
Subject: the next renegade!

Posted by [ETKkillr](#) on Wed, 04 Jul 2007 06:59:30 GMT

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fill me in on it!

Subject: Re: the next renegade!

Posted by [Xylaquin](#) on Wed, 04 Jul 2007 07:08:41 GMT

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It doesn't exist!

Subject: Re: the next renegade!

Posted by [luv2pb](#) on Wed, 04 Jul 2007 08:30:08 GMT

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Get off my internet please.

Subject: Re: the next renegade!

Posted by [ETKkillr](#) on Wed, 04 Jul 2007 20:46:16 GMT

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its not out yet duh

Subject: Re: the next renegade!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 04 Jul 2007 20:48:48 GMT

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ETKkillr wrote on Wed, 04 July 2007 16:46its not out yet duh

No man, it literally does not exist anymore. There's no Renegade 2

Subject: Re: the next renegade!

Posted by [Viking](#) on Wed, 04 Jul 2007 21:00:09 GMT

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[NEFobby[GEN] wrote on Wed, 04 July 2007 15:48]ETKkillr wrote on Wed, 04 July 2007 16:46its not out yet duh

No man, it literally does not exist anymore. There's no Renegade 2

There is Ren 07 and its gonna kick ass!

Subject: Re: the next renegade!
Posted by [sadukar09](#) on Wed, 04 Jul 2007 21:05:33 GMT
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can we kick this guy off the internet?

Subject: Re: the next renegade!
Posted by [Viking](#) on Wed, 04 Jul 2007 21:21:13 GMT
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I don't think we have the authority, maybe crimson can!?

Subject: Re: the next renegade!
Posted by [R3N3G1DE](#) on Wed, 04 Jul 2007 21:24:33 GMT
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I hate when there is games that just keep creating new kinds of it...

Game #1, #2, #3 etc...

wtf is their problem?
(For the money)

Subject: Re: the next renegade!
Posted by [AoBfrost](#) on Wed, 04 Jul 2007 23:23:23 GMT
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G37 Off |V|y 1|\|73r|\|37\$!!!!!!11!11!!!

Subject: Re: the next renegade!
Posted by [R3N3G1DE](#) on Wed, 04 Jul 2007 23:26:37 GMT
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Renegade 2 was shut down 2 years ago.

Subject: Re: the next renegade!
Posted by [danpaul88](#) on Wed, 04 Jul 2007 23:59:12 GMT
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More like 4 years ago, if not 5....

EDIT: Indeed, it was cancelled way back in 2002, not long before EA shut Westwood down.

Subject: Re: the next renegade!
Posted by [AoBfrost](#) on Thu, 05 Jul 2007 01:33:36 GMT
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Another cnc fps may exist next year as EA said they are testing and may make once, hopefully it plays like renegade but with better graphics and new stuff...

Subject: Re: the next renegade!
Posted by [R3N3G1DE](#) on Thu, 05 Jul 2007 02:01:33 GMT
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Why they always have to create new games like Renegade...

I just want updates on the regular one than buying a new one, eh?

Subject: Re: the next renegade!
Posted by [u6795](#) on Thu, 05 Jul 2007 04:27:21 GMT
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Hahahahahahahahahahaha

Yeah, pretty much it.

Subject: Re: the next renegade!
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 05 Jul 2007 04:32:11 GMT
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I'd rather just have a new one. 5 and a half years is a very long life for a small and unpopular game like Renegade. I'm sure EA's surprised that this community still exists - not like there were any significant patches or traces of support throughout these years.

Just bring me a new C&C FPS that is like Renegade (fast/fluid/fun, MCT's, PT's, Credits, Bases,

etc.) and I'll be very satisfied.

Meanwhile, I'll work on Ren 07 to fulfill that dream

Subject: Re: the next renegade!
Posted by [Starbuzz](#) on Thu, 05 Jul 2007 04:35:06 GMT
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You pretty much spoke for me, Fobby.

Subject: Re: the next renegade!
Posted by [Romaner](#) on Thu, 05 Jul 2007 04:54:25 GMT
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Fobby wrote on Wed, 04 July 2007 22:32 I'd rather just have a new one. 5 and a half years is a very long life for a small and unpopular game like Renegade. I'm sure EA's surprised that this community still exists - not like there were any significant patches or traces of support throughout these years.

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Meanwhile, I'll work on Ren 07 to fulfill that dream

qft

Subject: Re: the next renegade!
Posted by [Oblivion165](#) on Thu, 05 Jul 2007 11:54:48 GMT
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It's EA guys....if they make a fps it will not be what we want, it will be what they can reuse from another game. It will probably be on that damned unreal engine too. Gah I hate that engine, ruining my Turok.

