Subject: Renegade 2
Posted by _SSnipe_ on Tue, 12 May 2009 17:43:07 GMT
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Why was it Canceled? Can't find any answer not even on wikipedia

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Subject: Re: Renegade 2
Posted by Altzan on Tue, 12 May 2009 17:54:54 GMT
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Wiki 1
Quote:Command & Conquer: Renegade 2 (Canceled)
See also: Tiberium (video game)

Command & Conquer: Renegade 2 was to be another first-person shooter game using an updated version of the "Westwood 3D" engine. Renegade 2 had two build versions. The first version of Renegade 2, was drafted as a connection to Command & Conquer from Red Alert 2. However, this was scrapped in favour of a Red Alert 2 based FPS that took place in the post Yuri's Revenge world. The storyline was about a rogue Soviet commander attacking America to avenge the honour of Premier Romanov (The commander was a Romanov). Most units designed were based on Red Alert 2 styles, however the Allied Light Tank, and Soviet Hind Gunship made a return.

Wiki 2

Quote:Tiberium is a canceled tactical first-person shooter video game title set in the Command & Conquer universe, that was in development by EA Los Angeles (EALA).[3][4] Tiberium was initially revealed when shots of the January 2008 issue of Game Informer were leaked,[5] but was officially announced by EA just a day after. Prior to the announcement, the game had been in production for two years.

In the first previews of the game by GameSpot and IGN, it was confirmed Tiberium uses a game engine based on Unreal Engine 3.[6][7]

On January 18, 2008, a trailer of Tiberium was released on GameTrailers with a message of more to come on January 25. It would have been, to date, the only C&C game not to include "Command & Conquer" in its title.

Tiberium was cancelled on September 30, 2008 due to the game's failure to meet "quality standards set by the development team and the EA Games label".[2]

Subject: Re: Renegade 2
Posted by _SSnipe_ on Tue, 12 May 2009 18:01:07 GMT
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Don't see why renegade 2 was canceled.

Subject: Re: Renegade 2
Posted by cmatt42 on Tue, 12 May 2009 18:24:28 GMT
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The short of it was that Renegade didn't make enough money, so EA figured Renegade 2 (and Westwood, really) wouldn't make enough, either.

Subject: Re: Renegade 2
Posted by Scrin on Tue, 12 May 2009 18:49:03 GMT
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fucking EA canceled 2 C&C fps games

Subject: Re: Renegade 2
Posted by mrÃ£Ã§Ä·z on Tue, 12 May 2009 19:20:42 GMT
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EA fucking fails

Subject: Re: Renegade 2
Posted by nope.avi on Tue, 12 May 2009 19:26:31 GMT
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And EA wonders why no one likes them...

They should at least release yhe models and stuff that they had created so far instead of just dumping them.

Subject: Re: Renegade 2
Posted by mrÃ£Ã§Ä·z on Tue, 12 May 2009 19:27:40 GMT
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How about a RenForums vs EA Forums spam war? Thats a fucking nice idea!

anyone agree?

WE WANT WESTWOOD BACK!

Subject: Re: Renegade 2
Posted by _SSnipe_ on Tue, 12 May 2009 19:36:01 GMT
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So what happen tot he original modders of renegade?

Subject: Re: Renegade 2
Posted by Reaver11 on Tue, 12 May 2009 19:47:02 GMT
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Most have gone to different companies. (Like petroglyph where you can find the most of the westwoodies)

Subject: Re: Renegade 2
Posted by mrÃ£Ã§Å·z on Tue, 12 May 2009 19:50:06 GMT
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Modders of Renegade? They work on APB, Reborn, APOC, RP2, Scud
Storm. The other Big Modders work on own one man mods or little
Projects like Reborn (guy) with his Plugins. Im currently away
from Modding, i dont do anything the last time, im busy, got
bored from sitting infront of my PC

Active BIG Mods:

C&C Reborn
A Path Beyond & Apocalypse Rising
The Brotherhood
Renegade: Scorched Earth (no Homepage yet) by me, Reaver and Di3HardNL (we search some Helpers)
Roleplay2
Scud Storm
Battle for Dune

Subject: Re: Renegade 2

Posted by [NE]Fobby[GEN] on Tue, 12 May 2009 21:26:59 GMT
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It's a shame that they never finished Renegade 2. I still love the original, and the sequel was supposed to improve on areas where Renegade ad lacked. Oh well.

