
Subject: how does ea talk about renegade?

Posted by [candy](#) on Thu, 06 Nov 2008 00:18:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

i am wondering, but u guys do have talks with westwood/ea right?

so how do they talk about renegade?

'oh a patch? cool we'll help if we have some time' or more a 'yeah whatever' kind of way?

did they say it was an unfinished game, or are they actually happy about the result?

hope u can answer the question (it's not really TT related, but didn't know where else to post this)

Subject: Re: how does ea talk about renegade?

Posted by [Lone0001](#) on Thu, 06 Nov 2008 03:10:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

No EA doesn't really care about Renegade at all they have done is allowed TT to work on the patch.

Subject: Re: how does ea talk about renegade?

Posted by [Canadacdn](#) on Thu, 06 Nov 2008 03:58:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Whenever you talk to an EA employee about Renegade, they will immediately cover their ears and make fart noises with their mouth until you leave.

Subject: Re: how does ea talk about renegade?

Posted by [jonwil](#) on Thu, 06 Nov 2008 13:28:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thats NOT true in my experience.

My experience is that they will completely ignore you as all they care about is posting yet more useless PR crap about \$insert_latest_game_here

Subject: Re: how does ea talk about renegade?

Posted by [Jerad2142](#) on Thu, 06 Nov 2008 15:46:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Thu, 06 November 2008 06:28Thats NOT true in my experience.

My experience is that they will completely ignore you as all they care about is posting yet more useless PR crap about \$insert_latest_game_here

Sounds about right to me, EA sort of discontinued Renegade in the first place as well so I doubt they would have been much help even if all they cared about wasn't their latest release. Also notice that even in their newer games that they will go ahead and release patches that only address the smaller issues, and never address the much more obvious but harder to fix issues.

Subject: Re: how does ea talk about renegade?

Posted by [ErroR](#) on Thu, 06 Nov 2008 16:13:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Thu, 06 November 2008 17:46jonwil wrote on Thu, 06 November 2008 06:28Thats NOT true in my experience.

My experience is that they will completely ignore you as all they care about is posting yet more useless PR crap about \$insert_latest_game_here

Sounds about right to me, EA sort of discontinued Renegade in the first place as well so I doubt they would have been much help even if all they cared about wasn't their latest release. Also notice that even in their newer games that they will go ahead and release patches that only address the smaller issues, and never address the much more obvious but harder to fix issues. Ea isn't what it used to be..

Subject: Re: how does ea talk about renegade?

Posted by [Jerad2142](#) on Thu, 06 Nov 2008 21:12:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Thu, 06 November 2008 09:13Jerad Gray wrote on Thu, 06 November 2008 17:46jonwil wrote on Thu, 06 November 2008 06:28Thats NOT true in my experience.

My experience is that they will completely ignore you as all they care about is posting yet more useless PR crap about \$insert_latest_game_here

Ea is the same as they always have been, if not worse.

Sounds about right to me, EA sort of discontinued Renegade in the first place as well so I doubt they would have been much help even if all they cared about wasn't their latest release. Also notice that even in their newer games that they will go ahead and release patches that only address the smaller issues, and never address the much more obvious but harder to fix issues. Ea isn't what it used to be..

The last bf2142 patch they released was only a few months ago, it breaks their Northern-strike expansion pack unless you go through 5 steps of installing and un-installing patches to get it to work. At the same time, you can still use explosives to blast yourself up into the air, if you hold the back arrow key you can turn the camera really fast to fly around in drop pods, and many other things. EA recently killed Tiberium, which makes it the 3rd fps c&c game that they affected negatively.

how does ea talk about renegade?
The answer is simple: They don't.

