorial you see logan talking how to strafe left and right. Well actually it appears that Westwood / E.A. had originally planned for you to be able to dash forward left and right, I am not sure about back, but if you listen to logan speak he says something like this: "You can quickly dash forward by pressing the forward button 2 times in rapid sussetion same goes for the left and right.". I will try to pull up that file later on but it also appears as they panned to make a N.O.D. single player mode too!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! And from what I heard on those files from the always.dat suggested that it probably would have been incredible!! The N.O.D. single player would have probably been much better than the G.D.I. one. Because you can just continuessly get more and more files and listen to them, and sort of paint a picture as what the developers at Westwood / E.A. had originally planned to make. Over all I suspect that if they **did** complete the game it would be unrecognizable to what we have now it.

You can enable that by editing keys.ini

It lags on multiplayer though so its not worth useing.

so it works on any server just editing the keys.ini?

yes, as someone said it can be enabled just by puting a ";" somewhere (not sure tho), but yes i tried it some time ago, maybe for sp it's cool but not MP cuz when u do it by mistake it's bad.