Subject: Re: Renegade 2
Posted by Scrin on Tue, 12 May 2009 22:03:28 GMT
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madrackz wrote on Tue, 12 May 2009 14:50Modders of Renegade? They work on APB, Reborn, APOC, RP2, Scud
Storm. The other Big Modders work on own one man mods or little
Projects like Reborn (guy) with his Plugins. Im currently away
from Modding, i dont do anything the last time, im busy, got
bored from sitting infront of my PC

Active BIG Mods:

C&C Reborn
A Path Beyond & Apocalypse Rising
The Brotherhood
Renegade: Scorched Earth (no Homepage yet) by me, Reaver and Di3HardNL (we search some Helpers)
Roleplay2
Scud Storm
Battle for Dune

rofl... that reborn guy (the Spencer) was formerly westwood dude?
why the hell he trick me then??

Subject: Re: Renegade 2
Posted by Slave on Wed, 13 May 2009 00:53:06 GMT
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A collection of quotes and images regarding Ren2.
It's nothing new, just a nice summary.
http://www.chrissyx.com/c&cren2.php

Subject: Re: Renegade 2
Posted by Starbuzzz on Wed, 13 May 2009 03:54:56 GMT

Niko "The Lay" wrote on Tue, 12 May 2009 13:49fucking EA canceled 2 C&C fps games

My feelings exactly; can't believe we lost out of having two more C&C FPS titles.

Subject: Re: Renegade 2
Posted by Scrin on Wed, 13 May 2009 04:43:04 GMT

Slave wrote on Tue, 12 May 2009 19:53A collection of quotes and images regarding Ren2.
It's nothing new, just a nice summary.
http://www.chrissyx.com/c&cren2.php
ahhhhhh man, i love your sig style (you have full version)?

Subject: Re: Renegade 2
Posted by _SSnipe_ on Wed, 13 May 2009 06:40:16 GMT

Slave wrote on Tue, 12 May 2009 17:53A collection of quotes and images regarding Ren2.
It's nothing new, just a nice summary.
http://www.chrissyx.com/c&cren2.php
Nice find, very nice

Subject: Re: Renegade 2
Posted by Goztow on Wed, 13 May 2009 06:42:43 GMT

Quote:Renegade 2 was a Red-Alert 2 inspired version of Renegade that embraced the C&C
multiplayer game mode as the core game play.
Westwood had understood!

Subject: Re: Renegade 2
Posted by u6795 on Wed, 13 May 2009 10:39:32 GMT

Goztow wrote on Wed, 13 May 2009 02:42Quote:Renegade 2 was a Red-Alert 2 inspired version
of Renegade that embraced the C&C multiplayer game mode as the core game play.
Westwood had understood!
Yeah. That sentence kind of brings a single manly tear to my eye.

Subject: Re: Renegade 2
Posted by [NE]Fobby[GEN] on Wed, 13 May 2009 21:18:20 GMT
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As far as I know, Renegade 2 was set right after RA2, and was meant to be a precursor to Tiberian Dawn.

To quote Chuck Carter from the original Westwood,

"The level was finally based around a scavenger culture that eventually turns into the organization known to Command and Conquer fans as Nod."

The Scavengers are the fallen Soviet empire, which had used technology from the former Soviet Union to fight against the Allies. Here was the logo of the Scavenger faction:

Subject: Re: Renegade 2
Posted by ErroR on Thu, 14 May 2009 13:39:35 GMT
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does any one know where can that TA3 guy be found

Subject: Re: Renegade 2
Posted by Scrin on Thu, 14 May 2009 15:43:16 GMT
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TAS= Tomas Anderson

Subject: Re: Renegade 2
Posted by Stefan on Thu, 14 May 2009 17:01:55 GMT
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The reason it was cancelled was because BF'42 and doom3 were about to be released back then, making ren2 look like fail in comparison according to EA's opinion, combine that with the fact that renegade never sold very well... yeah.

Subject: Re: Renegade 2
Posted by ErroR on Thu, 14 May 2009 18:58:59 GMT
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Niko "The Lay" wrote on Thu, 14 May 2009 18:43TAS= Tomas Anderson
maybe he still has some stuff in store   i'm pretty sure ppl already asked and got nuffin tho

---

Subject: Re: Renegade 2
Posted by Scrin on Thu, 14 May 2009 19:05:13 GMT
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ErroR wrote on Thu, 14 May 2009 13:58Niko "The Lay" wrote on Thu, 14 May 2009 18:43TAS=
Tomas Anderson
maybe he still has some stuff in store   i'm pretty sure ppl already asked and got nuffin tho
yes, he still got all that, but i dont know how to find him, so dont ask
we need someone with damned 2001 renegade beta cd! OR more rarest screenshots (newer
seen before)

