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Subject: One step closer to renegade 2?

Posted by [Goztow](#) on Thu, 20 Sep 2007 09:46:27 GMT

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Source: planetcnc

Quote:Smurfbizkit pointed me to a rather specific job posting on the EA Jobs site:

Does the idea of contributing your specialized knowledge in sound design to the next generation gaming platform for EAs widely recognized leading Sci Fi franchise get you pumped? EA has an exciting opportunity for a Sound Designer who will work closely with the Audio Director on creating sound effects, dialog and music for a next-generation first person shooter game. You will be instrumental in designing audio elements for a high profile new intellectual property.

(...)

Responsible for designing and implementing sound effects for C&CX including sound effects design and editing, music integration, field recording, technology development and documentation.

Unless C&CX is some kind of audio production flow and EA has some other "leading Sci-Fi Franchise" (and the job's also for the EALA studio in particular), it looks like a C&C FPS may be heading our way...

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Subject: Re: One step closer to renegade 2?

Posted by [Carrierll](#) on Thu, 20 Sep 2007 09:51:58 GMT

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This is more intersting the than the maths work I should be doing. Wow...

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Subject: Re: One step closer to renegade 2?

Posted by [Chuck Norris](#) on Thu, 20 Sep 2007 11:39:49 GMT

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I thought we already knew another C&C FPS was coming, we just didn't know if it was Renegade 2. I'm more worried about, whether it's called Renegade 2 or something else, if it will PLAY like Renegade 1.

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Subject: Re: One step closer to renegade 2?

Posted by [Goztow](#) on Thu, 20 Sep 2007 12:46:50 GMT

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We never got any confirmation about a new C&C FPS.

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Subject: Re: One step closer to renegade 2?  
Posted by [AoBfrost](#) on Thu, 20 Sep 2007 13:12:37 GMT  
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I hope the game isnt really all that high def, I want it to run off my old computer for multiplayer and all, If not, then Maybe I will just go buy that cheap 350 dollar PC, the one at office depot..

amd x2 4200+  
2gb ddr2 ram  
350gig HDD  
nvidia 6150

I'd just buy a cheap grphics card for 100-150 dollars, stick it in, and make the thing a mini gamer.

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Subject: Re: One step closer to renegade 2?  
Posted by [Ryu](#) on Thu, 20 Sep 2007 13:30:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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I agree with Carrier, Only, Chemistry, for me.

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Subject: Re: One step closer to renegade 2?  
Posted by [CarrierII](#) on Thu, 20 Sep 2007 15:06:35 GMT  
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Well, now it's Chemistry, Maths (X2), Biology and computing.

Workload FTW!

New C and C FPS FTW as well. (Unless it's some crappy BF - C n C Thing)

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Subject: Re: One step closer to renegade 2?  
Posted by [AoBfrost](#) on Thu, 20 Sep 2007 15:09:50 GMT  
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If it isnt about the tiberium wars then forget it. I'm not playing it, I only play the mainstream games that are based about gdi vs nod and tiberium, and red alert series....those were good games. I didnt play generals.....

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Subject: Re: One step closer to renegade 2?  
Posted by [trooprm02](#) on Thu, 20 Sep 2007 16:54:08 GMT  
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Wow, can't believe my insider was right, even before the launch of TFD. Remember in that podcast back in '05, when someone said they would be redoing C&C if TFD, was big, then came C&C3, wow, yep a C&C FPS is certain (I'd say 90% even), Renegade 2? Doubt it.

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Subject: Re: One step closer to Renegade 2?  
Posted by [Renardin6](#) on Thu, 20 Sep 2007 17:18:34 GMT  
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If it's true, I think it will be on Cryengine2... Just a supposition...or not.

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Subject: Re: One step closer to Renegade 2?  
Posted by [luv2pb](#) on Thu, 20 Sep 2007 17:22:07 GMT  
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troopr02 wrote on Thu, 20 September 2007 12:54: Wow, can't believe my insider was right, even before the launch of TFD. Remember in that podcast back in '05, when someone said they would be redoing C&C if TFD, was big, then came C&C3, wow, yep a C&C FPS is certain (I'd say 90% even), Renegade 2? Doubt it.  
My insider says you are a tool.

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Subject: Re: One step closer to Renegade 2?  
Posted by [Renardin6](#) on Thu, 20 Sep 2007 17:25:09 GMT  
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<http://www.timeofwar.com/news.php?id=5776>

Quote: MAJ : Notre confrère russe CnC3.cc en rajoute une couche avec une liste des jeux en développement chez EALA :

RTS : Command & Conquer 3 : Add-on  
RTS : Generals 2 avec une sortie pour 2009 (je sens que ça va gueuler )  
FPS : Army of Two  
FPS : Renegade 2

It says these are the next project of EA. This news was posted in March 2007... Right now we can see 2 facts verified...

And yes, it's called Renegade 2...

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Subject: Re: One step closer to Renegade 2?  
Posted by [BoMbZu](#) on Thu, 20 Sep 2007 17:53:18 GMT

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YEAH I hope its all true

Btw I dont care if its based on Redalert , TW , or ts aslong as its comming and it contains the cool multiplayer gameplay of ren

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Subject: Re: One step closer to renegade 2?  
Posted by [Ryu](#) on Thu, 20 Sep 2007 17:58:01 GMT  
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It would be even more great if it was developed around the Source engine.. Oh the epic-ness!

But.. if it's on the same engine as FarCry 2 or Crysis.. Be sure you won't see me on Renegade 2 for.. 1 year.

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Subject: Re: One step closer to renegade 2?  
Posted by [Jecht](#) on Thu, 20 Sep 2007 21:58:23 GMT  
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Meh, I want to see something new. No re-used gaming engines please.

