Whats now with Renegade 2? is it COMPLETLY dead or what? i found some pics wich u dont find on many sites:

File Attachments
1) gallery_3_69_40957.jpg, downloaded 888 times

2) gallery_3_69_42564.jpg, downloaded 837 times

3) gallery_3_69_48974.jpg, downloaded 821 times

4) gallery_3_69_82400.jpg, downloaded 814 times

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5) gallery_3_69_714196.jpg, downloaded 827 times
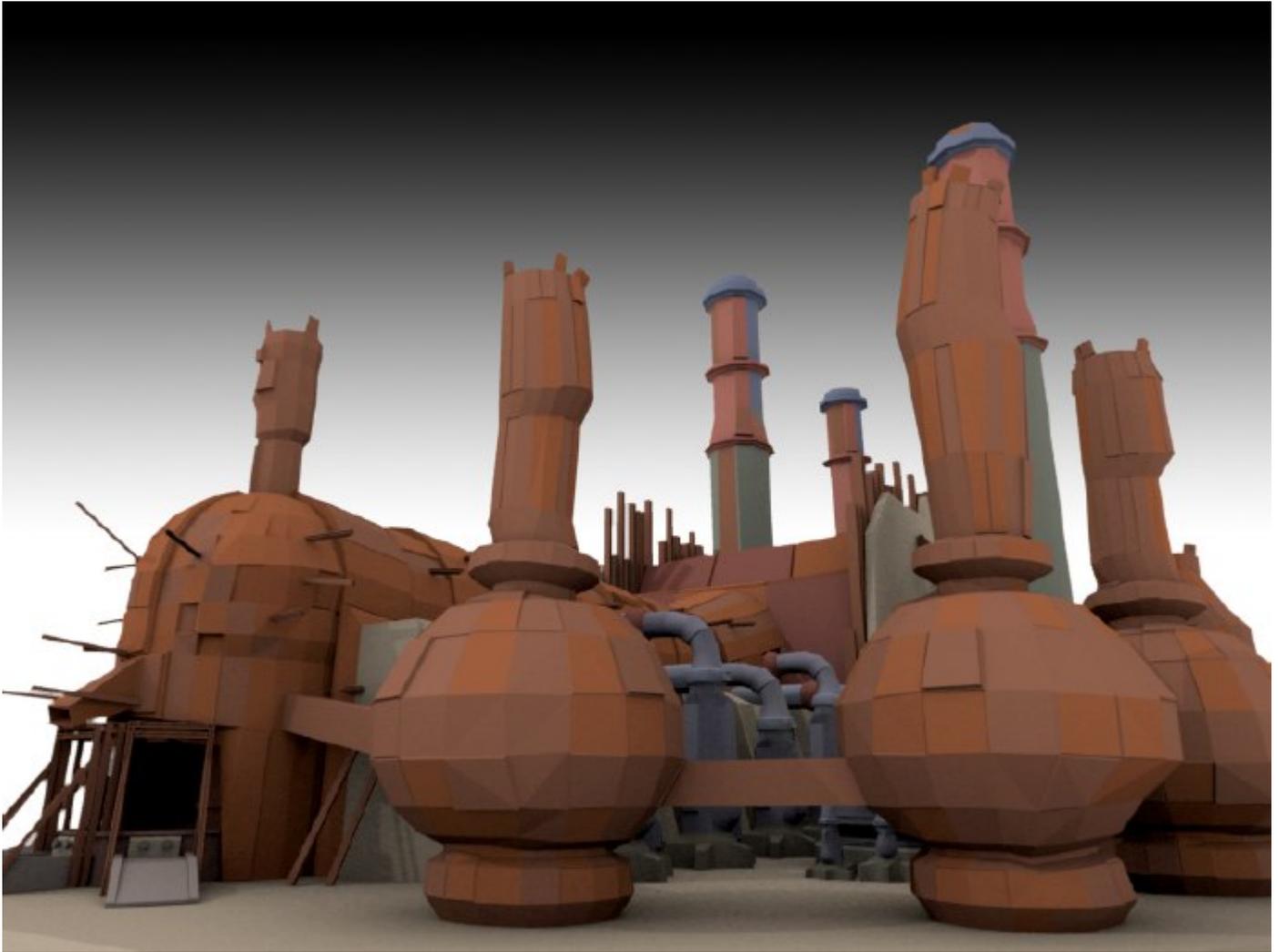
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6) med_gallery_1605_71_112154.jpg, downloaded 826 times

7) med_gallery_1605_71_239039.jpg, downloaded 828 times

8) Prism Tank.jpg, downloaded 829 times

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9) Refinery.jpg, downloaded 827 times

Subject: Re: Renegade 2
Posted by [NE]Fobby[GEN] on Sun, 23 Sep 2007 12:43:19 GMT
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Besides the latest rumors and confirmations, Westwood's version of Renegade 2 no longer exists.