Subject: Re: how does ea talk about renegade?
Posted by [thrash300](#) on Fri, 21 Nov 2008 05:30:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

candy wrote on Wed, 05 November 2008 18:18i am wondering, but u guys do have talks with westwood/ea right?
so how do they talk about renegade?
'oh a patch? cool we'll help if we have some time' or more a 'yeah whatever' kind of way?
did they say it was an unfinished game, or are they actually happy about the result?
hope u can answer the question (it's not really TT related, but didn't know where else to post this)

Seriously if you go through the Always.dat file in your data file you would have heard some pretty cool .Wav/.Mp3 files. For example I am sure that we all know when you do the Tutorial you see Logan talking how to strafe left and right. Well actually it appears that Westwood / E.A. had originally planned for you to be able to dash forward left and right, I am not sure about back, but if you listen to Logan speak he says something like this: "You can quickly dash forward by pressing the forward button 2 times in rapid succession same goes for the left and right.". I will try to pull up that file later on but it also appears as they planned to make a N.O.D. single player mode too!!

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! And from what I heard on those files from the always.dat suggested that it probably would have been incredible!! The N.O.D. single player would have probably been much better than the G.D.I. one. Because you can just continuously get more and more files and listen to them, and sort of paint a picture as what the developers at Westwood / E.A. had originally planned to make. Over all I suspect that if they **did** complete the game it would be unrecognizable to what we have now it.

Subject: Re: how does ea talk about renegade?
Posted by [Reaver11](#) on Fri, 21 Nov 2008 14:23:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Thu, 20 November 2008 23:30candy wrote on Wed, 05 November 2008 18:18i am wondering, but u guys do have talks with westwood/ea right?
so how do they talk about renegade?
'oh a patch? cool we'll help if we have some time' or more a 'yeah whatever' kind of way?
did they say it was an unfinished game, or are they actually happy about the result?
hope u can answer the question (it's not really TT related, but didn't know where else to post this)

Seriously if you go through the Always.dat file in your data file you would have heard some pretty cool .Wav/.Mp3 files. For example I am sure that we all know when you do the Tutorial you see Logan talking how to strafe left and right. Well actually it appears that Westwood / E.A. had originally planned for you to be able to dash forward left and right, I am not sure about back, but if you listen to Logan speak he says something like this: "You can quickly dash forward by pressing

the forward button 2 times in rapid sussetion same goes for the left and right.". I will try to pull up that file later on but it also appears as they panned to make a N.O.D. single player mode too!!

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! And from what I heard on those files from the always.dat suggested that it probably would have been incredible!! The N.O.D. single player would have probably been much better than the G.D.I. one. Because you can just continuessly get more and more files and listen to them, and sort of paint a picture as what the developers at Westwood / E.A. had originally planned to make. Over all I suspect that if they ****did**** complete the game it would be unrecognizable to what we have now it.

That is not all you can find in the always.dat, there is also logan telling you about the agt that youi could control it by using a terminal.

There are also some nice beta videos on youtube where you see Logan climbing in the nod buggy. (at 38 seconds) <http://www.youtube.com/watch?v=y2i7NZlutjA>
The map Logan is driving on is m01.

The worst thing that got skipped is the lighting. The old light system was way better.

Subject: Re: how does ea talk about renegade?
Posted by [ErroR](#) on Fri, 21 Nov 2008 14:54:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

if only westwood would reunite

Subject: Re: how does ea talk about renegade?
Posted by [Nightma12](#) on Fri, 21 Nov 2008 21:39:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Thu, 20 November 2008 23:30candy wrote on Wed, 05 November 2008 18:18i am wondering, but u guys do have talks with westwood/ea right?
so how do they talk about renegade?
'oh a patch? cool we'll help if we have some time' or more a 'yeah whatever' kind of way?
did they say it was an unfinished game, or are they actualy happy about the result?
hope u can answer the question (it's not really TT related, but didn't know where else to post this)

Seriously if you go throught the Always.dat file in your data file you would have heard some pretty cool .Wav/.Mp3 files. For example I am sure that we all know when you do the Tutorial you see logan talking how to strafe left and right. Well actually it appears that Westwood / E.A. had originally planned for you to be able to dash forward left and right, I am not sure about back, but if you listen to logan speak he says something like this: "You can quickly dash forward by pressing the forward button 2 times in rapid sussetion same goes for the left and right.". I will try to pull up that file later on but it also appears as they panned to make a N.O.D. single player mode too!!

