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Subject: how does ea talk about renegade?

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

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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)

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Subject: Re: how does ea talk about renegade?

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

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

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Subject: Re: how does ea talk about renegade?

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

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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.

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Subject: Re: how does ea talk about renegade?

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

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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

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Subject: Re: how does ea talk about renegade?

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

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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.

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Subject: Re: how does ea talk about renegade?

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

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

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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..

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Subject: Re: how does ea talk about renegade?

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

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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.





!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! 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.

You can enable that by editing keys.ini

It lags on multiplayer though so its not worth using.

---

Subject: Re: how does ea talk about renegade?  
Posted by [MGamer](#) on Sat, 22 Nov 2008 00:34:14 GMT  
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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?  
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!!

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! 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.

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?

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Subject: Re: how does ea talk about renegade?

Posted by [Jerad2142](#) on Tue, 02 Dec 2008 19:11:40 GMT

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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?

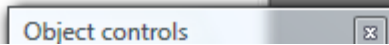
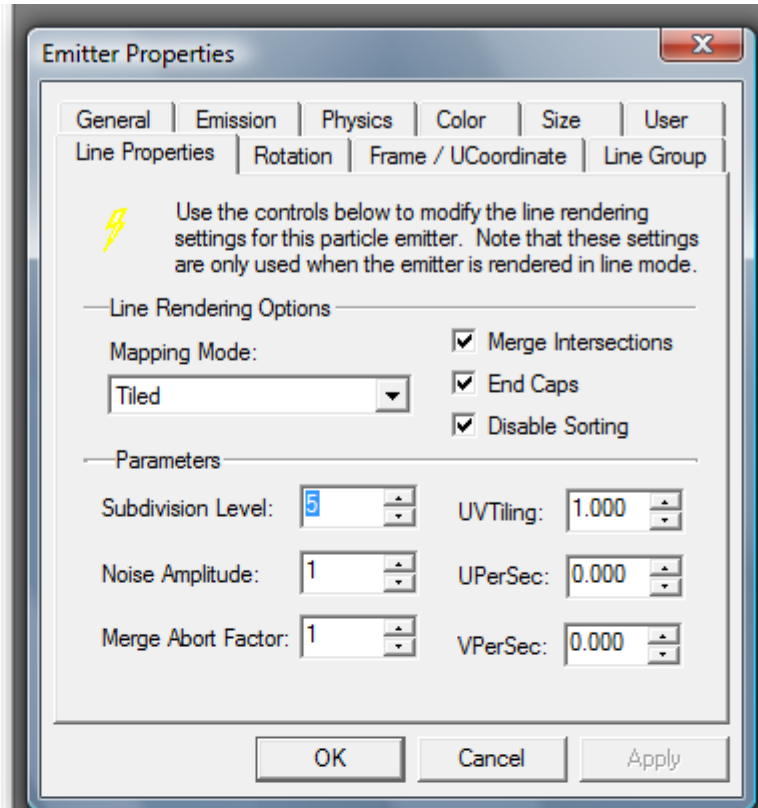
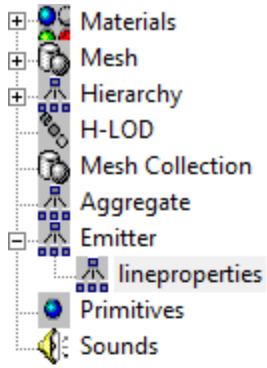
Well guess this case in percitular was Primitives, but the entire part of Line Properties is broken in emitters, I know wthis for a fact, the w3d tool doesn't even save changes made to it, as I will show below:

Prior to export:

### File Attachments

---

1) [linepropertiesbeforesave.png](#), downloaded 969 times



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Subject: Re: how does ea talk about renegade?  
Posted by [Jerad2142](#) on Tue, 02 Dec 2008 19:13:00 GMT  
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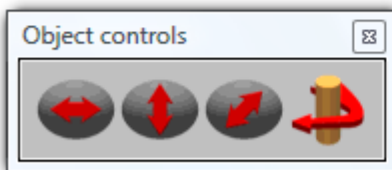
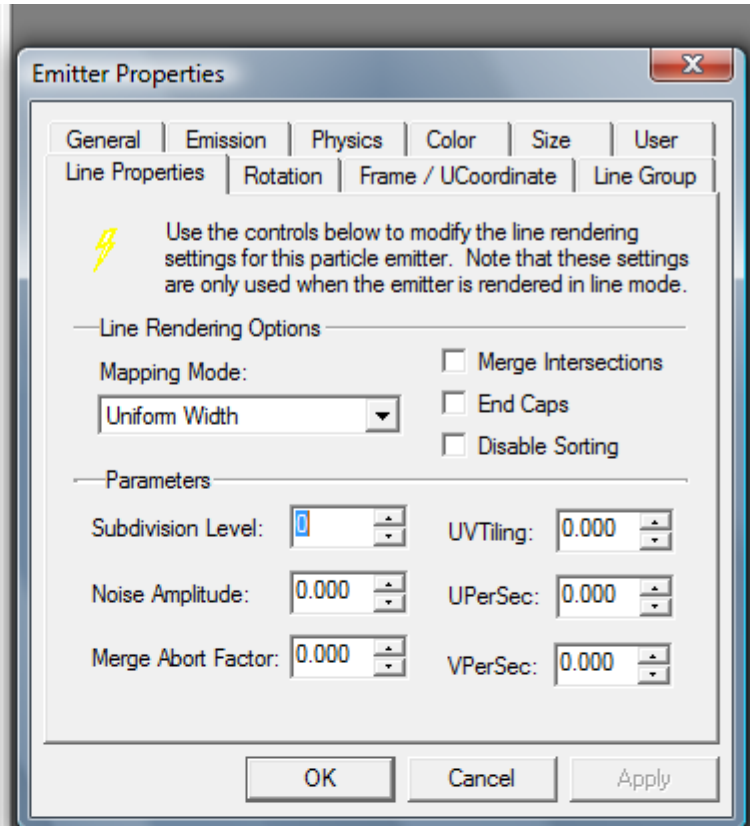
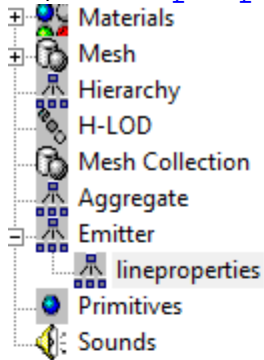
---