Subject: Re: Renegade 2
Posted by ErroR on Thu, 14 May 2009 19:07:04 GMT
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maybe someone could try and model it from the concepts

Subject: Re: Renegade 2
Posted by LiL KiLLa on Thu, 14 May 2009 19:17:20 GMT
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Beta

Subject: Re: Renegade 2
Posted by [NE]Fobby[GEN] on Thu, 14 May 2009 19:33:34 GMT
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TAS can be found at http://www.tasmediafile.com

Subject: Re: Renegade 2
Posted by The Party on Thu, 14 May 2009 19:35:34 GMT
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What is TAS?

Subject: Re: Renegade 2
Posted by ErroR on Fri, 15 May 2009 11:44:26 GMT
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MasterEvolution wrote on Thu, 14 May 2009 22:35What is TAS?
it's the guy who made the textures (and models?) and concepts etc. for ren. If you open a texture
you can see his signature "TAS 2002" or sumfin
EDIT: I hope that was a joke...

Subject: Re: Renegade 2
Posted by KIRBY-098 on Fri, 15 May 2009 17:03:06 GMT
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Fear not true beleivers: Rumor has it an intrepid young dev team "may" be working on a SP
mission based plot.

Subject: Re: Renegade 2
Posted by Scrin on Fri, 15 May 2009 17:23:00 GMT
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KIRBY-098 wrote on Fri, 15 May 2009 12:03Fear not true beleivers: Rumor has it an intrepid
young dev team "may" be working on a SP mission based plot.
The rumors is a true, our leader Babushka is kidnaped!!!!

Subject: Re: Renegade 2
Posted by Sir Kane on Sat, 16 May 2009 12:13:49 GMT
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madrackz wrote on Tue, 12 May 2009 14:27How about a RenForums vs EA Forums spam war?
Thats a fucking nice idea!

anyone agree?

WE WANT WESTWOOD BACK!
You're a dumbfuck.

Subject: Re: Renegade 2
Posted by ErroR on Sat, 16 May 2009 12:40:48 GMT
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Sir Kane wrote on Sat, 16 May 2009 15:13madrackz wrote on Tue, 12 May 2009 14:27How about a RenForums vs EA Forums spam war? Thats a fucking nice idea!

anyone agree?

WE WANT WESTWOOD BACK!
You're a dumbfuck.
You're a fuckdumb.

Subject: Re: Renegade 2
Posted by Sir Kane on Sat, 16 May 2009 13:07:55 GMT
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What's the average age here? 9?

Subject: Re: Renegade 2
Posted by ErroR on Sat, 16 May 2009 13:11:02 GMT
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Sir Kane wrote on Sat, 16 May 2009 16:07What's the average age here? 9?
i guess so, if you're talking about your self

Subject: Re: Renegade 2
Posted by jnz on Sat, 16 May 2009 13:30:46 GMT
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ErroR wrote on Sat, 16 May 2009 14:11Sir Kane wrote on Sat, 16 May 2009 16:07What's the average age here? 9?
i guess so, if you're talking about your self

Well everage would imply everyone... so yes, he is.

Subject: Re: Renegade 2
Posted by Tupolev TU-95 Bear on Sat, 16 May 2009 14:10:36 GMT
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Izual wrote on Thu, 14 May 2009 20:17Beta

bump..

cant sum1 make that model replace it as an autorifle?

Subject: Re: Renegade 2
Posted by havoc9826 on Sat, 16 May 2009 18:59:16 GMT

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goliath35 wrote on Sat, 16 May 2009 07:10Izual wrote on Thu, 14 May 2009 20:17Beta

bump..

cant sum1 make that model replace it as an autorifle?

Someone already did. Go check out the Renegade: Sole Survivor mod. Download.com has it here (but the download's capped at 50k/sec for some reason). You can also find it at tsugaming here and the 1.02 patch also at tsugaming here. It's too bad this mod never took off, because it's the first feature-complete mod ever released for Ren (and it even had a singleplayer mission).

Subject: Re: Renegade 2
Posted by Tupolev TU-95 Bear on Sat, 16 May 2009 19:11:55 GMT

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i already did that

looked thru their always.dat

found it only problem is i cant covert and model

Subject: Re: Renegade 2
Posted by Scrin on Sat, 16 May 2009 19:15:15 GMT

havoc9826 wrote on Sat, 16 May 2009 13:59goliath35 wrote on Sat, 16 May 2009 07:10Izual wrote on Thu, 14 May 2009 20:17Beta

bump..

cant sum1 make that model replace it as an autorifle?