Subject: Re: how does ea talk about renegade?
Posted by [Error](#) on Sat, 22 Nov 2008 16:13:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Sat, 22 November 2008 02:34Nightma12 wrote on Fri, 21 November 2008 15:39thrash300 wrote on Thu, 20 November 2008 23:30candy wrote on Wed, 05 November 2008 18:18i am wondering, but u guys do have talks with westwood/ea right?
so how do they talk about renegade?
'oh a patch? cool we'll help if we have some time' or more a 'yeah whatever' kind of way?
did they say it was an unfinished game, or are they actually happy about the result?
hope u can answer the question (it's not really TT related, but didn't know where else to post this)

Seriously if you go through the Always.dat file in your data file you would have heard some pretty cool .Wav/.Mp3 files. For example I am sure that we all know when you do the Tutorial you see Logan talking how to strafe left and right. Well actually it appears that Westwood / E.A. had originally planned for you to be able to dash forward left and right, I am not sure about back, but if you listen to Logan speak he says something like this: "You can quickly dash forward by pressing the forward button 2 times in rapid succession same goes for the left and right.". I will try to pull up that file later on but it also appears as they planned to make a N.O.D. single player mode too!!

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! And from what I heard on those files from the always.dat suggested that it probably would have been incredible!! The N.O.D. single player would have probably been much better than the G.D.I. one. Because you can just continuously get more and more files and listen to them, and sort of paint a picture as what the developers at Westwood / E.A. had originally planned to make. Over all I suspect that if they **did** complete the game it would be unrecognizable to what we have now it.

You can enable that by editing `keys.ini`

It lags on multiplayer though so its not worth using.

so it works on any server just editing the keys.ini?

yes, as someone said it can be enabled just by puting a ";" somewhere (not sure tho), but yes i tried it some time ago, maybe for sp it's cool but not MP cuz when u do it by mistake it's bad.

Subject: Re: how does ea talk about renegade?
Posted by [LR01](#) on Sat, 22 Nov 2008 17:08:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Fri, 21 November 2008 06:30candy wrote on Wed, 05 November 2008 18:18
am wondering, but u guys do have talks with westwood/ea right?
so how do they talk about renegade?
'oh a patch? cool we'll help if we have some time' or more a 'yeah whatever' kind of way?
did they say it was an unfinished game, or are they actually happy about the result?
hope u can answer the question (it's not really TT related, but didn't know where else to post this)

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! And from what I heard on those files from the always.dat suggested that it probably would have been incredible!! The N.O.D. single player would have probably been much better than the G.D.I. one. Because you can just continuessly get more and more files and listen to them, and sort of paint a picture as what the developers at Westwood / E.A. had originally planned to make. Over all I suspect that if they ****did**** complete the game it would be unrecognizable to what we have now it.

Subject: Re: how does ea talk about renegade?
Posted by [Jerad2142](#) on Wed, 26 Nov 2008 19:48:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: how does ea talk about renegade?
Posted by [MGamer](#) on Wed, 26 Nov 2008 20:00:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: how does ea talk about renegade?
Posted by [saberhawk](#) on Wed, 26 Nov 2008 20:46:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

What pieces of the emitters?

Subject: Re: how does ea talk about renegade?
Posted by [Jerad2142](#) on Tue, 02 Dec 2008 19:11:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Wed, 26 November 2008 13:46Jerad Gray wrote on Wed, 26 November 2008 13:48Dang, looks like at one point the emitter system was fully functional, I Know that there are some pieces that you can no longer use for what ever reason, but I see them using them in that video.

