
Subject: Be-A-Renegade 2002 US Tour

Posted by [trooprm02](#) on Wed, 29 Aug 2007 20:48:40 GMT

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Recently found this video on my HDD, never saw it before and I found it very interesting and amazing to see all the people back in 2002 lined up to play some renegade and pre-order their copy, so im not sure how many of you have seen it, but for those of you who haven't:

<http://youtube.com/watch?v=oMoy68R-52Y>

Subject: Re: Be-A-Renegade 2002 US Tour

Posted by [Oblivion165](#) on Wed, 29 Aug 2007 21:02:04 GMT

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I wonder how that Japanese guy got away with those lies?

"All the vehicles are returning for renegade that have been in the command and conquer universe."

4 min 50 secs

Coollest people I've ever seen:

5 mins 21 secs

Coollest people ever, double dose - drinking their awesome Sky beverages.

7 mins 0 secs

Subject: Re: Be-A-Renegade 2002 US Tour

Posted by [Memphis](#) on Wed, 29 Aug 2007 21:09:35 GMT

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Oblivion165 wrote on Wed, 29 August 2007 17:02l

Coollest people I've ever seen:

5 mins 21 secs

Coollest people ever, double dose - drinking their awesome Sky beverages.

7 mins 0 secs

You couldn't even make those people up

Categorical geeks.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [cmatt42](#) on Wed, 29 Aug 2007 21:30:59 GMT
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Oblivion165 wrote on Wed, 29 August 2007 16:02I wonder how that Japaneses guy got away with those lies?

"All the vehicles are returning for renegade that have been in the command and conquer universe."

So the MCV wasn't in it. Big deal; it wasn't really needed anyway.

Oh, and the video goes out of sync with the sound after the first few minutes.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [Starbuzz](#) on Wed, 29 Aug 2007 22:51:53 GMT
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Man, I really wish I knew about that game back in 2002.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [troopr02](#) on Wed, 29 Aug 2007 23:12:05 GMT
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cmatt42 wrote on Wed, 29 August 2007 16:30Oblivion165 wrote on Wed, 29 August 2007 16:02I wonder how that Japaneses guy got away with those lies?

"All the vehicles are returning for renegade that have been in the command and conquer universe."

So the MCV wasn't in it. Big deal; it wasn't really needed anyway.

Oh, and the video goes out of sync with the sound after the first few minutes.

So ive noticed, may have had something to do with the fact I was rendering another video file while uploading this to youtube, but that didn't take any bandwidth, nor is the original file out of sync, still amazing to see something like this, this many years later for the first time

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [Zion](#) on Wed, 29 Aug 2007 23:18:08 GMT
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I lol'd at some of the quotes:

"Your hand doesn't go through the wall like most other games"

"Collisions are awesome"

"Graphics are great"

Then again, they were all probably true back then. We're still comparing this game to stuff on the source engine and whatnot, which is pretty good of itself if we are, and with all the new stuff being developed for it pretty soon it'll be able to rival the source engine.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [Oblivion165](#) on Wed, 29 Aug 2007 23:45:22 GMT
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cmatt42 wrote on Wed, 29 August 2007 17:30Oblivion165 wrote on Wed, 29 August 2007 16:02I wonder how that Japanese guy got away with those lies?

"All the vehicles are returning for renegade that have been in the command and conquer universe."

So the MCV wasn't in it. Big deal; it wasn't really needed anyway.

MCV is the only one? I can think of about 10 just from the original red alert + retaliation.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [Chuck Norris](#) on Thu, 30 Aug 2007 03:14:26 GMT
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Interesting video.

The graphics themselves weren't that great, but the two things it had going for it were the huge environments and the seamless indoor to outdoor connection. Those were pluses five years ago. The physics though, not so great. You run someone over in a tank and on your screen, you "push" them for a split second beforehand. The BEST thing this game had, and still has, going for it is it's unique online gameplay. Sadly, single player failed, the sound and graphics were average at best, and it wasn't even finished how it was supposed to be, so it got mediocre to average ratings and it never got the attention it deserved.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [havoc9826](#) on Thu, 30 Aug 2007 04:10:09 GMT
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You know, the originals can be found at
<ftp://ftp.westwood.com/pub/renegade/previews/video>

My personal favorite is the HAVOC.EXE Bink video

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [trooprm02](#) on Thu, 30 Aug 2007 04:21:33 GMT
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Oh, so thats where I got it. I remeber making a backup of the entire renegade folder on ftp.westwood.com but never knew about that video or that event. Although, I did see a Be-A-Renegade sticker on the bumper of that APC, at the end of that Havoc Bink Video

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 30 Aug 2007 04:39:40 GMT
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I still remember those days. I've been playing C&C Renegade since the demo, and bought the game at release... I look back at the years fondly

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [trooprm02](#) on Thu, 30 Aug 2007 16:33:20 GMT
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[NEFobby[GEN] wrote on Wed, 29 August 2007 23:39] I still remember those days. I've been playing C&C Renegade since the demo, and bought the game at release... I look back at the years fondly

Lucky ****.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [JPNOD](#) on Thu, 30 Aug 2007 19:54:24 GMT
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[NEFobby[GEN] wrote on Thu, 30 August 2007 00:39] I still remember those days. I've been playing C&C Renegade since the demo, and bought the game at release... I look back at the years fondly

So true.

When I started playing this game as a newb in march 2002 that was probably the best time I had on Ren, as everything was still new.. and as it was all verry exciting.I downloaded the demo when it came out but I Never played the demo via GSA, as it it was the only way it worked to play

online, and I never figured out how it worked on GSA back then lol. good times..

As for the 2 guys saying: "Renegade will be a hit"

To bad it never became a hit else Westwood would probably still have been alive? What I do know is that the game is unique compared to other games out there even though games like BF1942 was not released much later that year.. which I had a pretty good time on aswell, but I went back to ren after 3 days.

This game is underrated.. alot of people who played it back in the days left because of the graphics/bugs/netcode.. if only people had better systems back then im sure more would have stayed.

If only a Renegade 2 would be made, based on a new engine. For EA it would bring in new cash because they could use the Renegade 2 engine for 1sperson games like they used the SAGE Engine from Generals, on Bfme,tibwars..ecta..

And we could relive the fun we had.. at the other hand I think this game was a lifetime experience as it been said before it's unique where there is tons of games the same out there...

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [sadukar09](#) on Thu, 30 Aug 2007 21:59:02 GMT
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SAGE was based on W3D

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [Starbuzz](#) on Thu, 30 Aug 2007 23:21:25 GMT
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sadukar09 wrote on Thu, 30 August 2007 22:59SAGE was based on W3D

True.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 31 Aug 2007 00:58:21 GMT
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It's too bad EA released MoH AA around the same time as Renegade... EA showcased that game a lot more.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [Nightma12](#) on Fri, 31 Aug 2007 02:52:44 GMT
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yea... theres even an MoH AA Demo included with Renegade :/

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [JeepRubi](#) on Fri, 31 Aug 2007 03:16:09 GMT
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Well MOH AA has an ad for ren inside the CD case if that makes anyone feel better.

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [DrasticDR](#) on Fri, 31 Aug 2007 13:36:38 GMT
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I remember downloading the demo on a 56k connection. 9 long hours..

Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 31 Aug 2007 21:24:08 GMT
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Yup, same here. That demo was just awesome, but I remember the problems:

- Teamkill if you headshot with a sniper
 - So hard to get into vehicles
 - Vehicles were not reserved, so you can steal them as soon as they're built
-