Oh lets add vehicles and make turok a modern commando that has a squadron....damn you buena vista!!! His alias was turok to hide his family blood line but now you made it his actual name! Gah! Joshua Fireseed, what is wrong with that? Now its Josh Turok....JOSH TUROK!!! Josh F'in Turok??? what the hell is that? oh and also lets put Turok on the unreal engine so he can quad jump and have low grav. Not to mention everything looks exactly the same as everything else on that engine...Bah, Gah and Pfft.

I'm going to make buena vista and ea both lay in a ditch and shoot them both.

Subject: Re: the next renegade!
Posted by [sadukar09](#) on Thu, 05 Jul 2007 12:29:04 GMT
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they are probably gonna make another shitty Battlefield game

Subject: Re: the next renegade!
Posted by [CarrierII](#) on Thu, 05 Jul 2007 14:51:17 GMT
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You can alter the feel of the unreal engine easier if you're a full licensee, you get full source code and support.

So, if it is on Unreal, then... EA would've been lazy.

Subject: Re: the next renegade!
Posted by [Sn1per74*](#) on Thu, 05 Jul 2007 15:03:12 GMT
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sadukar09 wrote on Thu, 05 July 2007 07:29they are probably gonna make another shitty Battlefield game
I like Battlefield XD

Subject: Re: the next renegade!
Posted by [Starbuzz](#) on Thu, 05 Jul 2007 15:05:25 GMT
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Even if EA is/will consider a Renegade or C&C FPS, it will still be hard for me to believe that they will actually move forward with it. If they do it, then great.

FPS games are now (they have been always) very competitive among themselves...EA would expect money to come in. I am pretty sure that the game will do very well in the C&C community but remember that, as any gamemaker would, EA will target it to the whole gaming community...especially the FPS gamers.

This brings to another problem. There are thousands of gamers who are not fans of Command & Conquer. I have had a couple of friends who bought Renegade, played it, and threw it. They said a lot of things about why they did not like it.

Judging from their answers, I realized that they had no connection with C&C games in general. They did not understand the big picture of what goes on in the C&C universe. This lack of knowledge of the C&C storyline came back to mess their Renegade experience.

They merely knew that Nod was the bad guys and GDI was the good. So the whole WW marketing slogan "get on the ground level of C&C" did not work out for these guys because they have never played the RTS games. And this was not just my friends, but thousands of other gamers as well.

For example, I remember the most breathtaking moment in Renegade for me...the start of the second Single Player mission (Rescue and Retribution) where the camera zooms in from above over the original C&C level...the landing on the beach. It was awesome, thrilling, and amazing! But since these guys never played the RTS, they were left complaining of why a crappy texture animation came on for a moment. Kane was just another bad guy for them...not the god-like antagonist we all know he is. You see why Renegade did not take off?

And this was not just my friends, this happened everywhere...casual gamers and FPS fanatics who bought it were turned off by it.

This disconnect from the storyline and their lack of familiarity with C&C in general hurt Renegade so much and halted it's growth. The game thrived on the faithful C&C community but not with casual gamers who were looking for a good shooter they can pick up and play with good graphics and so on. So no wonder the money did not come in.

So Renegade will be what I think it is: an awesome and beautiful one-of-a-kind parting "thank you" gift to the dedicated fans of Command & Conquer from Westwood...who we all love to death.

Subject: Re: the next renegade!
Posted by [R3N3G1DE](#) on Thu, 05 Jul 2007 19:33:47 GMT
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"Wonders what happened to those Westwood employee"

Subject: Re: the next renegade!
Posted by [futura83](#) on Thu, 05 Jul 2007 22:44:01 GMT
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BuzzOfTheStar wrote on Thu, 05 July 2007 16:05 Even if EA is/will consider a Renegade or C&C FPS, it will still be hard for me to believe that they will actually move forward with it. If they do it, then great.

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Hmm, i see what you mean.

Only to the non-C&C person it seems that NOD are the bad guys, but to people that have played the others, NOD are the good guys, and GDI evil, but others will see it the other way around.

That is what is so good about C&C; there is no definite good Vs evil, and the 2 factions major differences lie in their intentions with what to do with tiberium...

Subject: Re: the next renegade!
Posted by [R3N3G1DE](#) on Thu, 05 Jul 2007 22:45:46 GMT

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There both has different structures but basically, their the same.

Subject: Re: the next renegade!
Posted by [Tankkiller](#) on Thu, 05 Jul 2007 23:04:13 GMT
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Concider the next "renegade" The total converisons the community is pushing. (Reborn, apb, AR,DoN)

Subject: Re: the next renegade!
Posted by [R3N3G1DE](#) on Thu, 05 Jul 2007 23:06:29 GMT
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Let them, why can't renegade just have updates?

