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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Aircraftkiller](#) on Wed, 09 Apr 2003 02:04:29 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1167137893>

<http://www.n00bstories.com/image.fetch.php?id=1207578442>

Just a little preview of things to come...

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Raven](#) on Wed, 09 Apr 2003 02:14:07 GMT

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When? 3rd quarter 2005? I thought Renegade Alert wasn't finished yet, or have you just abandoned it? I hope you're making these things for yourself because there aren't a whole lot left who are going to give a damn. Renegade Alert took way to long. Planetside is almost out, and when it is, Renegade is done.

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Subject: Re: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Sk8rRIMuk](#) on Wed, 09 Apr 2003 02:18:43 GMT

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Aircraftkiller<http://www.n00bstories.com/image.fetch.php?id=1167137893>

<http://www.n00bstories.com/image.fetch.php?id=1207578442>

Just a little preview of things to come...

Wow awesome ACK...

Raven as usual I disagree Renegade is not dead it has been dormant and is just getting started again...

It goes without saying "A preview of things to come" that implies not until RenAlert mod is done...

I love those characters I suppose you put them together just to tease us and keep us in suspense well.....it worked ...

Gime Gime Gime .

-Sk8rRIMuk

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Aircraftkiller](#) on Wed, 09 Apr 2003 02:21:23 GMT

RavenWhen? 3rd quarter 2005? I thought Renegade Alert wasn't finished yet, or have you just abandoned it? I hope you're making these things for yourself because there aren't a whole lot left who are going to give a damn. Renegade Alert took way to long. Planetside is almost out, and when it is, Renegade is done.

"When SoF2 comes out, Renegade is dead!"  
"When BF1942 comes out, Renegade is dead!"  
"When UT2003 comes out, Renegade is dead!"  
"When Planetside comes out, Renegade is dead!"  
"When whatever comes out, Renegade is dead!"

Right. You're still wrong.

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Subject: From the makers of Renegade Alert... Tiberian Dawn  
Posted by [npsmith82](#) on Wed, 09 Apr 2003 02:35:27 GMT

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Aircraftkiller

"When SoF2 comes out, Renegade is dead!"  
"When BF1942 comes out, Renegade is dead!"  
"When UT2003 comes out, Renegade is dead!"  
"When Planetside comes out, Renegade is dead!"  
"When whatever comes out, Renegade is dead!"

Right. You're still wrong.

Agreed.

Renegade has easily got another 2-3 years before people lose interest.

The truth is... Renegade has attracted many people who wouldn't usually play FPS games because it is SO completely different to every other FPS game out there - there is NO other game that has gameplay like renegade.

My opinion on renegade is this... okay so the game may not have launched as well as expected but it's lived MUCH longer than ANY OTHER GAME that i've EVER bought.

Since renegade's release just over 1 year ago, i've bought the following games:

- Z : Steel Soldier
- Aliens Versus Predator 2 & Primal Hunt
- Earth 2150 - Lost Souls
- C&C Generals
- Sim City 4

All of which are great games in their own right, but i rarely play them anymore (except Generals).

Renegade has plenty of staying power, and that is what it'll do for a while longer - STAY.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Aurora](#) on Wed, 09 Apr 2003 02:39:12 GMT

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Planetside? killing Renegade? i think not.

Renegade=free

PlanetSide=monthly fee

'nuff said.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [bigjoe14](#) on Wed, 09 Apr 2003 03:12:08 GMT

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This is the mod I've been waiting for. The classic C&C vehicle sand everything. Fanastic.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Raven](#) on Wed, 09 Apr 2003 03:16:57 GMT

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I never said renegade would die when those others came out. Those others aren't really anything like Renegade. Planetside is the closest game to renegade yet, but massively so. I mean take a look at the servers, the biggest now are like 32, and those are by some guy with 56k who can't host, so you're looking at your biggest servers being around 20 players, unless I host.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [SomeRhino](#) on Wed, 09 Apr 2003 03:23:30 GMT

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This seems like a good idea. Hopefully it will have the feel of the OG C&C that Renegade seems to be missing.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [K9Trooper](#) on Wed, 09 Apr 2003 14:51:18 GMT

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People are going to pay \$50.00 or so for the game PLUS a monthly/yearly fee PLUS the fees

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charged by their ISP's. Your first month of planetside could cost you well over \$100.00 to start playing online.

