
Subject: what "may" have been
Posted by [PermaGrin](#) on Wed, 16 Jun 2004 18:52:02 GMT
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Subject: what "may" have been
Posted by [xptek_disabled](#) on Wed, 16 Jun 2004 18:59:22 GMT
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Everyone knows. It's not going to happen so get over it.

Subject: what "may" have been
Posted by [visorneon](#) on Wed, 16 Jun 2004 19:06:45 GMT
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Yeh but if only it would!

Subject: what "may" have been
Posted by [PermaGrin](#) on Wed, 16 Jun 2004 19:09:55 GMT
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xptekEveryone knows. It's not going to happen so get over it.

im not trying to start an "i wish" thread. my friend just showed me this and i thought iwould share it.

Subject: what "may" have been
Posted by [icedog90](#) on Wed, 16 Jun 2004 19:34:54 GMT
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I really like that level, it makes Renegade look newer. See how much further the engine can go?
We can easily go even further.

Subject: what "may" have been
Posted by [Brutus](#) on Wed, 16 Jun 2004 20:48:17 GMT
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That's a new one. Haven't seen that one before.

Subject: what "may" have been
Posted by [mrpirate](#) on Wed, 16 Jun 2004 21:12:54 GMT
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icedog90I really like that level, it makes Renegade look newer. See how much further the engine can go? We can easily go even further.

That's a screenshot of the cancelled Renegade 2, if I'm not mistaken.

Subject: what "may" have been
Posted by [icedog90](#) on Wed, 16 Jun 2004 21:23:07 GMT
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I know it is. Rengade 2 was supposed to use the same engine as Renegade 1. I'm trying to point out that we can push the engine much further than what it really is. Few are willing to do so.

Subject: what "may" have been
Posted by [Xtrm2Matt](#) on Wed, 16 Jun 2004 21:49:57 GMT
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Lol.. " as if "

Subject: what "may" have been
Posted by [liberator](#) on Thu, 17 Jun 2004 03:48:39 GMT
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Two Words: SOURCE CODE Don't have, need it.

Subject: what "may" have been
Posted by [icedog90](#) on Thu, 17 Jun 2004 05:15:19 GMT
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Three words: EA Doesn't Care.

Sadly, they have no history of releasing soure codes to the public. We can harass them all we want but we are most likely not getting the source code.

Subject: what "may" have been
Posted by [PiMuRho](#) on Thu, 17 Jun 2004 18:23:47 GMT
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Feh, the engine can do all that now. People are just unwilling to create content that requires significantly higher specifications than Renegade originally had:

Quote:After

the game shipped I created guidelines for new art and we successfully created levels with more than 500k polygons visible, running a steady 60 fps on ATI R200 (GF3 era card). Do some googling and search for Renegade 2 screenshots, you should be able to find some that were leaked after the studio was shut down. This was running with the same core technology, just with better designed art assets.

Subject: what "may" have been

Posted by [Aircraftkiller](#) on Thu, 17 Jun 2004 20:32:48 GMT

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Of course some people are. That's why Renegade Alert has been pushing the boundaries over 400% past the original Renegade specifications.

The engine can handle it.

Subject: what "may" have been

Posted by [Jaspah](#) on Thu, 17 Jun 2004 21:32:11 GMT

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I don't see RenAlert maps looking like that screenshot. :rolleyes:

Subject: what "may" have been

Posted by [SuperiorSniper101](#) on Thu, 17 Jun 2004 22:44:22 GMT

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true!!!! i have never seen any renalert map look as smooth and sharp as that pic. Does anyone have any pics of what the vehicles of renegade 2 may have been or looked like?

By the way. If there is anyone here who is interested in joining the clan *U.S.S i would be happy to give u some info. Just e-mail me and leave your renegade name. thanks :twisted:

Subject: what "may" have been

Posted by [icedog90](#) on Thu, 17 Jun 2004 22:56:28 GMT

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RenAlert is pushing the limits, just not as much as the people who made a 500k poly level have. RenAlert's current levels in the .992 patch run at about 40k polygons, even more, and the average for the original levels in Renegade is about 5,000 polygons.

EDIT: I came across this in google: <http://www.chuckcarter.com/motion/pictures/renegade2b.html>

It's a movie of the 500k level this guy made, and notice how the fps won't drop.

I would like to know how this guy figured out how to do this with the engine.

Subject: what "may" have been

Posted by [Aircraftkiller](#) on Thu, 17 Jun 2004 23:39:07 GMT

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Because we're not all of the art assets from Renegade 2. RA levels generally have 40,000-70,000 polygon counts without bushes, trees, walls, building interiors, or dynamic objects added in.

On average, you're seeing 80,000+ polygons in a game of RA. And that's just right now.

In the next patch, you'll be seeing much more.

Subject: what "may" have been

Posted by [Aircraftkiller](#) on Fri, 18 Jun 2004 01:00:40 GMT

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Maybe you need to "jack up" your vision, since it's rather obvious that all levels I've done have inordinate amounts of bushes, trees, and other assorted objects to hide behind.

Subject: what "may" have been

Posted by [Ripintou](#) on Fri, 18 Jun 2004 03:15:00 GMT

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Hmmm, what will this team at petroglyphgames.com create?

Subject: what "may" have been

Posted by [DarkDemin](#) on Fri, 18 Jun 2004 03:25:01 GMT

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jeez even IGN thought it would happen <http://pc.ign.com/objects/546/546205.html?fromint=1>

Subject: what "may" have been
Posted by [exnyte](#) on Fri, 18 Jun 2004 07:09:06 GMT
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You're not one to talk NeoX... Everything I've seen from you sucks.