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 1226 times



Subject: Re: how does ea talk about renegade?  
Posted by [thrash300](#) on Thu, 04 Dec 2008 05:31:51 GMT  
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---

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.

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Subject: Re: how does ea talk about renegade?  
Posted by [Gen\\_Blacky](#) on Thu, 04 Dec 2008 05:42:52 GMT  
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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  
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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>

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

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Subject: Re: how does ea talk about renegade?  
Posted by [ErroR](#) on Thu, 04 Dec 2008 13:35:30 GMT  
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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)?

---

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Subject: Re: how does ea talk about renegade?  
Posted by [Jerad2142](#) on Thu, 04 Dec 2008 14:54:30 GMT  
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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.  
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It doesn't seem to save the line properties portion part of the emitter, it saves everything but that though.

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Subject: Re: how does ea talk about renegade?  
Posted by [reborn](#) on Thu, 04 Dec 2008 15:35:45 GMT  
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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.

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Subject: Re: how does ea talk about renegade?

Posted by [ErroR](#) on Thu, 04 Dec 2008 18:06:53 GMT

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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

---

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Subject: Re: how does ea talk about renegade?

Posted by [MGamer](#) on Thu, 04 Dec 2008 19:45:02 GMT

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lets invite both and see who come first

---

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Subject: Re: how does ea talk about renegade?

Posted by [Genesis2001](#) on Thu, 04 Dec 2008 23:01:42 GMT

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Click here to visit Petroglyph Games Forums ^\_^

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Subject: Re: how does ea talk about renegade?

Posted by [thrash300](#) on Fri, 05 Dec 2008 03:04:45 GMT

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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.

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Subject: Re: how does ea talk about renegade?

Posted by [GEORGE ZIMMER](#) on Fri, 05 Dec 2008 04:09:24 GMT

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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.

---

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Subject: Re: how does ea talk about renegade?  
Posted by [Goztow](#) on Fri, 05 Dec 2008 07:38:14 GMT  
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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 .

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Subject: Re: how does ea talk about renegade?  
Posted by [thrash300](#) on Fri, 05 Dec 2008 08:19:07 GMT  
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Jerad Gray wrote on Thu, 04 December 2008 08:54  
06:32 Jerad Gray wrote on Tue, 02 December 2008 21:13  
Then if you reload the emitter and check its line properties:

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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.

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Subject: Re: how does ea talk about renegade?  
Posted by [ErroR](#) on Fri, 05 Dec 2008 11:59:14 GMT  
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sign the petition everyone, bring westwood back!

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Subject: Re: how does ea talk about renegade?  
Posted by [reborn](#) on Fri, 05 Dec 2008 12:27:52 GMT  
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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.

---

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Subject: Re: how does ea talk about renegade?

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

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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

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Subject: Re: how does ea talk about renegade?

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

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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.

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Subject: Re: how does ea talk about renegade?

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

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reborn wrote on Fri, 05 December 2008 15:01 You'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

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Subject: Re: how does ea talk about renegade?

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

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reborn wrote on Fri, 05 December 2008 13:27 I'd honestly rather have vloktbody back here and active again. WhiteDragon seems to not be here so much either.  
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good point

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Subject: Re: how does ea talk about renegade?  
Posted by [Kakatios](#) on Sat, 06 Dec 2008 04:48:57 GMT  
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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.

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Subject: Re: how does ea talk about renegade?  
Posted by [EvilWhiteDragon](#) on Sat, 06 Dec 2008 08:49:56 GMT  
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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....

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Subject: Re: how does ea talk about renegade?  
Posted by [Ghostshaw](#) on Sat, 06 Dec 2008 09:58:14 GMT  
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More illegal probably since they most likely were under NDA's while working on renegade.

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Subject: Re: how does ea talk about renegade?  
Posted by [ErroR](#) on Sat, 06 Dec 2008 10:09:03 GMT  
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so what u say?

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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).

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Subject: Re: how does ea talk about renegade?

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

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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.

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Subject: Re: how does ea talk about renegade?

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

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---

Kakatios wrote on Sat, 06 December 2008 06:48Well, 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)

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Subject: Re: how does ea talk about renegade?

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

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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.

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Subject: Re: how does ea talk about renegade?

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

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

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