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Subject: Does EA care for this game and all?  
Posted by [Rikkye](#) on Sat, 01 May 2004 22:53:50 GMT  
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Does EA even care. I love this game alot! Do you think EA should have or not have axed Westwood Studios?

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Subject: Does EA care for this game and all?  
Posted by [DaMax](#) on Sat, 01 May 2004 23:02:14 GMT  
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Hi Rikkye, and welcome to the forum. I agree that in an ideal world, we would have seen the birth of Renegade 2. Gee, I still remember the first screenshots and I thought it looked very nice. Anyway, I guess we got robbed on that one. On the other hand, we have Renegade, and maybe this makes it even more special . Game on, Max.

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Subject: Does EA care for this game and all?  
Posted by [terminator 101](#) on Sat, 01 May 2004 23:06:39 GMT  
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EA does not care about C&C generals, so why should it care about a bit older game at all ..... it probably cares only about the most recent games(2-5 months old) .  
What does word "axed" mean?

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Subject: Does EA care for this game and all?  
Posted by [Rikkye](#) on Sat, 01 May 2004 23:08:18 GMT  
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thx, I do agree on the point that we do have Renegade. but I wanted to play part 2!

btw axed means [in this case] outbought.

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Subject: Does EA care for this game and all?  
Posted by [Jaspah](#) on Sat, 01 May 2004 23:16:55 GMT  
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All EA cares about right now is their new gay Lord of The Rings game.

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Subject: Does EA care for this game and all?  
Posted by [Aircraftkiller](#) on Sat, 01 May 2004 23:58:59 GMT

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<http://www.renalert.com>

That's as close as you're going to get to a second Renegade.

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Subject: Does EA care for this game and all?  
Posted by [\[A-I\]NastyDead](#) on Sun, 02 May 2004 01:04:53 GMT  
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Im sorry AK but RenAlert isnt that fun, in fact its quit boring, for me at least the assault rifles clips burn up too easily. and there arent enough characters or vehicles. and the maps arent really fun. Renegade maps are made so that you have a chance to not get run over by vehicles through the use of tunnels and other places vehicles cant get too, Renalert the maps are like hella open.

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Subject: Does EA care for this game and all?  
Posted by [\[A-I\]NastyDead](#) on Sun, 02 May 2004 01:05:58 GMT  
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BTW, Rikkye you are HAUT!! (if that picture in your av is you)

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Subject: Does EA care for this game and all?  
Posted by [SuperFlyingEngi](#) on Sun, 02 May 2004 01:15:46 GMT  
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"NastyDeadRenegade maps are made so that you have a chance to not get run over by vehicles through the use of tunnels and other places vehicles cant get too, Renalert the maps are like hella open.

So Renegade maps are more fun because they have random, unorganized tunnel networks that you would never find in real life and don't add much of anything to a game? With all the tight areas in Renegade, the maps really aren't designed to handle 30+ players. Anyway, if you think, you won't be run over by a vehicle. Just play ring around the rosy with trees or something. Open maps are a whole lot more fun than confined canyon maps in the original Renegade, because you can have big rolling tank engagements where strategy is more important than just blasting stuff that comes through choke points where poor drivers hold everyone up so you can't have big groups move through those places.

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Subject: Does EA care for this game and all?  
Posted by [\[A-I\]NastyDead](#) on Sun, 02 May 2004 01:37:50 GMT  
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Well running around inside the random tunnels is fun and you encounter more enemies then walking around. All the walking in RA pisses me off.  
and if possible could you make 1st person vehicle view?  
O and if I try going behind a tree the shoot at the ground and I get hurt from splash damage.

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Subject: Does EA care for this game and all?  
Posted by [cowmisfit](#) on Sun, 02 May 2004 02:46:10 GMT  
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[A-INastyDead]BTW, Rikkye you are HAUT!! (if that picture in your av is you)

:thumbsup:

Renalert is great, except for minor things, i agree on one thing, maps are HUGE, for the amount of players ever on it most of the time, it takes hafl an hour to find anything.;

Anyhoot, no EA does not care about CNC or its fans

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Subject: Does EA care for this game and all?  
Posted by [Rikkye](#) on Sun, 02 May 2004 02:52:03 GMT  
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[A-INastyDead]BTW, Rikkye you are HAUT!! (if that picture in your av is you)

Thx, I appreciate that...umm...