Planetside + Pay to Play + Your ISP charges = BAAAAAAD!  
Renegade + Free Play + ISP charges = FUNNNNNNN

Renegade isn't dead. And a "Pay to Play" games are NOT going to kill it.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [MSNSazabi](#) on Wed, 09 Apr 2003 18:44:06 GMT

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there are tons of people that still play UT (not the crappy ass 2003 one that just came out), so there is no way that renegade is going to die anytime soon. i'm getting starwars galaxies and theres a gundam mmorpg coming out also and when both of those come out i'm still going to make plenty of time for some renegade.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Demolition man](#) on Wed, 09 Apr 2003 19:49:37 GMT

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Every new game takes away players from renegade. So the game will slowly die.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Aircraftkiller](#) on Wed, 09 Apr 2003 19:56:42 GMT

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Oh shut up and concentrate on the damned soldier\modification we're going to do.

Fucking a, man.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Ultron10](#) on Wed, 09 Apr 2003 20:03:43 GMT

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Unfortunately Renegade is dying, I hate to admit that since it's been one of my most-played PC games and you're just gonna have to accept that, guys. PlanetSide will rock, no doubt about it. Who gives a fuck about monthly charges.

Anyway, back on topic, great work on the infantry. The level of detail is pretty nice.

Looking forward to when you guys are finished with the RenAlert too.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [A-DawG](#) on Wed, 09 Apr 2003 20:10:46 GMT

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so wat is this going to be, a TD mod for renegade? i thought renegade was already based on TD.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [snipesimo](#) on Wed, 09 Apr 2003 20:20:18 GMT

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why would u start a 2nd thing without finishing the 1st?

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Crimson](#) on Wed, 09 Apr 2003 20:20:19 GMT

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\*I\* care about monthly charges. From what I've played in the beta so far, it's no more fun than Renegade... maybe even less so. Why should I pay monthly for it? We'll see. Once my computer upgrades are actually finished and I can enjoy PS the way it was meant to be seen, I'll have a better opinion.

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Subject: Re: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Archcasp](#) on Wed, 09 Apr 2003 21:40:30 GMT

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Aircraftkiller<http://www.n00bstories.com/image.fetch.php?id=1167137893>

<http://www.n00bstories.com/image.fetch.php?id=1207578442>

Just a little preview of things to come...

Hey AcK i love the pics, need alittle work on the m-16's if you want ill gind some good images for you

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Subject: Re: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Nodbugger](#) on Wed, 09 Apr 2003 21:45:31 GMT

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ArchcaspAircraftkiller<http://www.n00bstories.com/image.fetch.php?id=1167137893>

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<http://www.n00bstories.com/image.fetch.php?id=1207578442>

Just a little preview of things to come...

Hey AcK i love the pics, need alittle work on the m-16's if you want ill gind some good images for you

the m16 was a downloaded model used to model the ummmm model.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Sir Phoenixx](#) on Wed, 09 Apr 2003 23:49:25 GMT

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npsmith82

My opinion on renegade is this... okay so the game may not have launched as well as expected but it's lived MUCH longer than ANY OTHER GAME that i've EVER bought.

You must not have Half Life... That's been out since around 1996/1997 (6-7 years ago), and Counter Strike, a mod for it has over 80,000 players on gamespy alone, plus all the other smaller mods for it (DoD, etc.)

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [npsmith82](#) on Thu, 10 Apr 2003 01:28:54 GMT

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Sir Phoenixxnpsmith82

My opinion on renegade is this... okay so the game may not have launched as well as expected but it's lived MUCH longer than ANY OTHER GAME that i've EVER bought.

You must not have Half Life... That's been out since around 1996/1997 (6-7 years ago), and Counter Strike, a mod for it has over 80,000 players on gamespy alone, plus all the other smaller mods for it (DoD, etc.)

Yes i have bought Half Life when it was released, the Blue Shift expansion and downloaded the counterstrike & team fortress mods. The truth is, they're nothing like Renegade except for the fact that they are just FPS's. I played Half Life online about 3 months ago, and it just didn't keep me hooked as Renegade has done.