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Subject: Re: One step closer to renegade 2?  
Posted by [IronWarrior](#) on Thu, 20 Sep 2007 23:28:12 GMT  
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I'll would like Renegade 2 to be based on the UT3 engine, it better have the same type of gameplay as Renegade though and not some gayass FPS deathmatch thing.

But this is good news if they really gonna make it.

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Subject: Re: One step closer to renegade 2?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 20 Sep 2007 23:58:36 GMT  
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Renegade 2 will save us our break us.

As I said earlier today, before I found this news article, I would rather have a new Renegade than 3 new FPS games. I simply haven't played any other game more than Renegade.

The C&C Renegade formula is what made this game last so long. Let's hope EA uses it.

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Edit: And yeah, it'd be nice if they use Crysis or UE3

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Subject: Re: One step closer to renegade 2?  
Posted by [DarkKnight](#) on Fri, 21 Sep 2007 00:09:32 GMT  
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Just hope they stick to the original game play of Renegade and not the glorified capture the flag of battlefield 2 and BF2142.

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Subject: Re: One step closer to renegade 2?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Sep 2007 00:12:56 GMT  
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Yeah that's a really good point, the reason why Renegade is still alive is because there hasn't been a mode like it in any of these new games.

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Subject: Re: One step closer to renegade 2?  
Posted by [Canadacdn](#) on Fri, 21 Sep 2007 01:15:40 GMT  
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All they need to do is upgrade the graphics and engine, but keep the core gameplay the same and add a new mode or two. I'll buy it.

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Subject: Re: One step closer to renegade 2?  
Posted by [Starbuzz](#) on Fri, 21 Sep 2007 01:18:06 GMT  
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Well, some good news finally.

I am not sure if I care anymore about Renegade 2...just as long as it's got Tiberium, kick-ass graphics, drivable/flyable vehicles, innovative new features ADDED to the C&C mode...then I am happy.

I sure hope they got a good singleplayer and don't mess up on the storyline.

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Subject: Re: One step closer to renegade 2?  
Posted by [Canadacdn](#) on Fri, 21 Sep 2007 01:21:57 GMT  
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Yeah, good singleplayer would be a big plus. Renegade's singleplayer seems to have been rebuilt

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and changed around so many times during development it ended up being a big mess.

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Subject: Re: One step closer to renegade 2?  
Posted by [\\_SSnipe\\_](#) on Fri, 21 Sep 2007 07:25:54 GMT  
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i want a renegade yuri game

---

Subject: Re: One step closer to renegade 2?  
Posted by [Goztow](#) on Fri, 21 Sep 2007 09:41:35 GMT  
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No new engine plz, they'll already screw up well enough without a new engine .

There's hope that they keep core aspects for this new FPS: they also kept many core elements for C&C3!

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Subject: Re: One step closer to renegade 2?  
Posted by [Ryu](#) on Fri, 21 Sep 2007 09:50:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Jecht wrote on Thu, 20 September 2007 16:58Meh, I want to see something new. No re-used gaming engines please.

I have to disagree.. Bioshock was full of shiny graphics.. Iv'e been told the gameplay is super easy on all settings..

Crysis, Has some great potential (The single player looks great) but has far too much shiny graphics.

UT3 is UT 2004 only with improved physics and SUPER graphics...

Notice what they all have in common? graphics.

Too much detail brakes a game imo, Half-Life 2 has nice graphics, Sure.. there out dated now, But the gameplay is what is great, Because they focused hard on the Maps, Gameplay, Story and Engine itself.. Not the graphics.

See my point? EA will try to make it "HD BITCHES" and it will suck, then we'll all call the game a shitload of shit and.. yeah.

Well.. I doubt it, But they will focus too hard on the graphics and it will look like the same as Crysis

and any other game with nice graphics, And the single and Multiplayer would suck.

Unless they gave buildings death animations, And new units and kept the War Factory and Air Strip.. and possibly added a new faction to the game.. then I'll shut up and play.

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Subject: Re: One step closer to renegade 2?

Posted by [OWA](#) on Fri, 21 Sep 2007 11:09:55 GMT

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Lets hope that EA don't make our projects obsolete. AR, APB and Reborn have all worked pretty hard to get to where they are currently and it would be a shame to dispel it all.

If there is a new engine it should be made on a totally upgraded version of the w3d engine so then we can port our stuff with ease. This would also mean the return of a new version of the Commando Level Editor which a lot of us know how to use.

It's all very well saying "put it on crysis" or "put it on UE3" but I don't think that a new Renegade game should jump on the shared engine bandwagon. It should stay on what it was built on, the w3d engine, the C&C engine.

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Subject: Re: One step closer to renegade 2?

Posted by [Ghostshaw](#) on Fri, 21 Sep 2007 11:12:42 GMT

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The w3d engine is pretty much the buggiest ever conceived and especilaly when it comes to network play just plain stupid.

-Ghost-

---

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Subject: Re: One step closer to renegade 2?

Posted by [Yrr](#) on Fri, 21 Sep 2007 11:42:08 GMT

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Ghostshaw wrote on Fri, 21 September 2007 13:12The w3d engine is pretty much the buggiest ever conceived and especilaly when it comes to network play just plain stupid.

-Ghost-

That's why we all like Renegade sooo much

---

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Subject: Re: One step closer to renegade 2?

Posted by [Ghostshaw](#) on Fri, 21 Sep 2007 11:48:06 GMT

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Yeah you can't help but take pity on it

-Ghost-

---

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Subject: Re: One step closer to renegade 2?

