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

Posted by [ErroR](#) on Mon, 12 Jan 2009 16:19:54 GMT

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11:06The E3 was to awesome they had 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.

yah i want the same but it seems they don't care either (for example that guy that posted in the topic "how does ea talk about renegade" he came he posted he left, never checked back, because he was wrong, at least he could discuss..

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