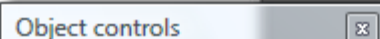
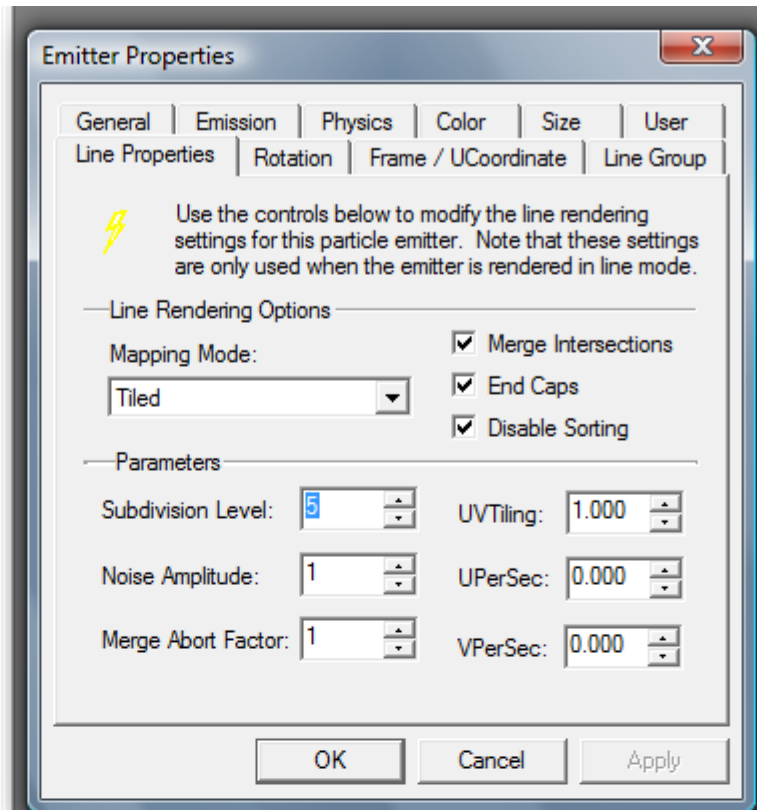
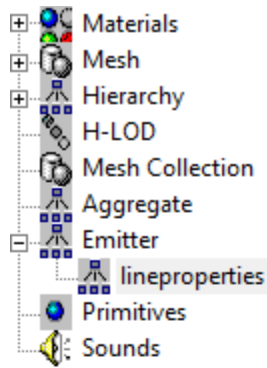
What pieces of the emitters?

Well guess this case in percitular was Primitives, but the entire part of Line Properties is broken in emitters, I know wthis for a fact, the w3d tool doesn't even save changes made to it, as I will show below:

Prior to export:

File Attachments

1) [linepropertiesbeforesave.png](#), downloaded 702 times



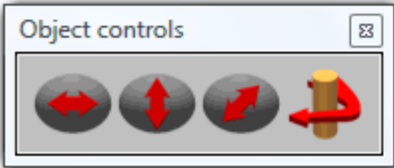
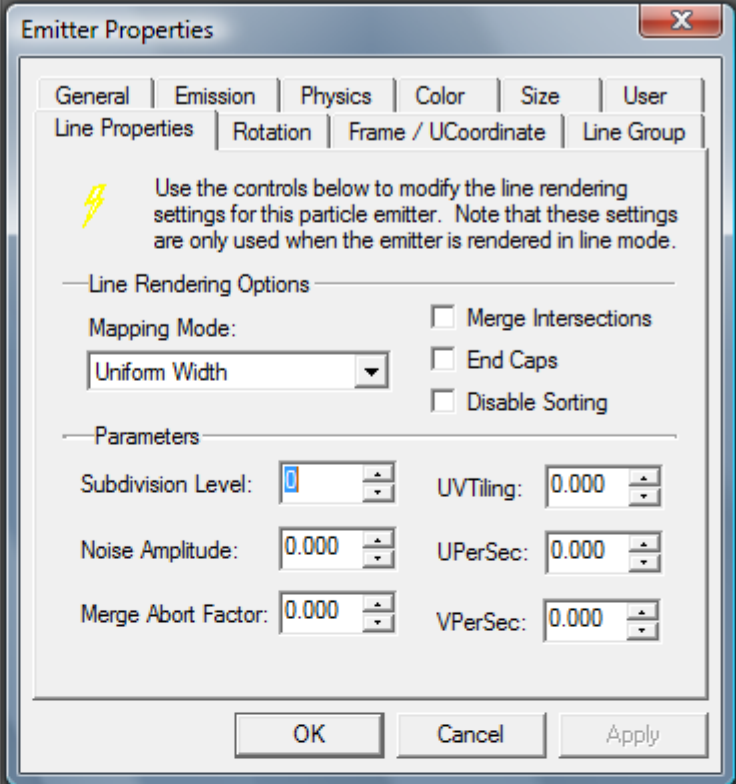
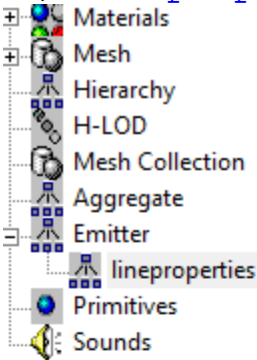
Subject: Re: how does ea talk about renegade?
Posted by [Jerad2142](#) on Tue, 02 Dec 2008 19:13:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Then if you reload the emitter and check its line properties:

