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Subject: Re: Renegade X - Nod Update!

Posted by [Reaver11](#) on Tue, 26 May 2009 11:55:07 GMT

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I'm not implying that EA had nothing to do with Renegade but their role is certainly smaller (yet devastating) then you think.

Westwood had design flaws of its own in the old beta around 2000. Somethings can be argued to be a designflaw yes or no.

- They started way to late with making the netcode.
- Visibility system is bugged.
- Light system.
- Multiplayer gamebalance issues (if they even started it)
- No firstperson perspectiv at start. (not that pure 3rd person games are bad)

Remember they have been working for around 4 to 5 years for making Renegade due to redeveloping it constantly. Which only happened because they started over every time.

The buildings for instance where way bigger and more opener with more exits etc. This really reached the technical constraints mainly because the visibility system didn't work. The buildings where allowed to have a max polys of around 1000. I can go on and on about bugs/problems like these but no matter.

EA did set a sharp and final deadline (remember westwood missed theirs twice) but remember what happens with games that get redesigned every year (DNF).

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