
Subject: Renegade X - Nod Update!

Posted by [NE]Fobby[GEN] on Fri, 22 May 2009 21:00:27 GMT

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

Renegade X: Nod Update!

The Brotherhood of Nod is a mystery. The origins of the organization and its charismatic leader is unknown. Its power is unprecedented. Its truth is unlimited. Nod as an organization appeared first in the mid 1990s, as the primary opposition to the Global Defense Initiative. The Brotherhood has a global presence, with a heavy concentration of its forces and influence covering the third world. They are pioneers in the refinement of Tiberium, and are always one step ahead in developing new technologies intended to take advantage of Tiberium growth worldwide.

Kane, the leader of the Brotherhood, is a mysterious figure. His origins, whereabouts, and any details about him whatsoever, remain unknown. Nod sees Kane as a savior proclaiming a new message of unity and freedom from the corrupt tyrants of the world. He propagates Tiberium as a gift to the earth, and its mutating effects on humans to be the next step in our evolution.

Nod does not come in peace. It comes ahead of peace - Kane.

Nod Supremacy

The official Renegade X Nod wallpaper is now available.

[/center]

You can find resolutions here:

<http://www.moddb.com/mods/renegade-x/news/renegade-x-nod-update>

Renegade X has new Nod assets ready for fighting GDI!

Sakura!

A Japanese woman covered in tattoos with a quiet, brooding, intense personality, Sakura Obata was raised in the male-dominated environment of the Japanese mob, the Yakuza. Disenchanted, she decided to use her considerable talents as a mercenary, and was hired by GDI to work with the Project: Shadow Strike unit, later known as the Dead 6 alongside then-captain Nick Parker. During one assignment, she was separated from her team and ambushed by Nod troopers. Since she was never heard from again, she was assumed dead.

However, it turned out she joined Nod. She was hired by general Gideon Raveshaw as his personal mercenary. As a commando armed with a Ramjet Rifle, Sakura is one of the most valuable units in the game!

Nod Armoured Personnel Carrier

We had decided to take a new design for Nod's APC. Influence has been taken from the Stryker vehicle. Armed with an M134 gatling machine gun, and with enough room for five passengers, the APC plays a very necessary role in the game.

Nod Officer

The Nod Officer is the point man for Nod basic infantry on the field. He is both inexpensive and useful, as he uses a heavy chaingun to eliminate his enemies from close and far ranges alike. Watch out!

Nod Flame Tank

A personal favourite for many. Flame Tanks are a signature Nod vehicle, armed with dual flame cannons to ensure maximum damage, and heavy armour to guarantee that it will make it to its target. Although close ranged, Flame Tanks are a fiery threat to enemy vehicles, infantry, and structures. Don't let these in your base, GDI!

Firefly Laser Rifle

Nod's 'Firefly' Laser Rifle takes Brotherhood laser technology to ground level. Its instant beams not only maintain a good range, but are capable of tearing vehicles apart and incinerating enemy infantry. It is the primary weapon of the Stealth Black Hand, creating a deadly mixture of stealthy tactics and powerful weaponry.

The texture is still an early Work in Progress!

SDT-B Vulture Shotgun

A weapon used by both Nod and GDI shotgun infantry, the 'Vulture' Shotgun is a close ranged weapon used best against infantry and light vehicles. With eight rounds per shot, the shotgun could put a hole in just about any infantry at the proper range.

AG79 Kestrel Automatic Grenade Launcher

GDI's only asset in this update. The 'Kestrel' Grenade Launcher fires 40mm grenade rounds in an arc. Although difficult to become accustomed to, if used correctly, the Grenade Launcher could pose a threat to infantry, vehicles, and structures, especially in packs. Primary fire shoots a

grenade that explodes on impact, while secondary fire shoots a grenade that will bounce and last a few seconds.

That's all for now!

Be sure to register on our forums to check out our Live WIP section, and to see our previous updates.

<http://www.renegade-x.com>

Subject: Re: Renegade X - Nod Update!
Posted by [Genesis2001](#) on Fri, 22 May 2009 21:06:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice!