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Subject: Does EA care for this game and all?  
Posted by [DarkDemin](#) on Sun, 02 May 2004 03:11:26 GMT  
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The closest you will get to renegade two is the Dead Six modification it should look awesome on the HL2 engine.

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Subject: Does EA care for this game and all?  
Posted by [\[A-I\]NastyDead](#) on Sun, 02 May 2004 03:44:56 GMT  
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comment I you agree that she is the hottest gamer type chick you have seen put a smily in you post!!!!

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Subject: Does EA care for this game and all?  
Posted by [cowmisfit](#) on Sun, 02 May 2004 11:46:59 GMT  
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[A-INastyDead] comment I you agree that she is the hottest gamer type chick you have seen put a smily in you post!!!!

Someone needs to go outside and breath fresh air lol, havent you ever seen a pretty girl before??  
Or had a girl freind thats not .jpeg j/k with ya

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Subject: Does EA care for this game and all?  
Posted by [sniper12345](#) on Sun, 02 May 2004 12:25:00 GMT  
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hey, Rikkye IS hot!

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Subject: Does EA care for this game and all?  
Posted by [havocide3](#) on Sun, 02 May 2004 13:47:04 GMT  
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Can you guys keep yourselves on topic? It's not like you've never seen a hot girl before...

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Subject: Does EA care for this game and all?  
Posted by [Ferhago](#) on Sun, 02 May 2004 16:01:45 GMT  
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sniper12345hey, Rikkye IS hot!

Get back you hormonally enraged assbandits.

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Subject: Does EA care for this game and all?  
Posted by [cowmisfit](#) on Sun, 02 May 2004 16:14:02 GMT  
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Ferhagosniper12345hey, Rikkye IS hot!

Get back you hormonally enraged assbandits.

HHAHAHAHHAHAHHAHAHHAHAHAHA

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Subject: Does EA care for this game and all?  
Posted by [Rikkye](#) on Sun, 02 May 2004 16:30:48 GMT  
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okay...wateva

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Subject: Does EA care for this game and all?  
Posted by [\[REHT\]Spirit](#) on Sun, 02 May 2004 17:08:13 GMT  
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See, Rikkye, when you go to a game msg board, you want to hide all pics of girls you can, unless you're trying to get attention

Anyhow, I do think EA cares a little, since they were working on the FDS Serials (I thought).

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Subject: Does EA care for this game and all?  
Posted by [Hydra](#) on Sun, 02 May 2004 18:02:39 GMT  
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"[A-INastyDead]Im sorry AK but RenAlert isnt that fun, in fact its quit boring, for me at least the assault rifles clips burn up too easily.

Infantry are being given infinite ammo reserves, so you won't have that problem.

Quote:and there arent enough characters or vehicles.

All the units from the original Red Alert and its expansion packs, save units that are impossible to do on Renegade's engine or too hard to code, are in Renegade Alert. What more is there to add?

Quote:and the maps arent really fun. Renegade maps are made so that you have a chance to not get run over by vehicles through the use of tunnels and other places vehicles cant get too, Renalert the maps are like hella open.

More strategy is involved for larger, more open maps. Renegade lacked a need for strategy since most of its maps were won by continuous point whoring or other strategies that have been tried time and time again.

Quote: comment I you agree that she is the hottest gamer type chick you have seen put a smily in you post!!!!

What language is that? You can't really tell since it makes no sense whatsoever :rolleyes:.

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Subject: Does EA care for this game and all?  
Posted by [tooncy](#) on Sun, 02 May 2004 19:04:25 GMT  
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Renegade Alert>Renegade If you haven't downloaded Renegade Alert, do yourself a favor and get it now!

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Subject: Does EA care for this game and all?  
Posted by [Creed3020](#) on Mon, 03 May 2004 02:55:40 GMT  
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I am simply embarrassed by the way some people have acted in this thread. :rolleyes:

Back on topic EA is not looking at this game in terms of revenue which is what they aim for. They are a huge company and require a large fuel source to keep going. Renegade did not deliver that fuel they had hoped for things went sour as time progressed as we saw our last patch many years ago...