Posted by [trooprm02](#) on Fri, 21 Sep 2007 12:10:21 GMT

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Ya, I agree with Alex. Westwood didn't even have to time to fully finish the game, polish the graphics etc, they got it to work OK on online, and it was released. Tbh, renegade STILL has good graphics, not like CSS or C&C3 graphics, but they are great for a 2002 game, and still not completely outdated even today. I was wan't EA to listen as much as they did with C&C3, and more. And ofcourse keep the classic C&C mode, and on a new engine. I know its asking too much, but we can hope

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Subject: Re: One step closer to renegade 2?

Posted by [CarrierII](#) on Fri, 21 Sep 2007 12:17:22 GMT

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They've got access to all of the engines mentioned, it could well be any one. UE3 is my preference (Runs well on Mid-end and UT2004 had a linux installer, so the engine must be pretty penguin friendly)

What I don't want to have to do is buy £450 worth of expensive HD monitors and HD graphics cards.

Still, if the community pressure is what caused C and C 3 production to "work", than we need community pressure again.

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Subject: Re: One step closer to renegade 2?

Posted by [Goztow](#) on Fri, 21 Sep 2007 12:19:11 GMT

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The community has updated the w3d engine to exceed by far what it originally was (by scripts.dll).

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Subject: Re: One step closer to renegade 2?

Posted by [CarrierII](#) on Fri, 21 Sep 2007 12:21:18 GMT

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Exactly, just the physics still need fixing...

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Subject: Re: One step closer to renegade 2?  
Posted by [Goztow](#) on Fri, 21 Sep 2007 12:25:35 GMT  
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And the netcode :-S.

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Subject: Re: One step closer to renegade 2?  
Posted by [Chuck Norris](#) on Fri, 21 Sep 2007 13:55:24 GMT  
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troopr02 wrote on Fri, 21 September 2007 07:10Tbh, renegade STILL has good graphics, not like CSS or C&C3 graphics, but they are great for a 2002 game, and still not completely outdated even today. Not that graphics matter to me, but I disagree. Even then, they weren't that great. There's such a lack of detail with the low polygon count and the low resolution textures. Playing the game without AF makes everything that's not within 10 feet of you look muddy.

Bad graphics and a bad single player are the two main things that made the reviews so negative, which is why the game never got popular, even though the multiplayer (which is the real game) gameplay was/and still is great.

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Subject: Re: One step closer to renegade 2?  
Posted by [OWA](#) on Fri, 21 Sep 2007 14:48:58 GMT  
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Ghostshaw wrote on Fri, 21 September 2007 12:12The w3d engine is pretty much the buggiest ever conceived and especilaly when it comes to network play just plain stupid.

-Ghost-

Still, it's one of the easiest FPS engines to mod and given some proper TLC it could be awesome. Remember how awesome those Renegade 2 screenshots from Westwood looked? And upgrade on that would surely be enough.

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Subject: Re: One step closer to renegade 2?  
Posted by [Carrierll](#) on Fri, 21 Sep 2007 14:51:28 GMT  
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Ignoring the fact the prism tank's shot didn't light the tank up, but did manage to light the surrounding area. o0

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Subject: Re: One step closer to renegade 2?  
Posted by [sharra](#) on Fri, 21 Sep 2007 16:09:48 GMT  
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i hope they do a renegade 2

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Subject: Re: One step closer to renegade 2?  
Posted by [IronWarrior](#) on Fri, 21 Sep 2007 16:41:23 GMT  
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sharra wrote on Fri, 21 September 2007 11:09i hope they do a renegade 2

Good luck finding a server for it, most of us server owners will ban you on sight.

---

Subject: Re: One step closer to renegade 2?  
Posted by [KIRBY-098](#) on Fri, 21 Sep 2007 16:55:34 GMT  
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My greatest hope for this project:

Keep the fun EA. It isn't about graphics, or features. It's all about c&c mode and ease of modding.

If you can capture that and allow it to run on lower end machines, you'll have a winner.

I still play Ren 1. The VIS glitches, and lag don't concern me as much as FUN.

I love BF2142, but I want another RENEGADE with c&c most of all.

---

Subject: Re: One step closer to renegade 2?  
Posted by [Starbuzz](#) on Fri, 21 Sep 2007 18:40:40 GMT  
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Very well said, Kirby.

I hope they make it run on low-end PC's and do not use the new engines but I think it is unlikely they will do that.

They would want Renegade 2 to be a success...not a "failure" like Renegade. So, I think they will do what they did with C&C3: listen to the community.

I am pretty sure the game will need a high-end PC but just imagine how good it will be if they manage to integrate good graphics with C&C mode....that will be sick.

And it will do good if they have the Scrin in there but that maybe asking too much.

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Subject: Re: One step closer to renegade 2?

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Sep 2007 19:15:53 GMT

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W3D is far too late for a new Renegade. It would have worked for Westwood's "Renegade 2", but let's face it, that was 4 years ago. W3D isn't even good at what it was made to do, and is obsolete for game developers.

I'm not criticizing the mods on W3D, they are doing an excellent job. But for a company like EA, which already has Crysis and UE3 licensed, they might as well use them for an FPS.

And no, these two engines are not "just about graphics". It's quite the opposite - go watch development videos, and you'll see why so many companies have licensed the Unreal Engine 3 for 40 games. And we all know that Crysis is simply revolutionary, both in graphics and physics.

How many companies licensed W3D?

One thing I do hope is that EA sticks to the original Renegade formula instead of falling into the hole of traditional game modes (CTF, DM, and more "glorified" modes). I'm having a feeling that if EA does not pull this off right, people will instead revert back to the addictive Renegade 1 gameplay.