Subject: Re: Renegade X - Nod Update!
Posted by [nikki6ixx](#) on Fri, 22 May 2009 21:06:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

How 'bouncy' is the Sakura model?

Subject: Re: Renegade X - Nod Update!
Posted by [u6795](#) on Fri, 22 May 2009 21:08:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

God damn I love what you've done with the weapons. Excellent models and a very sexy wallpaper. Great job.

Subject: Re: Renegade X - Nod Update!
Posted by [Lone0001](#) on Fri, 22 May 2009 21:08:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Grenade Launcher looks good

PS. 1700th post ftw

Subject: Re: Renegade X - Nod Update!

Posted by [Carrierll](#) on Fri, 22 May 2009 21:37:43 GMT

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

Goddamn beautiful weapons.

Subject: Re: Renegade X - Nod Update!

Posted by [DutchNeon](#) on Fri, 22 May 2009 22:48:46 GMT

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

1280 X 1024 missing

Subject: Re: Renegade X - Nod Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 22 May 2009 22:51:49 GMT

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

That's my resolution as well. I just put it on 1280 x 960 and stretched it. The wallpaper doesn't look any different like that.

Subject: Re: Renegade X - Nod Update!

Posted by [DutchNeon](#) on Fri, 22 May 2009 22:52:36 GMT

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

Will try it. Thanks.

Edit: Resized with Photoshop. Here's 1280 X 1024:

<http://i42.tinypic.com/e155xx.png>

Subject: Re: Renegade X - Nod Update!

Posted by [slosha](#) on Fri, 22 May 2009 23:02:46 GMT

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

nod is hot

Subject: Re: Renegade X - Nod Update!

Posted by [Scrin](#) on Sat, 23 May 2009 02:59:42 GMT

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

now this update and sakura is fucking sexy!!!!!!

Not god damned "HAIII GAIS IM FOBBYY GENNNN" thing like last time!!!!!!

Subject: Re: Renegade X - Nod Update!
Posted by [BlueThen](#) on Sat, 23 May 2009 03:04:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Who rated this a 1?!?

fixes

Subject: Re: Renegade X - Nod Update!
Posted by [Goztow](#) on Sat, 23 May 2009 07:42:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a very nice looking update!

I have a suggestion for the Nod APC though. I love what you did with the model shape, as to me it stays true to the forms of the original model. However, I really don't like what you did with its machinegun, the 4 wheels (instead of 3), the missing extra petrol tanks (although it makes no sense at all for them to be there), ... The whole core of the Nod APC is missing, this is a completely different model. Granted, it was supposed to be, but IMO you should at least keep the core of the original Nod APC. At least change the machine gun .

File Attachments

1) [apc1.PNG](#), downloaded 1398 times



2) [apc2.PNG](#), downloaded 1347 times



Subject: Re: Renegade X - Nod Update!
Posted by [Scrin](#) on Sat, 23 May 2009 09:38:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

"avgnur/nur" yum-yum

and i have question to the renegade eeexzz team, did you do all that stuff and mod itself FOR FREE??? or.....ummm... EA??!

Subject: Re: Renegade X - Nod Update!

Posted by [ArtyWh0re](#) on Sat, 23 May 2009 12:52:05 GMT

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

I completely agree with Goxtow about the Nod APC.
Its a well done model but i don't really like the shape of it. I love the shape of the original in Renegade.

Subject: Re: Renegade X - Nod Update!

Posted by [Omar007](#) on Sat, 23 May 2009 13:12:17 GMT

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

ArtyWhore wrote on Sat, 23 May 2009 14:52 I completely agree with Goxtow about the Nod APC.
Its a well done model but i don't really like the shape of it. I love the shape of the original in Renegade.
Same here

Subject: Re: Renegade X - Nod Update!

Posted by [Di3HardNL](#) on Sat, 23 May 2009 13:24:48 GMT

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

Pretty good looking update.
Only I think the NOD Officer should have a red pants instead of camo. The camo might look better but red would fit way better (at least if you want to recreate Renegade)

Other then that. GOOD WORK!!!

Subject: Re: Renegade X - Nod Update!