But they released a few models before they died.

Subject: Re: Renegade 2
Posted by mrÃ£Ã§Ä·z on Sun, 23 Sep 2007 12:47:55 GMT
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F*CKING B*STAR*S

Subject: Re: Renegade 2
Posted by Zion on Sun, 23 Sep 2007 13:18:11 GMT
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Yeah, Ren2 died when EA shut WW down. There are rumors of a C&C Renegade/Battlefield game on the Cry2 engine but it's not officially confirmed yet (although it has been unofficially confirmed).

So yeah. Lets just hope they don't screw it up like C&C3.

Subject: Re: Renegade 2
Posted by Gen_Blacky on Sun, 23 Sep 2007 17:54:12 GMT
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they will tbh

Subject: Re: Renegade 2
Posted by jamiejrg on Sun, 23 Sep 2007 18:19:50 GMT
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oh man those pics got me excited.

Jamie

Subject: Re: Renegade 2
Posted by AoBfrost on Sun, 23 Sep 2007 18:38:13 GMT
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Forget it jamie, it was westwood's renegade 2 plans, not EA's if EA makes another CNC fps I doubt it will be the same as westwood's.

Subject: Re: Renegade 2
Posted by Oblivion165 on Sun, 23 Sep 2007 19:57:08 GMT
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That refinery, fully textured and on that map is still the best looking model I've ever seen.

Subject: Re: Renegade 2
Posted by Yourlastmemory on Sun, 23 Sep 2007 21:29:58 GMT
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Did... Did you say... Ren.. Ren... Rene... RENEGADE 2?!?!?!!?!?!?!
OM G O M G O M G I CANT WAIT TO PLAY EA'S RENEGADE 2 (IF IT EVER COMES OUT
)

Subject: Re: Renegade 2
Posted by mrÃ£Ã§Ä·z   on Sun, 23 Sep 2007 21:31:25 GMT
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YEA! IT LOOKS F*CKING AWESOME!

Subject: Re: Renegade 2
Posted by IronWarrior on Sun, 23 Sep 2007 21:37:21 GMT
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Someone should re-model them buildings.

Subject: Re: Renegade 2
Posted by AoBfrost on Sun, 23 Sep 2007 21:42:03 GMT
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Yourlastmemory wrote on Sun, 23 September 2007 17:29
Did... Did you say... Ren.. Ren... Rene... RENEGADE 2?!?!?!!?!?!?!
OM G O M G O M G I CANT WAIT TO PLAY EA'S RENEGADE 2 (IF IT EVER COMES OUT
)

RenegAIDS.

There is and will never be a cure for it.

Subject: Re: Renegade 2
Posted by Yourlastmemory on Sun, 23 Sep 2007 21:46:00 GMT
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HOW DARE YOU DISS RENEGADE 2! YOU WILL BE PUNISHED!

LOL

Subject: Re: Renegade 2
Posted by AoBfrost on Sun, 23 Sep 2007 21:52:01 GMT
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Yourlastmemory wrote on Sun, 23 September 2007 17:46HOW DARE YOU DISS RENEGADE 2!
YOU WILL BE PUNISHED!

LOL
I dont diss renegade 2, I diss renegAIDS. I think the disease started from little kids.

Subject: Re: Renegade 2
Posted by Yourlastmemory on Sun, 23 Sep 2007 21:52:41 GMT
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LOL

Subject: Re: Renegade 2
Posted by u6795 on Sun, 23 Sep 2007 22:43:46 GMT
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Yourlastmemory wrote on Sun, 23 September 2007 17:52LOL
He's insulting you, dude.

Subject: Re: Renegade 2
Posted by Gen_Blacky on Sun, 23 Sep 2007 23:31:25 GMT
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all ren needs is a new engine, it whould be 10x better

ren 2007 currently working on that

Subject: Re: Renegade 2
Posted by Ryu on Mon, 24 Sep 2007 01:45:15 GMT
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The texture on that Prism tank looks fucking epic, hands down.

I'd much rather play a game with them graphics than something like Crysis..