If C&C Renegade was used as something to improve upon (note, I say improve) then a sequel would be great.

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Subject: Re: One step closer to renegade 2?

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Sep 2007 20:57:50 GMT

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This just in: Renegade 2 Unofficially Confirmed by an EALA source.

[http://www.gamespot.com/news/6179628.html?action=convert&om\\_clk=latestnews&amp;tag=latestnews;title;1](http://www.gamespot.com/news/6179628.html?action=convert&om_clk=latestnews&amp;tag=latestnews;title;1)

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Subject: Re: One step closer to renegade 2?

Posted by [Starbuzz](#) on Fri, 21 Sep 2007 21:02:36 GMT

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I WILL BE DAMNED!!!!!!!!!!!! OH YEAH BABY!!!!!!!!!!!!!!!!!!!!!!

EDIT: It maybe a bit premature but the word "Battlefield" next to the word "Renegade" is a little bit

damning. Eitherway, a C&C FPS is just amazing. About time.

---

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Subject: Re: One step closer to renegade 2?  
Posted by [Ethenal](#) on Fri, 21 Sep 2007 21:21:48 GMT  
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If you read one of the comments, you'll notice something interesting:

wooz101: Okay, this news has been confirmed. What also has been confirmed is that this game will be using the same engine that Crysis is using.  
Posted Sep 21, 2007 1:07 pm PT

P.S. That person has NOT been confirmed to actually be correct, though.

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Subject: Re: One step closer to renegade 2?  
Posted by [Canadacdn](#) on Fri, 21 Sep 2007 23:05:54 GMT  
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OSHI-

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Subject: Re: One step closer to renegade 2?  
Posted by [Wyld1USA](#) on Sat, 22 Sep 2007 00:44:01 GMT  
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We can only hope the end product will be what we want it to be. But how can they produce a new game better than the one we have grown to love so much?

Eating cookies in the mean time.

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Subject: Re: One step closer to renegade 2?  
Posted by [trooprm02](#) on Sat, 22 Sep 2007 00:50:55 GMT  
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The best possible outcome:

- 1)they resurrect the prototype updated w3d engine they started for ren2, before it was shutdown, and the one shown in that ren2 video.
  - 2)why? same engine means same original ren1 physics that MOST of us like
  - 3)double polygon count means better graphics
- 
-

Subject: Re: One step closer to renegade 2?  
Posted by [trooprm02](#) on Sat, 22 Sep 2007 01:02:18 GMT  
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Just found this:

[http://planetcnc.gamespy.com/fms/Image.php?id=17446&return\\_section=POTD.Detail&return\\_id=2119](http://planetcnc.gamespy.com/fms/Image.php?id=17446&return_section=POTD.Detail&return_id=2119)

^Is that a mod for renegade, of a mod for C&C3? Or something else? Either way I want it

---

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Subject: Re: One step closer to renegade 2?  
Posted by [Jerad2142](#) on Sat, 22 Sep 2007 01:03:13 GMT  
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---

One Winged Angel wrote on Fri, 21 September 2007 05:09 Lets hope that EA don't make our projects obsolete. AR, APB and Reborn have all worked pretty hard to get to where they are currently and it would be a shame to dispel it all.

If there is a new engine it should be made on a totally upgraded version of the w3d engine so then we can port our stuff with ease. This would also mean the return of a new version of the Commando Level Editor which a lot of us know how to use.

It's all very well saying "put it on crysis" or "put it on UE3" but I don't think that a new Renegade game should jump on the shared engine bandwagon. It should stay on what it was built on, the w3d engine, the C&C engine.

#1 they were talking about some C&CX sound designer, "C&CX" the last game released was C&C3, this sounds like something completely different.

#2 The only good new Renegade will be one that works with the main mods that are already in progress Renhalo, RP2, AR, Reborn, APB.

#3 If they do make a new game, #2 will almost certainly be wrong.

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Subject: Re: One step closer to renegade 2?  
Posted by [Jerad2142](#) on Sat, 22 Sep 2007 04:01:29 GMT  
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Okay I just got back from a meeting from EA, and they said that there was not going to be a Renegade 2. Of course I think they might have sent me to the wrong department, so he might not have known what he was talking about.

---

### File Attachments

1) [JMGEA-Logo\[1\].png](#), downloaded 466 times

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Subject: Re: One step closer to renegade 2?  
Posted by [liquidv2](#) on Sat, 22 Sep 2007 05:56:52 GMT

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oh dear god, what are they doing now D:

it seems they're trying to kill two birds with one stone by combining renegade and battlefield to make a fps that will mix the two together  
the good news is it'll be a cnc game

but i can't help but think they're going to try and make another push for cnc 3; i can totally see them making "renegade 2" about Tiberium Wars, and the reason they'd love the idea is because it's a game they themselves actually fully created, and who wouldn't want to look better

all i ask is that they don't fuck up the unexplainable greatness that you find in renegade that doesn't exist anywhere else

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Subject: Re: One step closer to renegade 2?  
Posted by [Canadacdn](#) on Sat, 22 Sep 2007 06:32:50 GMT  
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This announcement, and then Kane's Wrath expansion pack...Doesn't EA know there can be too much of a good thing?

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Subject: Re: One step closer to renegade 2?  
Posted by [Starbuzz](#) on Sat, 22 Sep 2007 07:48:07 GMT  
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I am sure they will take a hard close look at C&C mode (if not already).

But I am not sure if they will be willing to incorporate an economy into the game. Just like gay Battlefield, they will have vehicles scattered all over the map. Now that could simply kill the game.