Posted by [LiL KiLLa](#) on Sat, 23 May 2009 13:28:03 GMT

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

Nice Update

But WTF IS WITH SAKURA BOOBS

ps... make em bigger

Subject: Re: Renegade X - Nod Update!

Posted by [Player](#) on Sat, 23 May 2009 13:34:08 GMT

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

Nice Update Renegade X Team

Subject: Re: Renegade X - Nod Update!

Posted by [Tupolev TU-95 Bear](#) on Sat, 23 May 2009 13:35:28 GMT

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

love the update

are you going to add the nod recon bikes?

Subject: Re: Renegade X - Nod Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 23 May 2009 14:49:29 GMT

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

About the APC design - the intention was to make a change from the original, as we didn't think the original fit the style of the mod as much as the current one we've made. It might not be a carbon copy from Renegade, but nor is our mod, it looks better to us.

About the Nod Officer, as I have said before, Renegade X infantry are made after the concepts rather than the game models. The concepts had more of a gritty and mature look to the infantry, as well as more detail. That's what we want in the mod. Red pants on the Nod soldier and Officer look awfully cheesy in current gen.

See here: <http://www.cnc-source.com/forums/index.php?autocom=gallery&req=sc&cat=47>

Recon bikes are going in some of our custom maps, but not the main ones.

Hope that answers your questions.

Subject: Re: Renegade X - Nod Update!

Posted by [DL60](#) on Sat, 23 May 2009 14:50:10 GMT

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

Quote:The whole core of the Nod APC is missing, this is a completely different model.

As Havoc wrote:

Quote:We had decided to take a new design for Nod's APC. Influence has been taken from the Stryker vehicle.

And I think it was a very good decision to do that. It looks so amazing.

Quote:At least change the machine gun

What the hell? The old machine gun (turret) was so boring in Ren. The new one has sexy

mechanics, design and detail. In addition it is necessary to put the whole gun a bit higher over the top of the APC. Else the barrel would hit the top of APC if you aim down. Like it did in Ren.

Subject: Re: Renegade X - Nod Update!

Posted by [mrÅ£ÅŞÅ-z](#) on Sat, 23 May 2009 15:05:44 GMT

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

Dat APC killz Renegade

Subject: Re: Renegade X - Nod Update!

Posted by [Scrin](#) on Sat, 23 May 2009 15:08:20 GMT

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

I REALLY LIKE NEW NOD APC!! (and to be honest i hate renegade's nod apc model and that wheels bug...)

Subject: Re: Renegade X - Nod Update!

Posted by [Goztow](#) on Sat, 23 May 2009 18:20:56 GMT

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

As I said: I don't mind changes to the original model but I'd like to see the core elements for better recognition . But that's just my opinion .

Subject: Re: Renegade X - Nod Update!

Posted by [Havoc 89](#) on Sat, 23 May 2009 19:30:46 GMT

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

I dont exactly see how the core of the APC is different. Aside from removing those god awful wheel guards and front bumper. The general shape is still the same. Two more wheels does not change anything. Those gas tanks are still there, just not in the same place. And the gun was changed so it makes sence instead of contradicting with it's function and the vehicle. Not to mention the gun turret was just two cylinders put together.

The new gun turret will actually have animations for reloading using an automated system. So rather than just hearing a click or two of the turret reloading, you will actually see the old ammo box being ejected as a new one goes into place.

If anything, we've embraced the core and got rid of the things that made it look stupid. As we've previously stated, we're modernizing the designs. Just by looking at any of our art work, you will instantly recognize them but they will still feel fresh and new.

Subject: Re: Renegade X - Nod Update!
Posted by [Comic-Man](#) on Sat, 23 May 2009 19:47:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks very nice, Might want to make the Flame tank a little more grittier, it looks more shiny than the Apc, How does that work!?

Subject: Re: Renegade X - Nod Update!
Posted by [EvilWhiteDragon](#) on Sat, 23 May 2009 21:02:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think the Sakura needs more sexyness. It looks good, don't get nme wrong, but from the sakura in renegade I get the feeling that it was intended to be hotter than your current version.