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Subject: Does EA care for this game and all?  
Posted by [MrBob](#) on Mon, 03 May 2004 03:03:10 GMT  
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Creed3020Renegade did not deliver that fuel they had hoped for things went sour as time progressed as we saw our last patch many years ago...

Yes, who could forget the infamous v1.035?

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Subject: Does EA care for this game and all?  
Posted by [Creed3020](#) on Mon, 03 May 2004 03:08:10 GMT  
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MrBobCreed3020Renegade did not deliver that fuel they had hoped for things went sour as time progressed as we saw our last patch many years ago...

Yes, who could forget the infamous v1.035?

I remember when the MOTD was changed once in a while to tell about that new patch

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Subject: Does EA care for this game and all?  
Posted by [\[A-I\]NastyDead](#) on Mon, 03 May 2004 04:13:33 GMT

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Im not that old of a player of Renegade. and yes Ive seen hot chicks before, just not Hot Girls that like renegade enough to post on the message board for it. Now everyone chill out so you dont scare the poor girl away.

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Subject: Does EA care for this game and all?  
Posted by [Rikkye](#) on Mon, 03 May 2004 04:39:12 GMT  
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Wellz, its all up to Blackhand Studios to keep Renegade going. I have a theory:

I think EA is planning on surprising us with a new command and conquer game, one to mix it all up. I mean adding up team credits and a multiplayer storyline. Like bosses that need more than 1 person to defeat. And the team credits could be used to revive/build building and purchase availibility to more units (like let's say that there's a sniper character thats not available yet, unless u purchase it in the team menu) continueing the action of Renegade. still it is nice to dream.

Concluding my theory, we might be able to make a mod of this. Lemme make some tests to see if we can tweak it a bit. Oh currently, I heard from a Final Fantasy fan that there's a Final Fantasy mod for Renegade? is this true? btw watching Martin Lawrence Live : Runteldat.

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Subject: Does EA care for this game and all?  
Posted by [\[A-\]NastyDead](#) on Mon, 03 May 2004 11:34:40 GMT  
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Buying buildings back after they have been destroyed isnt possible I already Suggested that to Aircraftkiller. The engine cant do it or something. Hopefully Dante puts that feature in his dead 6 mod.

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Subject: Does EA care for this game and all?  
Posted by [tooncy](#) on Mon, 03 May 2004 20:55:58 GMT  
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It's possible, just odd, and the game would drag on FOREVER.

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Subject: Does EA care for this game and all?  
Posted by [Rikkye](#) on Mon, 03 May 2004 22:14:56 GMT  
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but continuing the game is fun! just like respawning after death. hey is it possible to make a deathmatch game where u die one time u sit out of the game until one person is left standing?

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Tha'll decide whos the best Renegade playa! And I tried the mod for mine and it's complicated. I dont understand the Renegade Modding Tools...

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Subject: Does EA care for this game and all?

Posted by [\[REHT\]Spirit](#) on Tue, 04 May 2004 01:07:22 GMT

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Renegade isn't too hard to mod, depending on how much you're trying to do. If you're new, my advice is to download the MP map pack, then take one of the maps, go into Level Edit's folder, run Level Edit, make a new mod folder, and in the new mod folder, there should be a folder called Levels (if not, you can make it). Stick a map in that folder, and then in Level Edit, look around the preset tree on the right (it starts with a bunch of folders, when you open them up, more objects appear), just tweaking things and seeing settings.

Whenever you want to try what you changed, go into File->Export Mod Package, then after it exports, run an LAN game with the max players set to 1, with it set to the mod in the map selection screen.

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Subject: Does EA care for this game and all?

Posted by [Rikkye](#) on Tue, 04 May 2004 01:10:31 GMT

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I bought this game in the mid-2002. the same year the game was released but been using the RMT for like 9 months. I have not released any maps to the public yet.

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Subject: Does EA care for this game and all?

Posted by [\[REHT\]Spirit](#) on Tue, 04 May 2004 01:15:49 GMT

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Ok. If you got some questions on modding, you can contact me on ICQ, 278428482

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