P.S. I sure hope they are reading this thread right now.

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Subject: Re: One step closer to renegade 2?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 22 Sep 2007 09:34:23 GMT  
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Yeah, they should stick to purchasing vehicles instead of having vehicle spawns.

That way, only good players are rewarded with good vehicles... not noobs who camp at the spawn point.

Also in Bf2, there's usually only one or two good vehicles on the map. You can't do things like a Stank rush or whatever with those types of games.

---

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Subject: Re: One step closer to renegade 2?  
Posted by [cmatt42](#) on Sat, 22 Sep 2007 11:46:35 GMT  
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troopr02 wrote on Fri, 21 September 2007 20:02 Just found this:

[http://planetcnc.gamespy.com/fms/Image.php?id=17446&return\\_section=POTD.Detail&return\\_id=2119](http://planetcnc.gamespy.com/fms/Image.php?id=17446&return_section=POTD.Detail&return_id=2119)

^Is that a mod for renegade, of a mod for C&C3? Or something else? Either way I want it  
Read the description, dude. He says that it's C&C3 but with a different camera angle.

---

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Subject: Re: One step closer to renegade 2?  
Posted by [Chuck Norris](#) on Sat, 22 Sep 2007 14:50:57 GMT  
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Although I'm hoping this is true as much as anyone, I'll wait until it's confirmed. I repeat, if a "Renegade 2" or even Renegade 2 type game is intended, it better play like Renegade 1 and not BF or MOH mixed in or anything. The C&C Multiplayer Mode has to be the core of the game. Of course they shouldn't ignore single player or graphics or anything else that Renegade 1 suffered from or we'll have another Renegade 1, but I as long as it's got Renegade C&C Multiplayer, which is what lasted throughout the years, I'm fine with it. Imagine being in the WF and hearing "Mammoth Tank Assmebled" and a nice shiney MK-III comes treadin' out with the rail cannon upgrade you also purchased. Sexy.

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Subject: Re: One step closer to renegade 2?  
Posted by [diox8tony](#) on Sat, 22 Sep 2007 14:56:01 GMT  
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why does everyone care about the current mods in progress for ren1?,,, i know you all work really hard for that stuff, but if a new game comes out who needs them?  
if there really is going to be a new ren it will probably come in 3+ years. and maybe your mods will be done by then, if not then screw your mods.(after all they are made on an obsolete engine) and btw the physics on ren sucked. they were so predictable and solid moving.  
[read this EA]:::i hope they make more realistic physics like BF, (graphics are a just a plus, they don't make or break the game, hell just look at this whole community playing this game with old graphics. were fine with them.) And hope that they incorporate the C&C economy, base vs. base, and RTS style fps gameplay that still kicks ass every time i start up the old renegade. they could even up the RTS style gameplay by adding a commander that would control your buildings, technologies researched, weapon upgrades, and team strategy, shit just thinking about the awesome amount of possibilities for an awesome Ren2 blows me away:::[/end read]  
hope EA actuals follows through with a new game and doesn't fuck it up.

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Subject: Re: One step closer to renegade 2?

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Posted by [Jerad2142](#) on Sat, 22 Sep 2007 15:07:50 GMT

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diox8tony wrote on Sat, 22 September 2007 08:56why does everyone care about the current mods in progress for ren1?,,, i know you all work really hard for that stuff, but if a new game comes out who needs them?

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[read this EA]:::i hope they make more realistic physics like BF, and they incorporate the C&C economy, base vs. base, RTS style fps, gameplay that still kicks ass every time i start up the old ren.:::[/end read]

\*punches you\* you moron, the only reason this game is still alive is because people still mod for. If someone had not made a ban function and other things for multiplayer I bet only 1/4 of the people would play it.

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Subject: Re: One step closer to renegade 2?

Posted by [Ethenal](#) on Sat, 22 Sep 2007 15:17:15 GMT

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diox8tony wrote on Sat, 22 September 2007 09:56why does everyone care about the current mods in progress for ren1?,,, i know you all work really hard for that stuff, but if a new game comes out who needs them?

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hope EA actuals follows through with a new game and doesn't fuck it up.

Yeah, you're about to receive a LOT of flaming...

Like Jerad said, Renegade has lived for this long BECAUSE OF THE MOD COMMUNITY.

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Subject: Re: One step closer to renegade 2?

Posted by [diox8tony](#) on Sat, 22 Sep 2007 15:17:34 GMT

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uh, what are you talking about? the mods for scripts.dll are great and wholly appreciated, and the server mods. IRC included(that's what keeps the game unbugged, regulated and somewhat new) what i was talking about are those total conversion mods that someone complained about, hoping

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that EA works into the new game, i don't see a reason for this as EA will make the game the way they want to and not need any of that shit. please explain yourself more the next time you bash my comments.

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Subject: Re: One step closer to renegade 2?  
Posted by [Ethenal](#) on Sat, 22 Sep 2007 15:18:52 GMT  
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Wow, you really need to crawl out from under your rock.

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Subject: Re: One step closer to renegade 2?  
Posted by [diox8tony](#) on Sat, 22 Sep 2007 15:20:00 GMT  
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as i said, please explain. obviously you think i am missing information. please help me out if you have it.

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Subject: Re: One step closer to renegade 2?  
Posted by [Ethenal](#) on Sat, 22 Sep 2007 15:21:51 GMT  
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Have you even tried A Path Beyond? It's an awesome mod, and a lot of people still play Renegade BECAUSE of that mod (And the other unreleased mods, such as Reborn, AR, and RP2, as well).

