Subject: Renegade for consoles?
Posted by volcove01 on Mon, 21 Apr 2003 02:48:51 GMT
View Forum Message <> Reply to Message

Now i know that westwood is 'dead', and the fact that the last time they were in consoles was god knows when, as in when 3d was a foreign concept, (not to say C&C and Red Alert didn't kick ass) but i still think that with a little doing and some know how that Renegade on a console would be the best thing since sliced bread, what do you think? :twisted: (and that smiley kicks ass too...) :twisted:

Subject: Renegade for consoles?
Posted by MSNSazabi on Mon, 21 Apr 2003 03:35:26 GMT
View Forum Message <> Reply to Message

i'm not really a fan of fps games on console. i like the freedom that you get with using the mouse to look instead of having to use the dpad or a little ass joystick built into a controller. if renegade did come to a console though, we would at least know that ea hasn't abandoned the command and conquer series.

Subject: Renegade for consoles?
Posted by Hunter on Mon, 21 Apr 2003 05:48:51 GMT
View Forum Message <> Reply to Message

I'd like to see it come to XBL that would be awesome. :twisted:

Subject: Renegade for consoles?
Posted by Sk8rRIMuk on Mon, 21 Apr 2003 10:01:16 GMT
View Forum Message <> Reply to Message

I don't think EA would risk putting it on console...

It would cost a great deal to get it on all the consoles and as Renegade is getting quite graphically old there is no saying that they would make any money...

On console there would be no mod capabilitys, unless they built in a system to load new maps, which would cost more money...

So it all pointrs to one thing 'EA are money grabing bastards'...

Well thats my sypnosis.

-Sk8rRIMuk

Subject: Renegade for consoles?
Posted by Sir Phoenixx on Mon, 21 Apr 2003 12:14:04 GMT

Sk8rRIMukOn console there would be no mod capabilitys, unless they built in a system to load new maps, which would cost more money...

They could build a map editor into the console game that works by putting different blocks together, like putting the terrain, then putting the mountain_02 block, then the big_tree_05 block in a few places, etc. Then the user can add a texture from hundreds onto each surface.

They could include dozens and dozens of different basic weapon parts in which the user can combine and exchange, then texture at will, and change it's settings and stuff like that. Same thing for vehicles and characters.

Subject: Renegade for consoles?
Posted by kawolsky on Mon, 21 Apr 2003 15:36:43 GMT

Sk8rRIMukI don't think EA would risk putting it on console...

It would cost a great deal to get it on all the consoles and as Renegade is getting quite graphically old there is no saying that they would make any money...

On console there would be no mod capabilitys, unless they built in a system to load new maps, which would cost more money...

So it all pointrs to one thing 'EA are money grabing bastards'...

Well thats my sypnosis.

-Sk8rRIMuk

True about EA but instead of just putting Renegade on console they would probably prove there need for money by releasing Renegade 2!

Subject: Renegade for consoles?
Posted by Sk8rRIMuk on Mon, 21 Apr 2003 22:14:24 GMT

Sir PhoenixxSk8rRIMukOn console there would be no mod capabilitys, unless they built in a system to load new maps, which would cost more money...

They could build a map editor into the console game that works by putting different blocks together, like putting the terrain, then putting the mountain_02 block, then the big_tree_05 block in a few places, etc. Then the user can add a texture from hundreds onto each surface.

They could include dozens and dozens of different basic weapon parts in which the user can combine and exchange, then texture at will, and change it's settings and stuff like that. Same thing for vehicles and characters.

But there would be no way to share ur creations as openly as the PC format allowws you.

-Sk8rRIMuk

Subject: Renegade for consoles?
Posted by Sir Phoenixx on Mon, 21 Apr 2003 22:24:54 GMT
View Forum Message <> Reply to Message

Sk8rRIMukSir PhoenixxSk8rRIMukOn console there would be no mod capabilitys, unless they built in a system to load new maps, which would cost more money...

They could build a map editor into the console game that works by putting different blocks together, like putting the terrain, then putting the mountain_02 block, then the big_tree_05 block in a few places, etc. Then the user can add a texture from hundreds onto each surface.

They could include dozens and dozens of different basic weapon parts in which the user can combine and exchange, then texture at will, and change it's settings and stuff like that. Same thing for vehicles and characters.

But there would be no way to share ur creations as openly as the PC format allowws you.

-Sk8rRIMuk

Hmm, maybe Sony can add a USB CD-RW to it... , or they can make their memory cards have a larger capacity and have a smaller price. (And yes I'm talking about the PS2...)

Subject: Renegade for consoles?
Posted by Sk8rRIMuk on Thu, 24 Apr 2003 11:30:24 GMT
View Forum Message <> Reply to Message

Sir PhoenixxSk8rRIMukSir PhoenixxSk8rRIMukOn console there would be no mod capabilitys, unless they built in a system to load new maps, which would cost more money...