Subject: Re: Renegade X - Nod Update!
Posted by [mr£ÄŞÄ-z](#) on Sat, 23 May 2009 21:04:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Sat, 23 May 2009 16:02I think the Sakura needs more sexyness. It looks good, don't get nme wrong, but from the sakura in renegade I get the feeling that it was intended to be hotter than your current version.
Keep it in your Pants

Subject: Re: Renegade X - Nod Update!
Posted by [R315r4z0r](#) on Sat, 23 May 2009 23:18:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

New APC is 5x better than the old retarded one. The old design was not only retarded, but it didn't look functional.

The new APC fixes that, gives it meaning and a design basis, and then some.
LiL KiLLa wrote on Sat, 23 May 2009 09:28Nice Update

But WTF IS WITH SAKURA BOOBS

ps... make em bigger
She's Japanese.. the shape (not size) of them are correct in terms of racial human anatomy.

In other words, the model looks perfect as it does now.

Subject: Re: Renegade X - Nod Update!
Posted by [Starbuzz](#) on Sat, 23 May 2009 23:49:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sun, 24 May 2009 01:18The old design was not only retarded, but it didn't look functional.

lol

Subject: Re: Renegade X - Nod Update!
Posted by [Scrin](#) on Sun, 24 May 2009 04:55:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

starbuck wrote on Sat, 23 May 2009 18:49R315r4z0r wrote on Sun, 24 May 2009 01:18The old design was not only retarded, but it didn't look functional.

lol
MUAHHAHAH YOUR SIG MAN.....

Subject: Re: Renegade X - Nod Update!
Posted by [Goztow](#) on Sun, 24 May 2009 06:41:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

With Renegade, sentiment is more important to me than realism. Oh well, so far for my input .

Subject: Re: Renegade X - Nod Update!
Posted by [The Party](#) on Sun, 24 May 2009 12:13:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

DAMMIT I WANT IT NOW! Thoese models are sexy.

Subject: Re: Renegade X - Nod Update!
Posted by [ErroR](#) on Sun, 24 May 2009 13:43:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

holy shit that's epiiiiic

Subject: Re: Renegade X - Nod Update!
Posted by [The Party](#) on Sun, 24 May 2009 15:06:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is conversion mod for UT 2003 right, I just wanted to check that UT 2003 and UT 3 was the same thing.

Subject: Re: Renegade X - Nod Update!
Posted by [ErroR](#) on Sun, 24 May 2009 15:15:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

MasterEvolution wrote on Sun, 24 May 2009 18:06This is conversion mod for UT 2003 right, I just wanted to check that UT 2003 and UT 3 was the same thing.
yeah.... ut that has the graphics that can compare to gta iv is from 2003

Subject: Re: Renegade X - Nod Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 24 May 2009 15:46:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

No... this mod is for Unreal Tournament 3, which is not the same as UT 2003.

Subject: Re: Renegade X - Nod Update!
Posted by [ErroR](#) on Sun, 24 May 2009 16:55:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Sun, 24 May 2009 18:46]No... this mod is for Unreal Tournament 3, which is not the same as UT 2003.
what i said

Subject: Re: Renegade X - Nod Update!
Posted by [Ethenal](#) on Sun, 24 May 2009 17:12:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sun, 24 May 2009 11:55[NEFobby[GEN] wrote on Sun, 24 May 2009 18:46]No... this mod is for Unreal Tournament 3, which is not the same as UT 2003.
what i said
Yeah, it is what you said except it actually made sense. Your sentence is just random words thrown together in a half-assed attempt to be a sarcastic smart ass.

And that's my rage for the day

On topic: Personally I think that APC model kicks ass. Still maintains the same basic shape as the old APC and DOESN'T look like absolute shit. Very nice!

Subject: Re: Renegade X - Nod Update!

Posted by [R315r4z0r](#) on Sun, 24 May 2009 18:21:54 GMT

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

Goztow wrote on Sun, 24 May 2009 02:41: With Renegade, sentiment is more important to me than realism. Oh well, so far for my input .

It isn't about realism. It's about functionality.

If there was a broken stick from a tree branch in the game that could be used as a flame thrower, would you just simply agree with it because it's in the game?