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Subject: Re: One step closer to renegade 2?  
Posted by [Chuck Norris](#) on Sat, 22 Sep 2007 15:29:29 GMT  
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It's a moot point about the MODs anyway. They won't become worthless becuae a new Renegade would most likely be based around Tiberium Wars, not Red Alert, Red Alert 2, or Tiberian Sun. IIRC, EA knows and has sort of unofficially approved of APB at the least, so they wouldn't make it on that. Even if a new Renegade came out, the MODs still proved useful by keeping the community along in all these years, and I'd bet people would still play them anyway (maybe not as much, but they still would).

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Subject: Re: One step closer to renegade 2?  
Posted by [diox8tony](#) on Sat, 22 Sep 2007 15:32:40 GMT  
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i've never played it myself but have watched friends play it. i still enjoy the regular Renegade with some additional skins and whatnot, and so does everyone i know that still plays the game, clan included. the only way i see any reason to look at these mods for a new game is ,,weapon ideas. not good enough to keep the w3d engine just for em.

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Subject: Re: One step closer to renegade 2?

Posted by [Canadacdn](#) on Sat, 22 Sep 2007 16:54:18 GMT

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diox8tony wrote on Sat, 22 September 2007 09:56why does everyone care about the current mods in progress for ren1?,,, i know you all work really hard for that stuff, but if a new game comes out who needs them?

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[read this EA]:::i hope they make more realistic physics like BF, (graphics are a just a plus, they don't make or break the game, hell just look at this whole community playing this game with old graphics. were fine with them.) And hope that they incorporate the C&C economy, base vs. base, and RTS style fps gameplay that still kicks ass every time i start up the old renegade. they could even up the RTS style gameplay by adding a commander that would control your buildings, technologies researched, weapon upgrades, and team strategy, shit just thinking about the awesome amount of possibilities for an awesome Ren2 blows me away:::[/end read]

hope EA actuals follows through with a new game and doesn't fuck it up.

Fuck you.

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Subject: Re: One step closer to renegade 2?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 22 Sep 2007 17:03:11 GMT

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Ah I wouldn't think Renegade's alive solely because of mods, although it is a major factor. I think the clans and communities are what really keeps people playing this game.

I personally think the connection of words "Renegade/Battlefield" is an insult to Renegade. I sure hope they don't include vehicle spawns and artillery strikes, as well as other things that ruined Battlefield.

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Subject: Re: One step closer to renegade 2?

Posted by [IronWarrior](#) on Sat, 22 Sep 2007 18:57:33 GMT

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[NEFobby[GEN] wrote on Sat, 22 September 2007 19:03]Ah I wouldn't think Renegade's alive solely because of mods, although it is a major factor. I think the clans and communities are what

really keeps people playing this game.

I personally think the connection of words "Renegade/Battlefield" is an insult to Renegade. I sure hope they don't include vehicle spawns and artillery strikes, as well as other things that ruined Battlefield.

I've have to agree with this, Renegade will always live, because of us pure Command and Conquer fans.

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Subject: Re: One step closer to renegade 2?  
Posted by [Oblivion165](#) on Sat, 22 Sep 2007 19:05:54 GMT  
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trooprm02 wrote on Fri, 21 September 2007 21:02Just found this:

[http://planetcnc.gamespy.com/fms/Image.php?id=17446&return\\_section=POTD.Detail&return\\_id=2119](http://planetcnc.gamespy.com/fms/Image.php?id=17446&return_section=POTD.Detail&return_id=2119)

^Is that a mod for renegade, of a mod for C&C3? Or something else? Either way I want it

thats just f'in awesome.

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Subject: Re: One step closer to renegade 2?  
Posted by [trooprm02](#) on Sun, 23 Sep 2007 01:40:59 GMT  
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Oblivion165 wrote on Sat, 22 September 2007 15:05trooprm02 wrote on Fri, 21 September 2007 21:02Just found this:

[http://planetcnc.gamespy.com/fms/Image.php?id=17446&return\\_section=POTD.Detail&return\\_id=2119](http://planetcnc.gamespy.com/fms/Image.php?id=17446&return_section=POTD.Detail&return_id=2119)

^Is that a mod for renegade, of a mod for C&C3? Or something else? Either way I want it

thats just f'in awesome.

My idea exactly. Whoever just said EA should make ren2 like BF deserves to get a 12 guage to the face, thanks.

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Subject: Re: One step closer to renegade 2?

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Posted by [Jerad2142](#) on Sun, 23 Sep 2007 03:01:15 GMT

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diox8tony wrote on Sat, 22 September 2007 09:17uh, what are you talking about? the mods for scripts.dll are great and wholly appreciated, and the server mods. IRC included(that's what keeps the game unbugged, regulated and somewhat new) what i was talking about are those total conversion mods that someone complained about, hoping that EA works into the new game, i don't see a reason for this as EA will make the game the way they want to and not need any of that shit. please explain yourself more the next time you bash my comments.

I am going to go get a rock now.

Okay lets see if I can simplify this...

All these new effects and stuff that Jonwil and saberhawk make, they are FOR the MODs.

This community would have curled up and died if people would have quit making new maps and minor modifications to the game play.

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Subject: Re: One step closer to renegade 2?

Posted by [Rocko](#) on Sun, 23 Sep 2007 03:54:36 GMT

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Ethenal wrote on Sat, 22 September 2007 10:21Have you even tried A Path Beyond? It's an awesome mod, and a lot of people still play Renegade BECAUSE of that mod (And the other unreleased mods, such as Reborn, AR, and RP2, as well).

A path beyond sucks major penis just like the other conversion mods do. I don't play any of them. I still play only in regular servers on the same maps, rarely do I ever play the new maps and shit.