They could build a map editor into the console game that works by putting different blocks together, like putting the terrain, then putting the mountain_02 block, then the big_tree_05 block in a few places, etc. Then the user can add a texture from hundreds onto each surface.

They could include dozens and dozens of different basic weapon parts in which the user can combine and exchange, then texture at will, and change it's settings and stuff like that. Same thing for vehicles and characters.

But there would be no way to share ur creations as openly as the PC format allowws you.

-Sk8rRIMuk

Hmm, maybe Sony can add a USB CD-RW to it... , or they can make their memory cards have a larger capacity and have a smaller price. (And yes I'm talking about the PS2...)

It's things like USB CD-RW that are killing the console format!

I agree damm u sony   ...

Hmmm all we need is for the damm hardrive and internet connection to come put and the it would be possible to download mods and then either load them from the hard drive or put em on memory cards so u can go show ur m8's...

Damm I wan't the harddrive .

-Sk8rRIMuk

Subject: Renegade for consoles?
Posted by Sir Phoenixx on Thu, 24 Apr 2003 12:45:49 GMT
View Forum Message <> Reply to Message

Sk8rRIMukSir PhoenixxSk8rRIMukSir PhoenixxSk8rRIMukOn console there would be no mod capabilitys, unless they built in a system to load new maps, which would cost more money...

They could build a map editor into the console game that works by putting different blocks together, like putting the terrain, then putting the mountain_02 block, then the big_tree_05 block in a few places, etc. Then the user can add a texture from hundreds onto each surface.

They could include dozens and dozens of different basic weapon parts in which the user can combine and exchange, then texture at will, and change it's settings and stuff like that. Same thing for vehicles and characters.

But there would be no way to share ur creations as openly as the PC format allowws you.

-Sk8rRIMuk

Hmm, maybe Sony can add a USB CD-RW to it... , or they can make their memory cards have a larger capacity and have a smaller price. (And yes I'm talking about the PS2...)

It's things like USB CD-RW that are killing the console format!

I agree damm u sony   ...

Hmmm all we need is for the damm hardrive and internet connection to come put and the it would be possible to download mods and then either load them from the hard drive or put em on memory cards so u can go show ur m8's...

Damm I wan't the harddrive .

-Sk8rRIMuk

The PS2 already has an modem/network adapter and hard drive addon.

Subject: Renegade for consoles?
Posted by hunteroo2 on Sat, 26 Apr 2003 04:51:31 GMT
View Forum Message <> Reply to Message

i dont think EA even needs to come out with it on consol just because they already have so many successful franchises on it(Madden, Need for Speed, Sims, etc...)but thats just my opinion...

Subject: Renegade for consoles?
Posted by ArUsH4nII on Sat, 26 Apr 2003 05:34:29 GMT
View Forum Message <> Reply to Message

I reckon they should just focus on games like Tiberium Twilight and RA3 and Renegade 2 for pc

or Renegade for PS2 over broadband

but i know i'd prefer PC

although they wont make anymore games to go onto WW's games, its a nice thought *Dreams about playing Renegade 2*

lol

Subject: Renegade for consoles?
Posted by Bassoonboy on Sun, 27 Apr 2003 17:25:39 GMT
View Forum Message <> Reply to Message

do u need to reply to every topic, ArUsH4nII?

Subject: Renegade for consoles?
Posted by bigwig992 on Sun, 27 Apr 2003 21:26:39 GMT
View Forum Message <> Reply to Message

I think a Renegade 2 would sell great. With the better w3d engine, the graphics would rock. We could also get all the things we didn't in Renegade, real aircraft physics, better matchmaking, and better mod tools. I think it would be a great idea, look how much people mod Renegade as it is, with all the new additions, people could make mods such as generals, starcraft etc. Those new mods would bring popularity to a Renegade 2, and more people would buy it. More money for EA, gready bastards.

Subject: Renegade for consoles?
Posted by ArUsH4nII on Sun, 27 Apr 2003 21:43:37 GMT
View Forum Message <> Reply to Message

Bassoonboydo u need to reply to every topic, ArUsH4nII?

lol...yes i registered on 23rd of April 2003 and im avergin 17.75 pp day

I'm a PRO spammer lol

Subject: Renegade for consoles?
Posted by Javaxcx on Sun, 27 Apr 2003 21:48:06 GMT
View Forum Message <> Reply to Message

The only two FPS ever worthy to be on a console were Goldeneye and Perfect Dark, as the N64 controller was the most optimal for FPS, and RARE made kick ass ones.

Subject: Renegade for consoles?
Posted by ArUsH4nII on Sun, 27 Apr 2003 22:04:50 GMT
View Forum Message <> Reply to Message

yeah...I had Many hours of fun playing Goldeneye and Perfect Dark, i dont think i ever got bored of em

---

actually.....

Runs down to secondhad store and buys N64, Goldeneye and Perfect Dark

lol

Subject: Renegade for consoles?
Posted by Sk8rRIMuk on Mon, 28 Apr 2003 18:31:21 GMT
View Forum Message <> Reply to Message

Sir PhoenixxSk8rRIMukSir PhoenixxSk8rRIMukSir PhoenixxSk8rRIMukOn console there would be no mod capabilitys, unless they built in a system to load new maps, which would cost more money...

