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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?

Posted by [Spyder](#) on Mon, 12 Jan 2009 15:38:58 GMT

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everything, even a animation to enter vehicles, displaying charackters in vehicles etc.

Westwood was forced to release the game before it was finished. Let's not thank EA Games for this. EA fucked up. Westwood wasn't ready to release their new baby yet. If EA hadn't been so pushy, we might have known a (probably) better Renegade with more possibilities.

Though I think we should still try to get in touch with some old Westwood people. Maybe they can help us with some beta stuff or give us some advice on how to get it working.

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