Its possible that this can't be fixed I suppose, still its a really nice effect that I would like to see working in renegade, but so are primitives.

File Attachments

1) [linepropertiesload.png](#), downloaded 920 times



Subject: Re: how does ea talk about renegade?
Posted by [thrash300](#) on Thu, 04 Dec 2008 05:31:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Fri, 21 November 2008 08:54if only westwood would reunite

Simple question, what ****would**** it take for the original team to reunite. I mean they ****are**** game builders after all, perhaps it wouldn't be too difficult to locate them in other game/software developing companies, Blizzard maybe?. Maybe we can just invite them to the forums, even if we don't get the whole team, only a few people, that still can make a considerable difference, oww and by the way in terms of "Legall Issues.". LOL, I don't think that would be a problem. LOL. We even discussed in this thread how E.A. hates Renegade and pretends that it was never made. But if we actually manage to get a few original developers to the forums.....well maybe we can.....actually....finish the game as it was supposed to.

Subject: Re: how does ea talk about renegade?
Posted by [Gen_Blacky](#) on Thu, 04 Dec 2008 05:42:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Tue, 02 December 2008 13:13Then
still its a really nice effect that I would like to see working in renegade, but so are primitives.

Subject: Re: how does ea talk about renegade?
Posted by [reborn](#) on Thu, 04 Dec 2008 08:09:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Thu, 04 December 2008 00:31ErroR wrote on Fri, 21 November 2008 08:54if only westwood would reunite

Simple question, what ****would**** it take for the original team to reunite. I mean they ****are**** game builders after all, perhaps it wouldn't be too difficult to locate them in other game/software developing companies, Blizzard maybe?.

They already reunited, well... Pretty much all of them anyway...
<http://www.petroglyphgames.com/aboutus/index.php>

Subject: Re: how does ea talk about renegade?
Posted by [ErroR](#) on Thu, 04 Dec 2008 13:32:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Tue, 02 December 2008 21:13Then if you reload the emitter and check its line properties:

Its possible that this can't be fixed I suppose, still its a really nice effect that I would like to see working in renegade, but so are primitives.
but i think if u export the emitter it saves the changes, no?

Subject: Re: how does ea talk about renegade?

Posted by [ErroR](#) on Thu, 04 Dec 2008 13:35:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Thu, 04 December 2008 10:09thrash300 wrote on Thu, 04 December 2008 00:31ErroR wrote on Fri, 21 November 2008 08:54if only westwood would reunite

Simple question, what ****would**** it take for the original team to reunite. I mean they ****are**** game builders after all, perhaps it wouldn't be too difficult to locate them in other game/software developing companies, Blizzard maybe?.

They already reunited, well... Pretty much all of them anyway...

<http://www.petroglyphgames.com/aboutus/index.php>

u mean petroglyph is a new group made from old west wood one (and + some maybe)?

Subject: Re: how does ea talk about renegade?

Posted by [Jerad2142](#) on Thu, 04 Dec 2008 14:54:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Thu, 04 December 2008 06:32Jerad Gray wrote on Tue, 02 December 2008 21:13Then if you reload the emitter and check its line properties:

Its possible that this can't be fixed I suppose, still its a really nice effect that I would like to see working in renegade, but so are primitives.

but i think if u export the emitter it saves the changes, no?