I've been with C&C games all my life, and they've always interested me over ANY other game released. With each EA/westwood release with games under the name "Command & Conquer" i will gladly buy every one - with no doubt about it.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [smwScott](#) on Fri, 11 Apr 2003 00:55:08 GMT

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That'll be cool. I also imagine it won't take you much time since all the building and vehicle models that go with Tiberian Dawn are in Renegade. You just need to re-do all the infantry and add the vehicles that Renegade didn't have (all I can think of is Recon Bike and SSM, but they were in SP so you don't have to model them).

I'm curious how you plan on doing it, are you going to edit the properties (and of course some of the models) to make it more like TD or are you going to completely redo everything?

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Duke of Nukes](#) on Fri, 11 Apr 2003 01:46:25 GMT

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ok...so basically you're making skins for the game now...but it will be in a packet so you'll have all new skins...

seriously...all I see is skins...seems kinda pointless to make a Tiberium Dawn mod for a game based of Tiberium Dawn

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Sir Phoenixx](#) on Fri, 11 Apr 2003 02:20:06 GMT

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Duke of Nukesok...so basically you're making skins for the game now...but it will be in a packet so you'll have all new skins...

seriously...all I see is skins...seems kinda pointless to make a Tiberium Dawn mod for a game based of Tiberium Dawn

Lol... :rolleyes:

Renegade's infantry isn't close to being what would be in Tiberian Dawn.

Most of Renegade's vehicles aren't what they looked like in Tiberian Dawn (For example: Flame Tank, Light Tank, APC, Stealth Tank, Harvester, Humvee (all I can think of atm)).

The weapons in Renegade aren't close to what was in Tiberian Dawn (For example: They basicly used the real world flame thrower in Tiberian Dawn, and not the "flame in a can" as seen in Renegade. The m-16 was in Tiberian Dawn (which isn't in Renegade). The rocket launcher was a shoulder fired Dragon ATGM. Et Cetera.)

Most of the structures have extra features, or features that weren't included on them that the original Tiberian Dawn ones had, and some aren't even present in the game at all.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Try\\_lee](#) on Fri, 11 Apr 2003 02:50:30 GMT

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I can't wait to see the authentic looking harvester dock with the refinery like it did in C&C. That and the buggy looking like it did in TD will be far more than enough for me.

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Deactivated](#) on Fri, 11 Apr 2003 07:35:40 GMT

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Sir PhoenixxThe weapons in Renegade aren't close to what was in Tiberian Dawn (For example: They basicly used the real world flame thrower in Tiberian Dawn, and not the "flame in a can" as seen in Renegade. The m-16 was in Tiberian Dawn (which isn't in Renegade). The rocket launcher was a shoulder fired Dragon ATGM. Et Cetera.)

Like in this old Renegade screenshot?

[http://westwood.ea.com/games/ccuniverse/renegade/french/assets/gallery/ss10\\_large.jpg](http://westwood.ea.com/games/ccuniverse/renegade/french/assets/gallery/ss10_large.jpg)

See more official prerelease screens::

[http://westwood.ea.com/games/ccuniverse/renegade/french/html/gallery/popup\\_ss12.html](http://westwood.ea.com/games/ccuniverse/renegade/french/html/gallery/popup_ss12.html)

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [L3f7H4nd3d](#) on Sat, 12 Apr 2003 02:07:12 GMT

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npsmith82Since renegade's release just over 1 year ago, i've bought the following games:

- Z : Steel Soldier
- Aliens Versus Predator 2 & Primal Hunt
- Earth 2150 - Lost Souls
- C&C Generals
- Sim City 4

All of which are great games in their own right, but i rarely play them anymore (except Generals).

Renegade has plenty of staying power, and that is what it'll do for a while longer - STAY.

Bought? What is this past tense verb which you use??

<http://www.n00bstories.com/image.view.php?id=1435405989&gallery=390>

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Javaxcx](#) on Sat, 12 Apr 2003 02:13:06 GMT

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Lefty = lam0r

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Subject: From the makers of Renegade Alert... Tiberian Dawn

Posted by [Sir Phoenixx](#) on Sat, 12 Apr 2003 02:14:11 GMT

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SeaManSir PhoenixxThe weapons in Renegade aren't close to what was in Tiberian Dawn (For example: They basicly used the real world flame thrower in Tiberian Dawn, and not the "flame in a can" as seen in Renegade. The m-16 was in Tiberian Dawn (which isn't in Renegade). The rocket launcher was a shoulder fired Dragon ATGM. Et Cetera.)

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Not quite...

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