Battlefield Renegade is gonna suck.

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Subject: Re: One step closer to renegade 2?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 23 Sep 2007 04:58:39 GMT

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I still play standard maps in Renegade servers, but that doesn't mean all mods suck

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Subject: Re: One step closer to renegade 2?

Posted by [Canadacdn](#) on Sun, 23 Sep 2007 05:18:56 GMT

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Ethenal wrote on Sat, 22 September 2007 10:21Have you even tried A Path Beyond? It's an awesome mod, and a lot of people still play Renegade BECAUSE of that mod (And the other unreleased mods, such as Reborn, AR, and RP2, as well).

Rp2's been released.

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Subject: Re: One step closer to renegade 2?  
Posted by [Renx](#) on Sun, 23 Sep 2007 05:41:44 GMT  
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troopr02 wrote on Fri, 21 September 2007 21:50The best possible outcome:

- 1)they resurrect the prototype updated w3d engine they started for ren2, before it was shutdown, and the one shown in that ren2 video.
- 2)why? same engine means same original ren1 physics that MOST of us like
- 3)double polygon count means better graphics

That's the worst possible outcome. They're not going to use an engine over 5 years old when they have a brand new, state of the art engine designed for FPS games available to them.

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Subject: Re: One step closer to renegade 2?  
Posted by [Blazer](#) on Sun, 23 Sep 2007 07:02:20 GMT  
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Until I see a post from Apoc or something more than "this rumor has been confirmed" by some random person, I'm not holding my breath.

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Subject: Re: One step closer to renegade 2?  
Posted by [Ethenal](#) on Sun, 23 Sep 2007 15:42:29 GMT  
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Canadacd wrote on Sun, 23 September 2007 00:18Ethenal wrote on Sat, 22 September 2007 10:21Have you even tried A Path Beyond? It's an awesome mod, and a lot of people still play Renegade BECAUSE of that mod (And the other unreleased mods, such as Reborn, AR, and RP2, as well).

Rp2's been released.

Oops, my bad, I've even played RP2 and didn't put that in...

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Subject: Re: One step closer to renegade 2?  
Posted by [JohnDoe](#) on Sun, 23 Sep 2007 18:45:31 GMT  
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Ethenal wrote on Sat, 22 September 2007 10:21Have you even tried A Path Beyond? It's an awesome mod, and a lot of people still play Renegade BECAUSE of that mod (And the other unreleased mods, such as Reborn, AR, and RP2, as well).

How many people are that? 10? 20? There's a reason nobody apart from a handful of nerds care about those mods...they suck.

Ren2 is a good look for EA

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Subject: Re: One step closer to renegade 2?

Posted by [trooprm02](#) on Sun, 23 Sep 2007 20:05:44 GMT

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Renx wrote on Sun, 23 September 2007 00:41: trooprm02 wrote on Fri, 21 September 2007 21:50: The best possible outcome:

- 1) they resurrect the prototype updated w3d engine they started for ren2, before it was shutdown, and the one shown in that ren2 video.
- 2) why? same engine means same original ren1 physics that MOST of us like
- 3) double polygon count means better graphics

That's the worst possible outcome. They're not going to use an engine over 5 years old when they have a brand new, state of the art engine designed for FPS games available to them.

Have you seen all the Crysis stuff? Its soo fucked up for just Crysis, let alone using it for Ren2. The physics between the crysis engine and the older w3d are 360 degree opposites, and the gameplay wouldnt match up. Better graphics? almost identical physics? Use the newer w3d engine...

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Subject: Re: One step closer to renegade 2?

Posted by [CarrierII](#) on Sun, 23 Sep 2007 20:19:40 GMT

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John Doe, as ever, your wonderfully inspired posts, full of enlightenment, positive opinions never cease to amaze me.

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Subject: Re: One step closer to renegade 2?

Posted by [Nightma12](#) on Sun, 23 Sep 2007 20:31:26 GMT

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I agree, they should upgrade the W3D engine rather than using an existing engine.

W3D engine is what its all about :/

EDIT: BF/Ren combo would fucking suck.. that would ruin the gameplay!!

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Subject: Re: One step closer to renegade 2?

Posted by [cmatt42](#) on Sun, 23 Sep 2007 21:47:16 GMT

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JohnDoe wrote on Sun, 23 September 2007 13:45

How many people are that? 10? 20? There's a reason nobody apart from a handful of nerds care about those mods...they suck.

Ren2 is a good look for EA

Try well over 5,000.

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Subject: Re: One step closer to renegade 2?

Posted by [Oblivion165](#) on Mon, 24 Sep 2007 00:37:45 GMT

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cmatt42 wrote on Sun, 23 September 2007 17:47JohnDoe wrote on Sun, 23 September 2007 13:45

How many people are that? 10? 20? There's a reason nobody apart from a handful of nerds care about those mods...they suck.

Ren2 is a good look for EA

Try well over 5,000.

Total downloads doesn't mean that they didn't play for 3 seconds and then uninstall.

---

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Subject: Re: One step closer to renegade 2?

Posted by [Carrierll](#) on Mon, 24 Sep 2007 08:11:48 GMT

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No, but if over five thousand people at least tried the mod, and as long as

5000 > 20

John Doe is just being a troll.

Anyways...

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Subject: Re: One step closer to renegade 2?  
Posted by [OWA](#) on Mon, 24 Sep 2007 15:17:34 GMT  
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JohnDoe wrote on Sun, 23 September 2007 19:45  
How many people are that? 10? 20? There's a reason nobody apart from a handful of nerds care about those mods...they suck.