The Nod APC doesn't fit Nod's design at all. It doesn't even fit the artistic style of the game. And if you want to talk realism, then it doesn't fit that either. That's because the APC wasn't originally supposed to be in the game, it was supposed to be the recon bike in its place. It was added later because EA thought it would make the game unbalanced for GDI to have one and Nod to not. The bike was removed because Nod already has more vehicles than GDI does.

A vehicle like Renegade's Nod APC would be more suited for a job of clearing roads and debris with the excessively large bumper it has and the amount of torque its drive system has.

Subject: Re: Renegade X - Nod Update!

Posted by [w0dka](#) on Sun, 24 May 2009 19:07:00 GMT

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

Nice pictures. And to the APC it certainly looks in the whole renegade-x style. I like it. Oh and the wallpaper is my new one Nice work.

Subject: Re: Renegade X - Nod Update!

Posted by [The Party](#) on Sun, 24 May 2009 19:12:50 GMT

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

What is the difference then?

Subject: Re: Renegade X - Nod Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 24 May 2009 20:19:03 GMT

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

The difference is this:

Unreal Tournament 2003:

Unreal Tournament 3 (released in 2007):

Renegade X (mod for Unreal Tournament 3):

Subject: Re: Renegade X - Nod Update!
Posted by [Scrin](#) on Sun, 24 May 2009 20:47:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

?

Subject: Re: Renegade X - Nod Update!
Posted by [Muad Dib15](#) on Mon, 25 May 2009 01:11:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sat, 23 May 2009 18:18 New APC is 5x better than the old retarded one. The old design was not only retarded, but it didn't look functional.

The new APC fixes that, gives it meaning and a design basis, and then some.

LiL KiLLa wrote on Sat, 23 May 2009 09:28 Nice Update

But WTF IS WITH SAKURA BOOBS

ps... make em bigger

She's Japanese.. the shape (not size) of them are correct in terms of racial human anatomy.

In other words, the model looks perfect as it does now.

No, the shape is fine, the size is bigger. She's asian, we need to embrace the stereotype.

This whole thing is awesome except for having to sign up in order to see the live wip.

Subject: Re: Renegade X - Nod Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 25 May 2009 02:57:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Muad Dib15 wrote on Sun, 24 May 2009 21:11

No, the shape is fine, the size is bigger. She's asian, we need to embrace the stereotype.

This whole thing is awesome except for having to sign up in order to see the live wip.

Which takes no more than thirty seconds really. But that's up to you.

Subject: Re: Renegade X - Nod Update!

Posted by [Starbuzz](#) on Mon, 25 May 2009 03:46:40 GMT

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

So nice update and great work as usual! Initially for the past days I was somewhat sad the APC was changed (I am quite sentimental as well and feel very strongly about this game).

Eitherway, I think now the new APC goes along with the Light Tank and works with the other reimagined vehicles in your mod. Nod is known for being sneaky fast bastards anyway and this new APC conveys that look.

Can you reveal if your team has begun work on the flying vehicles? I saw in your WIP section that the Nod C-130 was being worked on.

Subject: Re: Renegade X - Nod Update!

Posted by [R315r4z0r](#) on Mon, 25 May 2009 15:46:29 GMT

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

Muad Dib15 wrote on Sun, 24 May 2009 21:11R315r4z0r wrote on Sat, 23 May 2009 18:18New APC is 5x better than the old retarded one. The old design was not only retarded, but it didn't look functional.

The new APC fixes that, gives it meaning and a design basis, and then some.

LiL KiLLa wrote on Sat, 23 May 2009 09:28Nice Update

But WTF IS WITH SAKURA BOOBS

ps... make em bigger

She's Japanese.. the shape (not size) of them are correct in terms of racial human anatomy.

In other words, the model looks perfect as it does now.

No, the shape is fine, the size is bigger....

Way to repeat exactly what I said :V

Subject: Re: Renegade X - Nod Update!

Posted by [Reaver11](#) on Mon, 25 May 2009 16:49:55 GMT

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

R315r4z0r wrote on Sun, 24 May 2009 13:21

It was added later because EA thought it would make the game unbalanced for GDI to have one and Nod to not. The bike was removed because Nod already has more vehicles than GDI does.