Subject: Re: Renegade 2
Posted by AoBfrost on Mon, 24 Sep 2007 01:49:34 GMT
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Base defense in the original Renegade 2 from westwood isnt probably that good, if you think of the prism towers, their just like the obelisk, meaning they can sometimes miss, while the original renegade 1 agt never missed.

Subject: Re: Renegade 2
Posted by [NE]Fobby[GEN] on Mon, 24 Sep 2007 03:04:52 GMT
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Gen_Blacky wrote on Sun, 23 September 2007 19:31all ren needs is a new engine, it whould be 10x better

ren 2007 currently working on that

Represent

We'll see what EA does with Renegade 2, let's hope they don't deviate too much from the original game formula.

Subject: Re: Renegade 2
Posted by R315r4z0r on Mon, 24 Sep 2007 03:09:35 GMT
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Well it is EALA, they like to get the community involved.

Subject: Re: Renegade 2
Posted by Chuck Norris on Mon, 24 Sep 2007 07:29:51 GMT
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O shi, I've never seen those ones. Building destruction animations, better lighting (that alone makes a huge difference from the looks of those shots), etc. That's what Renegade 1 likely WOULD have been, if Westwood weren't rushed and pressured.

Subject: Re: Renegade 2
Posted by Jerad2142 on Wed, 26 Sep 2007 15:00:23 GMT
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Chuck Norris wrote on Mon, 24 September 2007 01:29O shi, I've never seen those ones. Building

destruction animations, better lighting (that alone makes a huge difference from the looks of those shots), etc. That's what Renegade 1 likely WOULD have been, if Westwood weren't rushed and pressured.
Agreed, also I wish we could put that level of vegetation into renegade with out it running like crap. But ya it looks about 2000 times better, to bad EA murdered Westwood.

Subject: Re: Renegade 2
Posted by AoBfrost on Wed, 26 Sep 2007 15:26:31 GMT
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I think the game itself should have been released to be finished by someone else, such as a different company or someone who is a CNC fan and could finish it with his/her mod team, if the game was released, I bet it would run off old systems and play with good graphics. Renegade was Designed to run off old PC's and it did just fine and looked great, I'm sure a PC with pentium or sempron could easily run the original renegade 2 from westwood.

Subject: Re: Renegade 2
Posted by wittebolx on Thu, 27 Sep 2007 13:41:17 GMT
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Subject: Re: Renegade 2
Posted by wittebolx on Thu, 27 Sep 2007 13:41:54 GMT
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Subject: Re: Renegade 2
Posted by mrÃ£Ã§Ã·z on Thu, 27 Sep 2007 14:51:49 GMT
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yea there are more but i dont like upload all

Subject: Re: Renegade 2
Posted by Yourlastmemory on Thu, 27 Sep 2007 20:47:27 GMT
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Sadukar, I'm Mruiz525. w00t!

Subject: Re: Renegade 2
Posted by mrÃ£Ã§Ã·z on Thu, 27 Sep 2007 21:11:23 GMT
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 Posted on Thursday, September 20 @ 14:43:18 PDT
According to a job listing on the official EA website, the EALA division, in charge of MOH and C&C
franchises, is looking 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," based
on a "widely recognized leading sci-fi franchise." Sequel to C&C Renegade finally back on track ?

UPDATEIn the meantime EA has removed "sci-fi" from the listing...

Subject: Re: Renegade 2
Posted by mrÃ£Ã§Ã·z on Thu, 27 Sep 2007 21:18:23 GMT
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Again they will start to make Renegade 2 !!! serach in google u find many news there !!!

Subject: Re: Renegade 2
Posted by Matix101 on Thu, 27 Sep 2007 23:30:57 GMT
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renforums already has more noobs on it then ren2 will ever have so no point about spamming this topic everywhere

thx

Subject: Re: Renegade 2
Posted by JasonKnight on Sun, 30 Sep 2007 15:56:21 GMT
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Well EA did do some justice on CNC3, they stayed with the flow of the story, answerd some old questions, created some new ones and started a new twist.

Because they know how deticated the CNC community is one would hope they would put the same consideration into another FPS for the series, I do hope however they do make it for Red Alert and not Red Alert 2... or take a total jump in a different Direction Red Alert 3 but not as a RTS, you jump straight in as a 60 year old Tanya, HAHA im kidding...