It doesn't seem to save the line properties portion part of the emitter, it saves everything but that though.

Subject: Re: how does ea talk about renegade?

Posted by [reborn](#) on Thu, 04 Dec 2008 15:35:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Thu, 04 December 2008 08:35reborn wrote on Thu, 04 December 2008 10:09thrash300 wrote on Thu, 04 December 2008 00:31ErroR wrote on Fri, 21 November 2008 08:54if only westwood would reunite

Simple question, what ****would**** it take for the original team to reunite. I mean they ****are**** game builders after all, perhaps it wouldn't be too difficult to locate them in other game/software developing companies, Blizzard maybe?.

They already reunited, well... Pretty much all of them anyway...
<http://www.petroglyphgames.com/aboutus/index.php>
u mean petroglyph is a new group made from old west wood one (and + some maybe)?

Allot of the people that was involved in making CnC games before the EA takeover now work there. There's allot of original westwood staff on the pay-roll. I purchased Empire At War based solely on that reasoning, and I wasn't dissapointed.

Subject: Re: how does ea talk about renegade?
Posted by [ErroR](#) on Thu, 04 Dec 2008 18:06:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

let's invite them to the forums seriously they might do some neat stuff, since EA hates renegade and doesn't even bother to enter the forums, they won't even know

Subject: Re: how does ea talk about renegade?
Posted by [MGamer](#) on Thu, 04 Dec 2008 19:45:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

lets invite both and see who come first

Subject: Re: how does ea talk about renegade?
Posted by [Genesis2001](#) on Thu, 04 Dec 2008 23:01:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Click here to visit Petroglyph Games Forums ^_^

Subject: Re: how does ea talk about renegade?
Posted by [thrash300](#) on Fri, 05 Dec 2008 03:04:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

MGamer wrote on Thu, 04 December 2008 13:45lets invite both and see who come first

I registered on their forums I am going to try to invite them.

Subject: Re: how does ea talk about renegade?
Posted by [GEORGE ZIMMER](#) on Fri, 05 Dec 2008 04:09:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

EA doesn't hate Renegade, but to be fair, would YOU be proud of a product that was incredibly rushed and fairly glitchy?

Besides, Apoc posted a few times, even if only regarding Tiberium. Wish he and/or other EA people would be more active 'round here, though.

Subject: Re: how does ea talk about renegade?
Posted by [Goztow](#) on Fri, 05 Dec 2008 07:38:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cabal8616 wrote on Fri, 05 December 2008 05:09
Besides, Apoc posted a few times, even if only regarding Tiberium. Wish he and/or other EA people would be more active 'round here, though.
While that would be nice, it wouldn't actually bring anything to our community except for some "recognition". It would have been nicer to have had the interview he promised me for rencom .

Subject: Re: how does ea talk about renegade?
Posted by [thrash300](#) on Fri, 05 Dec 2008 08:19:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Thu, 04 December 2008 08:54ErroR wrote on Thu, 04 December 2008 06:32Jerad Gray wrote on Tue, 02 December 2008 21:13Then if you reload the emitter and check its line properties:

Its possible that this can't be fixed I suppose, still its a really nice effect that I would like to see working in renegade, but so are primitives.
but i think if u export the emitter it saves the changes, no?
It doesn't seem to save the line properties portion part of the emitter, it saves everything but that though.

I made a topic on their forums. Here it is I hope that some of them join.

Subject: Re: how does ea talk about renegade?
Posted by [ErroR](#) on Fri, 05 Dec 2008 11:59:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

sign the petition everyone, bring westwood back!

Subject: Re: how does ea talk about renegade?
Posted by [reborn](#) on Fri, 05 Dec 2008 12:27:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd honestly rather have vloktboky back here and active again. WhiteDragon seems to not be here so much either.

I miss black-cell's presence more then EA's or the original Westwood staff.