Not really, Nods unitset has been overhauled many times. The first one didn't even include a stealth tank. Heck in the first beta you would have needed two persons to make a buggy usefull. (driver and gunner).

The bike was removed for different reasons in the making of the second Nod unitset. (Which did include an Nod apc, supposedly for balance). The recon bike is pretty complex especially the front suspension which is unfinished. It is not even attached properly to the vehicle. Mainly skipped out because of Westwood kept remodeling and redoing Renegade. And in need of time and testing the game balance again...

Also I really leave EA out of it. They had nearly nothing to do with Renegade. (Not even with the faults in Renegade[ok all they did was set a release date, which was pretty bad / somewhere also logical otherwise it would be a DNF])

Subject: Re: Renegade X - Nod Update!

Posted by [R315r4z0r](#) on Mon, 25 May 2009 17:13:37 GMT

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

What are you talking about they had nothing to do with Renegade?

Renegade was basically shut down because EA bought out Westwood. The game hadn't seen neither light nor day for a few years after EA bought out Westwood, but then suddenly the game was released in 2002.

EA had everything to do with the ultimate final version of the game.

Subject: Re: Renegade X - Nod Update!

Posted by [Starbuzz](#) on Mon, 25 May 2009 17:51:58 GMT

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

R315r4z0r wrote on Mon, 25 May 2009 12:13What are you talking about they had nothing to do with Renegade?

Renegade was basically shut down because EA bought out Westwood. The game hadn't seen neither light nor day for a few years after EA bought out Westwood, but then suddenly the game was released in 2002.

EA had everything to do with the ultimate final version of the game.

no lol...Reaver11 is right.

Westwood was allowed to do whatever they wanted with Renegade and they had plenty of time. WW built the W3D engine, WW plotted the storyline, WW made the vehicles, WW made the characters, WW setup the points system, WW set up the gameplay balance, WW tested the game, WW released the SDK...etc etc.

EA did not go in and involve themselves and say "oh change this" or "change that" to any level you are implying. They did that only with Renegade 2 when it was presented to them: they rejected Westwood's Nod/Soviet plot.

Renegade was a Westwood product under the EA label. Just because EA owned WW did not mean they involved themselves in the project (i.e. EA dev staff working together on the game material with WW dev staff).

Renegade was not shut down as you say. Due to the lengthy development time and WW missing their OWN release dates 2 times before Feb 2003, EA set a release date and then shut down the studio.

Subject: Re: Renegade X - Nod Update!
Posted by [R315r4z0r](#) on Mon, 25 May 2009 18:20:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not implying anything.

I know Westwood made the game, but apparently you never heard of EA's "cleanup" team that went in to "fix up" the game before it was released?

I read some article on what happened. I think it was on CnCplanet or Cncnz, I don't remember exactly. I know they really didn't have any true 'influence' on what went in and out, model wise, of the game (what I said before was merely conjecture) but they did have a major role in the final outcome of the game.

Subject: Re: Renegade X - Nod Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 25 May 2009 20:10:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

An interesting notion is that Renegade was originally set to be released in 2000. I remember reading old articles of C&C Renegade back in 1999 and the entire style of the game was different. Some of those articles still exist in CNC-Source's image gallery.

I think EA had a lot to do with C&C Renegade's changes. A lot of the game was definitely scrapped and redone - just look at the beta assets such as almost all of the vehicles and infantry, including Havoc, as well as buildings, weapons, levels, the HUD, and more. The vehicles also used to have "getting in" animations for characters.

Subject: Re: Renegade X - Nod Update!
Posted by [Scrin](#) on Mon, 25 May 2009 20:30:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Mon, 25 May 2009 15:10]An interesting notion is that Renegade was originally set to be released in 2000. I remember reading old articles of C&C Renegade back in 1999 and the entire style of the game was different. Some of those articles still exist in CNC-Source's image gallery.

I think EA had a lot to do with C&C Renegade's changes. A lot of the game was definitely scrapped and redone - just look at the beta assets such as almost all of the vehicles and infantry, including Havoc, as well as buildings, weapons, levels, the HUD, and more. The vehicles also used to have "getting in" animations for characters.
that's true

Subject: Re: Renegade X - Nod Update!
Posted by [rrutk](#) on Tue, 26 May 2009 10:34:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sakura is great, but she should appear more sexy.