Subject: Re: Renegade 2
Posted by Jerad2142 on Sun, 30 Sep 2007 22:20:04 GMT
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JasonKnight wrote on Sun, 30 September 2007 09:56Well EA did do some justice on CNC3, they stayed with the flow of the story, answerd some old questions, created some new ones and started a new twist.

Ya they made plenty of new questions, like what happened to all the mutants that came from tiberium. And in firestorm the tib vegetation was quickly increasing, and then in CNC3 it has all turned into dead sand and holes in the ground. GDI was moving to walking vehicles and then all a sudden, "lets de-advance and go back to crappy treads" And 1000x more.

And don't even get me started on Nod's infantry going Iraqi.

Subject: Re: Renegade 2
Posted by Yrr on Sun, 30 Sep 2007 22:29:21 GMT
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The refinery looks more than ugly.

Subject: Re: Renegade 2
Posted by AoBfrost on Mon, 01 Oct 2007 13:46:03 GMT
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Jerad Gray wrote on Sun, 30 September 2007 18:20JasonKnight wrote on Sun, 30 September 2007 09:56Well EA did do some justice on CNC3, they stayed with the flow of the story, answerd some old questions, created some new ones and started a new twist.

Ya they made plenty of new questions, like what happened to all the mutants that came from tiberium. And in firestorm the tib vegetation was quickly increasing, and then in CNC3 it has all turned into dead sand and holes in the ground. GDI was moving to walking vehicles and then all a sudden, "lets de-advance and go back to crappy treads" And 1000x more.

And don't even get me started on Nod's infantry going Iraqi.
Well if you read the archives in cnc3, it shows all technology except the juggernaut was useless in the next generation of war because nod increased their tech level again.

The Congress or whatever of GDI decided to vote to create new treaded vehicles because of the slow speed of the walkers and their poor low land combat. Havoc voted against this, but heck the whole entire commitee voted for new tech.

Subject: Re: Renegade 2
Posted by Jerad2142 on Mon, 01 Oct 2007 18:30:33 GMT
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AoBfrost wrote on Mon, 01 October 2007 07:46
Nod increased their tech level again.
But forgot how to clock their own stealth generators, and build walls.

Subject: Re: Renegade 2
Posted by AoBfrost on Mon, 01 Oct 2007 19:24:41 GMT
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yea.........I think they only made stealth gens visible just to be fair, because if there really was nothing there or just looked like nothing, you'd ignore it, so I guess they want you to know the base IS THERE, but you cant tell what your going to attack since everything is cloaked until you blow the generator.

Subject: Re: Renegade 2
Posted by Jerad2142 on Tue, 02 Oct 2007 12:45:20 GMT
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AoBfrost wrote on Mon, 01 October 2007 13:24yea.........I think they only made stealth gens visible just to be fair, because if there really was nothing there or just looked like nothing, you'd ignore it, so I guess they want you to know the base IS THERE, but you cant tell what your going to attack since everything is cloaked until you blow the generator.
Sensor vehicle on tiberium sun.

Subject: Re: Renegade 2
Posted by AoBfrost on Tue, 02 Oct 2007 13:32:56 GMT
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True, but you also said why dont we have sensors for stealth units? There are in cnc3, just tell orcas to drop sensor pods everywhere on the map and if a enemy stealth unit comes near it, they will be revealed.

Subject: Re: Renegade 2
Posted by Jerad2142 on Tue, 02 Oct 2007 13:36:01 GMT
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AoBfrost wrote on Tue, 02 October 2007 07:32True, but you also said why dont we have sensors for stealth units? There are in cnc3, just tell orcas to drop sensor pods everywhere on the map and if a enemy stealth unit comes near it, they will be revealed.
I guess I didn't remember that, I usually play as Nod (beat the single player and then when straight back to my Nod heritage).

Subject: Re: Renegade 2
Posted by AoBfrost on Tue, 02 Oct 2007 14:07:25 GMT
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Ya, I prefer nod too, but if i get scrin or gdi from random, I know how to use them too. Theres also the orca sensor pod upgrade which when flying, they themselves will detect stealth units, I think it is stupid to have that upgrade when for free you can drop sensor pods that stay there until destroyed.

Subject: Re: Renegade 2
Posted by Jerad2142 on Wed, 03 Oct 2007 03:07:59 GMT
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I am disappointed that Nod forgot how to use their subterranean apcs, I assume it had to do with tiberium related earth quakes or something?

Subject: Re: Renegade 2
Posted by The Elite Officer on Thu, 04 Oct 2007 18:22:31 GMT
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I love thoes APC's