They could build a map editor into the console game that works by putting different blocks together, like putting the terrain, then putting the mountain_02 block, then the big_tree_05 block in a few places, etc. Then the user can add a texture from hundreds onto each surface.

They could include dozens and dozens of different basic weapon parts in which the user can combine and exchange, then texture at will, and change it's settings and stuff like that. Same thing for vehicles and characters.

But there would be no way to share ur creations as openly as the PC format allowws you.

-Sk8rRIMuk

Hmm, maybe Sony can add a USB CD-RW to it... , or they can make their memory cards have a larger capacity and have a smaller price. (And yes I'm talking about the PS2...)

It's things like USB CD-RW that are killing the console format!

I agree damm u sony   ...

Hmmm all we need is for the damm hardrive and internet connection to come put and the it would be possible to download mods and then either load them from the hard drive or put em on memory cards so u can go show ur m8's...

Damm I wan't the harddrive .

-Sk8rRIMuk

The PS2 already has an modem/network adapter and hard drive addon.

Maybe in other countries but not in damm UK...

.

-Sk8RIMuk

Subject: Renegade for consoles?
Posted by [REHT]Spirit on Mon, 28 Apr 2003 18:39:13 GMT
View Forum Message <> Reply to Message

bigwig992I think it would be a great idea, look how much people mod Renegade as it is, with all the new additions, people could make mods such as generals, starcraft etc.

ARE YOU TELLING ME THAT THIS IS NOT POSSIBLE! !!!!!

hangs Bigwig infront of his yard as a warning to all non-belivers/modding n00bs

---

Subject: Renegade for consoles?
Posted by Sir Phoenixx on Mon, 28 Apr 2003 21:01:12 GMT
View Forum Message <> Reply to Message

[REHTSpirit]bigwig992I think it would be a great idea, look how much people mod Renegade as it is, with all the new additions, people could make mods such as generals, starcraft etc.

ARE YOU TELLING ME THAT THIS IS NOT POSSIBLE! !!!!!

hangs Bigwig infront of his yard as a warning to all non-belivers/modding n00bs

What you just said doesn't make any sense what so ever. Go back and actually read his reply this time. He said that Renegade 2 is a great idea and there would be alot of people making great mods for it just like they are doing for Renegade.

Subject: Renegade for consoles?
Posted by [REHT]Spirit on Mon, 28 Apr 2003 21:11:39 GMT
View Forum Message <> Reply to Message

Sir Phoenixx[REHTSpirit]bigwig992I think it would be a great idea, look how much people mod Renegade as it is, with all the new additions, people could make mods such as generals, starcraft etc.

ARE YOU TELLING ME THAT THIS IS NOT POSSIBLE! !!!!!

---

hangs Bigwig infront of his yard as a warning to all non-belivers/modding n00bs

What you just said doesn't make any sense what so ever. Go back and actually read his reply this time. He said that Renegade 2 is a great idea and there would be alot of people making great mods for it just like they are doing for Renegade.

He said that with new aditions people could make mods like SC and Gen. While maybe Gen you need the aircraft stuff, you can make SC without it

Name one thing in SC that "isn't possible" and I'll throw you a way to make it possible.

Er.....PM it, so we don't get tooooo off topic.

Subject: Renegade for consoles?
Posted by Sir Phoenixx on Mon, 28 Apr 2003 21:19:42 GMT
View Forum Message <> Reply to Message

[REHTSpirit]Sir Phoenixx[REHTSpirit]bigwig992I think it would be a great idea, look how much people mod Renegade as it is, with all the new additions, people could make mods such as generals, starcraft etc.

ARE YOU TELLING ME THAT THIS IS NOT POSSIBLE! !!!!!

hangs Bigwig infront of his yard as a warning to all non-belivers/modding n00bs

What you just said doesn't make any sense what so ever. Go back and actually read his reply this time. He said that Renegade 2 is a great idea and there would be alot of people making great mods for it just like they are doing for Renegade.

He said that with new aditions people could make mods like SC and Gen. While maybe Gen you need the aircraft stuff, you can make SC without it

Name one thing in SC that "isn't possible" and I'll throw you a way to make it possible.

Er.....PM it, so we don't get tooooo off topic.

Read his entire reply again, slowly...

He said, and I quote:
bigwig9292I think a Renegade 2 would sell great. With the better w3d engine, the graphics would rock. We could also get all the things we didn't in Renegade, real aircraft physics, better matchmaking, and better mod tools. I think it would be a great idea, look how much people mod Renegade as it is, with all the new additions, people could make mods such as generals, starcraft etc.

He said with the additions("better w3d engine", "real aircraft physics", "better matchmaking", and "better mod tools") that the Renegade 2 engine will bring, the modders would be able to create

good mods such as Generals and StarCraft.