And sell them more while they are updated.

It would be a big / fantastic game, trust me.

Subject: Re: the next renegade!
Posted by [futura83](#) on Thu, 05 Jul 2007 23:12:23 GMT
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R3N3G1DE wrote on Fri, 06 July 2007 00:06Let them, why can't renegade just have updates?

And sell them more while they are updated.

It would be a big / fantastic game, trust me.

Cos people who already have it wouldn't rebuy it, and if they create a new one, it will be bought.

Plus, the engine needs a massive update, and hopefully, this one gets finished

Subject: Re: the next renegade!
Posted by [R3N3G1DE](#) on Thu, 05 Jul 2007 23:14:44 GMT
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Soon, they would get Renegade 3, then 4.

Just seems like they are going to spam Renegade products.

Can't they still update through the old Renegade?

"Are they really going to make Renegade #2" Thought it was canceled?

Subject: Re: the next renegade!

Posted by [Starbuzz](#) on Thu, 05 Jul 2007 23:22:54 GMT

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Ancient_and_forever wrote on Thu, 05 July 2007 17:44Hmm, i see what you mean.

Only to the non-C&C person it seems that NOD are the bad guys, but to people that have played the others, NOD are the good guys, and GDI evil, but others will see it the other way around.

That is what is so good about C&C; there is no definite good Vs evil, and the 2 factions major differences lie in their intentions with what to do with tiberium...

Of course! Judging from my avatar, it should be pretty obvious as to who I think are the good guys.

Subject: Re: the next renegade!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 05 Jul 2007 23:23:04 GMT

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No, the W3D engine needs to be thrown away and a new one should replace it. This game was released 5 and a half years ago, and this engine has been finished for 7 years. And even back then, the graphics and affects were outdated.

A lot has happened in terms of game development in these 5 years, which W3D has missed. It'd be best to switch to an engine already being used by other companies (UE3 or Crysis) so the developers and modders wouldn't encounter many problems.

I don't think updating a game with such an outdated engine is a good idea at all.

I believe Renegade 2 was canceled, but that doesn't mean they won't make a C&C-FPS unrelated to Renegade. All we can do is pray and hope that they keep Renegade's gameplay.

Subject: Re: the next renegade!

Posted by [R3N3G1DE](#) on Thu, 05 Jul 2007 23:41:10 GMT

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A second there, thought they needed Renegade 2 just to get a new engine. O.o "Wow"

Well, if it ain't another version of Renegade then it's alright for me, how come they didn't change the engine before?

All I pray is that Renegade should keep on going, with full of updates in the future... with lack of updating Renegade 2, or considering it. omg

Subject: Re: the next renegade!
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 05 Jul 2007 23:58:13 GMT
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Renegade 2 was going to be on W3D, except the lighting engine would be renewed. But it was supposed to come out 4 years ago, which is why they were using it.

Subject: Re: the next renegade!
Posted by [R3N3G1DE](#) on Fri, 06 Jul 2007 00:20:29 GMT
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[NEFobby[GEN] wrote on Thu, 05 July 2007 18:58]Renegade 2 was going to be on W3D, except the lighting engine would be renewed. But it was supposed to come out 4 years ago, which is why they were using it.

Hmm, that makes sense.

Do you know the date when the new engine is going to come out?

Subject: Re: the next renegade!
Posted by [Romaner](#) on Fri, 06 Jul 2007 00:29:08 GMT
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dude what he is trying to say is that no new engine for renegade is going to come out, since as of right now there are no plans to develop a new engine. ea is experimenting with its crysis engine and MIGHT someday make a fps game with cnc storyline. meanwhile fobby and his team are making a conversion mod that pretty much takes the game engine of unreal and converts that game into renegade... to the best of my knowledge

Subject: Re: the next renegade!
Posted by [OWA](#) on Fri, 06 Jul 2007 10:14:22 GMT
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RA2:AR, APB and Reborn are the new versions of Renegade :V

Subject: Re: the next renegade!
Posted by [bigwig992](#) on Fri, 06 Jul 2007 14:58:59 GMT
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They'll probably release an FPS version of C&C3.

Subject: Re: the next renegade!
Posted by [futura83](#) on Fri, 06 Jul 2007 15:25:51 GMT
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bigwig992 wrote on Fri, 06 July 2007 15:58They'll probably release an FPS version of C&C3.

Here's hoping!

I'd love to be able to drive an avatar...

I hope if they do, the mothership is either not in it, or it isnt as powerful...