You have to understand that you have a wealth of knowledge right here on the forums, bringing back the Westwood staff or even EA would only be a trip down memory lane for them, they might feel a little naustalgia, but other then that, what would they bring to the table? Any in-depth knowledge they once had of the engine would be long gone, out of touch and rusty.

Subject: Re: how does ea talk about renegade?

Posted by [ErroR](#) on Fri, 05 Dec 2008 12:45:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

well i don't know what now.. but i would like to see something new happening here.. maybe they could at least release some more tools or something helpfull

Subject: Re: how does ea talk about renegade?

Posted by [reborn](#) on Fri, 05 Dec 2008 13:01:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

You're being a little optimistic, well more then optimistic really...

Even if you did manage to drag the old westwood staf to this forum, they would not be devoting there time to makiing new tools for it.

Even if you payed them independantly they probably have some sort of obligation to refuse due to there past emplyment and contracts of non-disclosure.

Honestly the chances of that happening are pretty small, but I love your enthusiasm.

Subject: Re: how does ea talk about renegade?

Posted by [ErroR](#) on Fri, 05 Dec 2008 13:32:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Fri, 05 December 2008 15:01You're being a little optimistic, well more then optimistic really..

I had the problem of allways seeing the negative and being pessimistic, well i din't notice it.. but eveyrone around me said that i'm like 60% pessimistic. I'm happy it's gone

Subject: Re: how does ea talk about renegade?

Posted by [LR01](#) on Fri, 05 Dec 2008 17:04:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Fri, 05 December 2008 13:27 I'd honestly rather have vloktboky back here and active again. WhiteDragon seems to not be here so much either.
I miss black-cell's presence more then EA's or the original Westwood staff.

You have to understand that you have a wealth of knowledge right here on the forums, bringing back the Westwood staff or even EA would only be a trip down memory lane for them, they might feel a little naustalgia, but other then that, what would they bring to the table? Any in-depth knowledge they once had of the engine would be long gone, out of touch and rusty.

good point

Subject: Re: how does ea talk about renegade?
Posted by [Kakatios](#) on Sat, 06 Dec 2008 04:48:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, I can't actually speak for the guys at Petroglyph, but due to EA actually owning Renegade I believe it would be illegal for anyone at Petroglyph to modify or help modify Renegade in any way, shape, or form. Even if done on their own personal time.

Subject: Re: how does ea talk about renegade?
Posted by [EvilWhiteDragon](#) on Sat, 06 Dec 2008 08:49:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kakatios wrote on Sat, 06 December 2008 05:48 Well, I can't actually speak for the guys at Petroglyph, but due to EA actually owning Renegade I believe it would be illegal for anyone at Petroglyph to modify or help modify Renegade in any way, shape, or form. Even if done on their own personal time.
Just as illegal as BHS or TT is currently doing....

Subject: Re: how does ea talk about renegade?
Posted by [Ghostshaw](#) on Sat, 06 Dec 2008 09:58:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

More illegal probably since they most likely where under NDA's while working on renegade.

Subject: Re: how does ea talk about renegade?
Posted by [ErroR](#) on Sat, 06 Dec 2008 10:09:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

so what u say?

Subject: Re: how does ea talk about renegade?

Posted by [mr£\\$z](#) on Sat, 06 Dec 2008 11:46:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Error wrote on Sat, 06 December 2008 04:09so what u say?

again FUCK EA.

Subject: Re: how does ea talk about renegade?

Posted by [thrash300](#) on Sun, 07 Dec 2008 03:33:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sat, 06 December 2008 05:46ErrorR wrote on Sat, 06 December 2008

04:09so what u say?

again FUCK EA.

Agreed, if the original Westwood team, or at least part of them came back, wouldn't you want to see them work on the Multiplayer and making it like it was supposed to be, with the G.D.I.

Communications building, and the N.O.D. Shrine Of N.O.D.. It was originally planned to be that way, the G.D.I. Communications building was supposed to be there for the Ion Cannon Beacon it is destroyed no more beacons can be bought same for the Shrine Of N.O.D. and the Nuclear beacon if you look at the maps you can notice that some parts of them like on Under they have space in the bases for extra buildings like that.