Make the clothes shiny like black polished latex.
And her tits larger

Subject: Re: Renegade X - Nod Update!
Posted by [Scrin](#) on Tue, 26 May 2009 11:26:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

rrutk wrote on Tue, 26 May 2009 13:34Sakura is great, but she should appear more sexy.

Make the clothes shiny like black polished latex.
And her tits larger
umm, i got cool idea, but i will get owned if i say it...

Subject: Re: Renegade X - Nod Update!
Posted by [Reaver11](#) on Tue, 26 May 2009 11:55:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not implying that EA had nothing to do with Renegade but their role is certainly smaller (yet devastating) then you think.

Westwood had design flaws of its own in the old beta around 2000. Somethings can be argued to be a designflaw yes or no.

- They started way to late with making the netcode.
- Visibility system is bugged.
- Light system.
- Multiplayer gamebalance issues (if they even started it)
- No firstperson perspectiv at start. (not that pure 3rd person games are bad)

Remember they have been working for around 4 to 5 years for making Renegade due to redeveloping it constantly. Which only happened because they started over every time.

The buildings for instance where way bigger and more opener with more exits etc. This really reached the technical constraints mainly because the visibility system didn't work. The buildings where allowed to have a max polys of around 1000. I can go on and on about bugs/problems like these but no matter.

EA did set a sharp and final deadline (remember westwood missed theirs twice) but remember what happens with games that get redesigned every year (DNF).

Subject: Re: Renegade X - Nod Update!
Posted by [DutchNeon](#) on Thu, 11 Jun 2009 18:45:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm,

While playing ArmA 2, I cam up with this idea for the NOD APC.

ArmA 2 has the BTR-90 as a vehicle ingame. The BTR-90 is a upgraded version (like) of the BTR-80, with a BMP-2 turret.

Now, a BTR-80 (Russian Army APC) fits more with NOD (and looks more like the NOD APC) then a Stryker (like) vehicle. NOD has history with Russia; they came out of a Russian group (mix of the Soviet star + scorpion tale; forgot the name of the group, but it was between the Red Alert and Command & Conquer universe) + NOD is a 'terrorist' faction. A lot of real world terrorist groups still use Russian weaponry, including vehicles. You hardly see them with NATO or American weaponry.

BTR-80:

BTR-90:

What do you think?

Subject: Re: Renegade X - Nod Update!

Posted by [ErroR](#) on Thu, 11 Jun 2009 19:00:19 GMT

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

rrutk wrote on Tue, 26 May 2009 13:34Sakura is great, but she should appear more sexy.

Make the clothes shiny like black polished latex.

And her tits larger

she looks a bit old, or it's just me

Subject: Re: Renegade X - Nod Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 11 Jun 2009 19:55:14 GMT

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

Quote:Hmm,

While playing ArmA 2, I cam up with this idea for the NOD APC.

ArmA 2 has the BTR-90 as a vehicle ingame. The BTR-90 is a upgraded version (like) of the BTR-80, with a BMP-2 turret.

Now, a BTR-80 (Russian Army APC) fits more with NOD (and looks more like the NOD APC) then a Stryker (like) vehicle. NOD has history with Russia; they came out of a Russian group (mix of the Soviet star + scorpion tale; forgot the name of the group, but it was between the Red Alert and Command & Conquer universe) + NOD is a 'terrorist' faction. A lot of real world terrorist groups still use Russian weaponry, including vehicles. You hardly see them with NATO or American weaponry.

BTR-80:

The BTR-80 is a nice looking vehicle, but we just finished our Nod APC and we're very happy with it. The artist has moved on to working on other things. I don't see a reason why we should remake a vehicle we just finished (and are very satisfied with), as it will only delay the mod further.

Subject: Re: Renegade X - Nod Update!

Posted by [DutchNeon](#) on Thu, 11 Jun 2009 20:40:49 GMT

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

True. It was just an idea

Subject: Re: Renegade X - Nod Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 11 Jun 2009 20:44:11 GMT

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

That's fine, I appreciate the idea. I just hope for better timing next time
