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Subject: Re: Why do people hate EA?

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Dec 2009 06:58:10 GMT

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Renx wrote on Thu, 17 December 2009 23:10 Terminator 101 wrote on Thu, 17 December 2009 13:08 They destroyed Westwood mostly because Renegade did not sell like crack. They support most of their games for about a year and then abandon those games completely. Enough said.

EA bought out WS before Renegade came out. It was originally scheduled to release sooner, but many things were redone. Thus why a game with 1998 graphics was released in 2002. Other things like the C&C MMO, continuum, were canceled too.

Yeah, EA had bought Westwood back before Tiberian Sun.

The older builds of Renegade actually had some details that the current game does not. Building interiors were a lot more exotic, drivers were visible in their vehicles, there were various gun emplacements, and there were animations for getting in and out of vehicles.

The current game was also released in a rush. Most of the planned game modes did not make it into the game, and you can tell that some aspects of multiplayer and the last few missions of singleplayer were rushed according to Louis Castle.

Although Renegade could have been out by 2000, I think even 2002 was too early for the game. By the time it was released, most people were still using 56k internet (I know I was), which is terrible for a game of Renegade. Not to mention the fact that people are only able to host 4-8 player servers on their computers. Indeed the game was ahead of its time in many ways.

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