Subject: Re: how does ea talk about renegade?

Posted by [u6795](#) on Sun, 07 Dec 2008 05:11:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Sat, 06 December 2008 22:33madrackz wrote on Sat, 06 December 2008

05:46Error wrote on Sat, 06 December 2008 04:09so what u say?

again FUCK EA.

Agreed, if the original Westwood team, or at least part of them came back, wouldn't you want to see them work on the Multiplayer and making it like it was supposed to be, with the G.D.I.

Communications building, and the N.O.D. Shrine Of N.O.D.. It was originally planned to be that way, the G.D.I. Communications building was supposed to be there for the Ion Cannon Beacon it is destroyed no more beacons can be bought same for the Shrine Of N.O.D. and the Nuclear beacon if you look at the maps you can notice that some parts of them like on Under they have space in the bases for extra buildings like that.

Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I.
is. Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an acronym.

G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an
acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not
an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is
not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod
is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is.
Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I. is. Nod is not an acronym. G.D.I.

Subject: Re: how does ea talk about renegade?
Posted by [MGamer](#) on Sun, 07 Dec 2008 05:13:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

[illegible]

Nightma12 wrote on Fri, 21 November 2008 15:39thrash300 wrote on Thu, 20 November 2008 23:30candy wrote on Wed, 05 November 2008 18:18i am wondering, but u guys do have talks with westwood/ea right?

hope u can answer the question (it's not really TT related, but didn't know where else to post this)

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! And from what I heard on those files from the always.dat suggested that it probably would have been incredible!! The N.O.D. single player would have probably been much better than the G.D.I. one. Because you can just continuessly get more and more files and listen to them, and sort of paint a picture as what the developers at Westwood / E.A. had originally planned to make. Over all I suspect that if they ****did**** complete the game it would be unrecognizable to what we have now it.

It lags on multiplayer though so its not worth using.

[View Forum Message](#) <> [Reply to Message](#)

They apparently removed it, so it was intended not to be there.

[View Forum Message](#) <> [Reply to Message](#)

They also had animated the rolling things, so that negates that statement .

However, even setting it up properly and making it not annoying, would do several things:

1: It'd take alot of time and effort for something not entirely necessary. Perhaps in a mod it'd be great, like APB or Reborn or AR, but not vanilla Renegade.

2: It would change up gameplay pretty drastically. This is assuming that the rolling function would

make you go fairly fast and work like Star Wars Battlefront II's rolling (Where it's more like a quick, rolling dash, than just a super slow somersault).

Subject: Re: how does ea talk about renegade?

Posted by [StealthEye](#) on Thu, 18 Dec 2008 11:48:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

What I meant was that they probably tried it, saw that it did not work as expected for whatever reason (lag, gameplay, bugged, ...) and removed it again, hence it wasn't intended to be in the final version.

But both your points are very valid regardless of whether they intended it.

Subject: Re: how does ea talk about renegade?

Posted by [ErroR](#) on Thu, 18 Dec 2008 14:19:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kakatios wrote on Sat, 06 December 2008 06:48 Well, I can't actually speak for the guys at Petroglyph, but due to EA actually owning Renegade I believe it would be illegal for anyone at Petroglyph to modify or help modify Renegade in any way, shape, or form. Even if done on their own personal time.

it seems they don't care at all about renegade, if they would they would reply or at least say they don't want to come back to it.. go pm that guy on petroglyph (or whatever it's called)

Subject: Re: how does ea talk about renegade?

Posted by [GEORGE ZIMMER](#) on Thu, 18 Dec 2008 16:15:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

It wouldn't be illegal if it's not in the name of Petroglyph. However, if they said "Yeah hey we're Petroglyph and we're fixing Renegade", then yes, there'd be some problems.

Subject: Re: how does ea talk about renegade?

Posted by [ErroR](#) on Thu, 18 Dec 2008 18:58:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

i fully understand that but sheesh come discuss don't post and go maybe they could at least help..