Subject: what "may" have been
Posted by [Spice](#) on Fri, 18 Jun 2004 07:46:55 GMT
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I beleive you can get this demo of renegade 2 on the renegade engine somewhere. Cant rember though. I think it was Deamaim00's site.

Subject: what "may" have been
Posted by [SuperiorSniper101](#) on Fri, 18 Jun 2004 22:32:49 GMT
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it prolly was dillon's (deadaim00's)site.

Subject: what "may" have been
Posted by [icedog90](#) on Fri, 18 Jun 2004 22:49:15 GMT
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I've played the Renegade 2 "demo", it's not a demo, it's a mod for Renegade that horribly sucks and has bad FPS.

Guys, notice, at <http://www.petroglyphgames.com/aboutus.html>, it has most of the old Westwood employees... I'd keep a close watch on those guys if I were you.

Subject: what "may" have been
Posted by [sniper12345](#) on Sat, 19 Jun 2004 02:31:19 GMT
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Where can I get the "demo"?

Subject: what "may" have been
Posted by [terminator 101](#) on Sat, 19 Jun 2004 02:59:31 GMT
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icedog90, could you describe that mod/demo? Even if it sucks, I really want to know what is in it.

Subject: what "may" have been
Posted by [Vitaminous](#) on Sat, 19 Jun 2004 03:03:55 GMT
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Icedog, are you talking about Orcapilot's mini-mod?

Subject: what "may" have been
Posted by [Spice](#) on Sat, 19 Jun 2004 04:17:30 GMT
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You can get it from deadaim99's site. Search the forum for it. Im not sure if it is still there since I can access the site at all.

Subject: what "may" have been
Posted by [icedog90](#) on Sun, 20 Jun 2004 07:53:54 GMT
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AprimeIcedog, are you talking about Orcapilot's mini-mod?

Nope. Some dude who really disliked EA Games decided to make a Renegade 2 mod that converted all of the vehicles into RA2 vehicles. The models were pretty good, but the textures sucked and it didn't feel right, either. (Unbalanced)

Bump

Subject: what "may" have been
Posted by [Spice](#) on Sun, 20 Jun 2004 19:21:01 GMT
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I kinda wish someone would upload it to somewhere i could actually download it.

<http://www.renegade-ops.vze.com/>

You can get it there. The site wont work for me but others have said it works for them. So I dont know.

Subject: what "may" have been
Posted by [terminator 101](#) on Sun, 20 Jun 2004 23:05:48 GMT
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Everi time I try to download it, it says "The requested URL /ramjet/files/Mods/C&C Renegade 2.zip was not found on this server."

So where am I supposed to get it?

Subject: what "may" have been
Posted by [spreegem](#) on Mon, 21 Jun 2004 03:19:02 GMT
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I have it on my site here.
<http://www.egmods.com/DownloadFiles/Renegade/Mods/C&C%20Renegade%202.rar> It's slow,
but if your willing to wait a while you will get it.

Subject: what "may" have been
Posted by [KIRBY098](#) on Thu, 24 Jun 2004 18:16:42 GMT
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If you want to see what we missed fellas, take a look.

http://www.cnc-source.com/gallery/categories.php?cat_id=73&s=167de47992467e2ff0c9e7ef00b35bf2

Subject: what "may" have been
Posted by [terminator 101](#) on Thu, 24 Jun 2004 19:29:30 GMT
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spreegem I have it on my site here.
<http://www.egmods.com/DownloadFiles/Renegade/Mods/C&C%20Renegade%202.rar> It's slow,
but if your willing to wait a while you will get it.

I downloaded the file, but when I tried to extract it, Winrar sayd:

```
" ! C:\GAMES\Command&Conquer Renegade\good files and mods\C&C Renegade 2.rar:  
Unknown method in C&C Renegade 2.pkg  
! C:\GAMES\Command&Conquer Renegade\good files and mods\C&C Renegade 2.rar: No files  
to extract "
```

This will probably happen even if I try to download the file again. what is wrong?

Subject: what "may" have been
Posted by [spreegem](#) on Fri, 25 Jun 2004 01:41:56 GMT
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I didn't get an error. I don't know what to do. the only thing I can think of is to try downloading it

again, or see if other people have had this problem.

Subject: what "may" have been

Posted by [terminator 101](#) on Sun, 27 Jun 2004 19:55:40 GMT

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I finally fixed the problem. I downloaded the latest version of Winrar, and it works now.

Subject: what "may" have been

Posted by [spreegem](#) on Sun, 27 Jun 2004 19:59:39 GMT

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Ohh ok, that's good

Subject: what "may" have been

Posted by [terminator 101](#) on Sun, 27 Jun 2004 21:12:16 GMT

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O.K I tested the mod, and... Yes it sucks(Obelisk and turrets are way too strong), but it was probably made only to show what kinds of vehicles would be in the Renegade 2, if it was not cancelled . But I must say, that all of those models look pretty good. This mod includes all these RA2 units: Rihno tank, Apocallipse tank, The APC from normal game(but it can't be used, only bought), Tesla tank, Grizly tank, Prism tank, Tank destroyer, Some kind of hummer-like vehicle(I don't remember that there was something like this in RA2), and maybe some more vehicles. This mod also changes texts in main menu to german, and adds one "new" map called Field2, which is basically the original field, but with some new objects.

This is pretty much all the mod adds.

Subject: what "may" have been

Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:20:28 GMT

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I don't like how Assassin adds all those images I gave Lion and doesn't credit me for them.

Subject: what "may" have been

Posted by [Fabian](#) on Sun, 27 Jun 2004 21:33:06 GMT

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Of course. You didn't take the screenshots, nor did you have any involvement in the contents of them, but since you they were given to you, I guess it's only fair to credit you for them.