Someone already did. Go check out the Renegade: Sole Survivor mod. Download.com has it here (but the download's capped at 50k/sec for some reason). You can also find it at tsugaming here and the 1.02 patch also at tsugaming here. It's too bad this mod never took off, because it's the first feature-complete mod ever released for Ren (and it even had a singleplayer mission). yes it is, but i'm still curious about one thing....
this is the grenade launcher!!! but in beta version is was shot gun! wtf guys?

Subject: Re: Renegade 2
Posted by Tupolev TU-95 Bear on Sat, 16 May 2009 20:02:10 GMT

Yea many says its a grenade launcher
in the beta it behaves like a shotgun
in renegade sole surviver its used as the autorifle

Subject: Re: Renegade 2
Posted by ErroR on Sat, 16 May 2009 20:09:51 GMT

goliath35 wrote on Sat, 16 May 2009 23:02Yea many says its a grenade launcher
in the beta it behaves like a shotgun
in renegade sole surviver its used as the autorifle
best to be a automatic shotgun, it's the autorifle tho

Subject: Re: Renegade 2
Posted by _SSnipe_ on Sat, 16 May 2009 20:13:26 GMT

Niko "The Lay" wrote on Sat, 16 May 2009 12:15havoc9826 wrote on Sat, 16 May 2009

13:59goliath35 wrote on Sat, 16 May 2009 07:10Izual wrote on Thu, 14 May 2009 20:17Beta

bump..

cant sum1 make that model replace it as an autorifle?

Someone already did. Go check out the Renegade: Sole Survivor mod. Download.com has it here (but the download's capped at 50k/sec for some reason). You can also find it at tsugaming here and the 1.02 patch also at tsugaming here. It's too bad this mod never took off, because it's the first feature-complete mod ever released for Ren (and it even had a singleplayer mission).
yes it is, but i'm still curious about one thing....
this is the grenade launcher!!! but in beta version is was shot gun! wtf guys?
IDK what that grenade launcher is, but it reminds me of some WW2 guns

---

Subject: Re: Renegade 2
Posted by Tupolev TU-95 Bear on Sat, 16 May 2009 20:38:01 GMT
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ErroR wrote on Sat, 16 May 2009 21:09goliath35 wrote on Sat, 16 May 2009 23:02Yea many says its a grenade launcher
in the beta it behaves like a shotgun
in renegade sole surviver its used as the autorifle
best to be a automatic shotgun, it's the autorifle tho

and make the model without the current renegade's shotguns animation?

Subject: Re: Renegade 2
Posted by havoc9826 on Sun, 17 May 2009 03:07:59 GMT
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I attached a quickie video of how the Sole Survivor version behaved. Looks like they didn't bother matching the reload animation to what it looked like in the Renegade alpha/beta videos - it's seems they just used the autorifle's reload animation. Meh.

```
File Attachments
1) SoleSurvivor 2006-11-05 22-46-14-78 (shrunk).wmv,
downloaded 136 times
```

Subject: Re: Renegade 2
Posted by Tupolev TU-95 Bear on Sun, 17 May 2009 07:34:12 GMT
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havoc9826 wrote on Sun, 17 May 2009 04:07I attached a quickie video of how the Sole Survivor version behaved. Looks like they didn't bother matching the reload animation to what it looked like in the Renegade alpha/beta videos - it's seems they just used the autorifle's reload animation. Meh.

Easy to do convert that model
Bone it so its the shotgun
Edit the hand positions
Make a new reload and a new firing animation
ill try and post up a beta footage of renegade

(its in german lol)

Subject: Re: Renegade 2
Posted by zeratul on Tue, 19 May 2009 00:48:35 GMT
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This will be another game title ea games will fuck up... anyone wana join me in destroying ea games if command and conquer dies out?

Subject: Re: Renegade 2
Posted by [NE]Fobby[GEN] on Tue, 19 May 2009 19:36:38 GMT
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Zeratul wrote on Mon, 18 May 2009 20:48This will be another game title ea games will fuck up... anyone wana join me in destroying ea games if command and conquer dies out?

The game was cancelled years ago.

And any chance of C&C dying soon is slim.

Subject: Re: Renegade 2
Posted by Tupolev TU-95 Bear on Tue, 19 May 2009 19:50:37 GMT
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tahts why sum group of peoples is signing a petition for westwood

(thats never going to happen)