Ren2 is a good look for EA  
I'd just like to take this opportunity to say to you and those other two morons on page 3 to go fuck yourselves. If you don't like our mods and attack them without constructive criticism why even post? You could always come and meet our userbase and try to convince them otherwise, but I doubt it.

Another thing that you have failed to realise is that APB, AR and Reborn technically aren't Renegade mods anymore. The three projects are free standalone games built off the w3d engine. We can do this because EA have given us consent to do so.

I guess you guys are in the wrong place, this is for C&C fans. I would think that every C&C fan would relish at the idea of playing FPS versions of Red Alert, Red Alert 2 and Tiberian Sun. So stfu, gtfo and go troll elsewhere.

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Subject: Re: One step closer to renegade 2?  
Posted by [Starbuzz](#) on Mon, 24 Sep 2007 15:27:28 GMT  
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Yeah, John Doe...you dummy!

A lot of time and skills were spent making these fabulous mods by C&C fans for C&C fans.

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Subject: Re: One step closer to renegade 2?  
Posted by [Tunaman](#) on Mon, 24 Sep 2007 22:08:48 GMT  
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Speaking for myself, I respect the work that people have put into these mods but I do not enjoy them as much as playing just plain out Renegade.. I think a new one would be pretty sweet.

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Subject: Re: One step closer to renegade 2?  
Posted by [JohnDoe](#) on Wed, 26 Sep 2007 16:44:44 GMT  
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lol how many people are playing that boring mod online right now? 10? These mods are being made for a handful of nerds, nobody gave a shit about them 4 years ago and nobody gives a shit about them now when they're still nowhere near finished. Stop crying about the future of your gay

mods because a game people actually care about is being developed...you've never had a future to begin with.

Go Ren2. Go EA.

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Subject: Re: One step closer to renegade 2?  
Posted by [IronWarrior](#) on Wed, 26 Sep 2007 16:57:15 GMT  
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I vote that we ban John wanker from the forum.

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Subject: Re: One step closer to renegade 2?  
Posted by [Memphis](#) on Wed, 26 Sep 2007 17:07:57 GMT  
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JohnDoe is an angry German (sort of like SK only not funny...ever). Back on topic: Renegade 2 would indeed be nice but I would like to reserve judgment until more is known (and confirmed for that matter). As for APB it isn't everyones cup of tea but it has been well thought out and has a strong community so there really is no point in mocking it.

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Subject: Re: One step closer to renegade 2?  
Posted by [JohnDoe](#) on Wed, 26 Sep 2007 19:41:41 GMT  
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5 people online on average is a strong community?

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Subject: Re: One step closer to renegade 2?  
Posted by [cmatt42](#) on Wed, 26 Sep 2007 22:20:01 GMT  
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JohnDoe wrote on Wed, 26 September 2007 14:415 people online on average is a strong community?  
You might be illiterate and retarded; just tossing that out in the open.

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Subject: Re: One step closer to renegade 2?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 26 Sep 2007 22:53:56 GMT

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Ummm there's a lot more than 10 people playing Renegade mods right now...

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Subject: Re: One step closer to renegade 2?

Posted by [JohnDoe](#) on Wed, 26 Sep 2007 23:27:43 GMT

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cmatt42 wrote on Wed, 26 September 2007 17:20JohnDoe wrote on Wed, 26 September 2007 14:415 people online on average is a strong community?

You might be illiterate and retarded; just tossing that out in the open.

Post a screenshot of the server list at a busy time...you're the nerd that takes part is screenshot contests, right?

---

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Subject: Re: One step closer to renegade 2?

Posted by [CarrierII](#) on Thu, 27 Sep 2007 19:58:51 GMT

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---

JohnDoe wrote on Thu, 27 September 2007 00:27cmatt42 wrote on Wed, 26 September 2007 17:20JohnDoe wrote on Wed, 26 September 2007 14:415 people online on average is a strong community?

You might be illiterate and retarded; just tossing that out in the open.

Post a screenshot of the server list at a busy time...you're the nerd that takes part is screenshot contests, right?

Ah, I love this phrase;

Read. Learn. Post. (ignore button)

P.s - I took you off ignore because you started being nice. Sigh...

---

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Subject: Re: One step closer to renegade 2?

Posted by [PlastoJoe](#) on Thu, 27 Sep 2007 20:08:26 GMT

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---

CarrierII wrote on Thu, 27 September 2007 14:58JohnDoe wrote on Thu, 27 September 2007 00:27cmatt42 wrote on Wed, 26 September 2007 17:20JohnDoe wrote on Wed, 26 September 2007 14:415 people online on average is a strong community?

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contests, right?

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Read. Learn. Post. (ignore button)

P.s - I took you off ignore because you started being nice. Sigh...

Don't be too hard on him. He's just horny, that's all.

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Subject: Re: One step closer to renegade 2?

Posted by [Creed3020](#) on Sat, 29 Sep 2007 21:40:50 GMT

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Where is the link to the actual job ad where this entire thing stems from?

I am not 100% convinced this is going anywhere, but at same time as a Renegade player I just have to hope for the best.

---

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Subject: Re: One step closer to renegade 2?

Posted by [Starbuzz](#) on Sat, 29 Sep 2007 21:49:15 GMT

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Creed3020 wrote on Sat, 29 September 2007 16:40Where is the link to the actual job ad where this entire thing stems from?

I am not 100% convinced this is going anywhere, but at same time as a Renegade player I just have to hope for the best.

I searched for that job ad too in the EALA website. Couldn't find it.

Anyway, major corporations all do this kind of "market analysis" tactic to gauge the level of interest and hype of a future-release product.

I am convinced that C&C3 is a really good basis for a FPS game and EA knows that too.

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