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Subject: Re: Old Ren Interface

Posted by [Canadacdn](#) on Fri, 12 Dec 2008 03:48:24 GMT

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Reaver11 wrote on Thu, 11 December 2008 19:52samous wrote on Thu, 11 December 2008 19:14thats reminds me of the begining of M01 (i think, the one where havoc steals a GDI hovercraft to go to a destroyed GDI base), they show old CNC graphics as if your playing Command And Conquer Tiberium Sun or something, lol. It is a good find.

=samous

You are in no way playing tiberium sun.

Also as I can tell you EA has little to do with the screw ups in renegade.

I made a post long ago on the petroglyph forums. Basically what went wrong is that the first version of renegade did not contain multiplayer infact the only screenie refering to it was a buggy with the statment -> Buggys are useless in multiplayer as the require two persons to opperate it.

Also to continue westwood mist its own first set date to release renegade. Mostly because they had hughe issues with multiplayer and the visibility system.

The adv pp was skipped due to complexity of the model and the vis system. Most of the buildings are closed boxes think of it when you take the pp or ref. (Okay hon definatly not but when you make a map the hon and strip give you the most mess ups with visibility).

Westwood was trying to overfeature the game. (controlleble agt,ob and captureble mutant facility and go on). With too many features it is hard to make a good gameplay, especially when it is westwoods firts fps.

Although EA could have lengtend the 2nd release date I think they really havent much to do with the screwups in renegade. Basically westwood wanted too much out of renegade.

This. People need to realize Ren's shortcomings were not all EA's fault, and that Westwood Studios wasn't the best development studio in the world either.

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