
Subject: Old Ren Interface

Posted by [rrutk](#) on Thu, 11 Dec 2008 14:16:34 GMT

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Old Ren Interface

File Attachments

1) [Interface1.avi](#), downloaded 311 times

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Thu, 11 Dec 2008 14:36:36 GMT

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and where did you find that?
its actualy cool.

Subject: Re: Old Ren Interface

Posted by [Reaver11](#) on Thu, 11 Dec 2008 15:05:10 GMT

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Nice find. That must have been a very old system. As I have never really seen it in any ren movie.

Also a brilliant part is that you can see the refinery that was supposed to be on m13. (Now there is only a harvester)

Good catch rrutk.

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Thu, 11 Dec 2008 15:09:28 GMT

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Reaver11 wrote on Thu, 11 December 2008 09:05Nice find. That must have been a very old system. As I have never really seen it in any ren movie.

Also a brilliant part is that you can see the refinery that was supposed to be on m13. (Now there is only a harvester)

Good catch rrutk.

hey, i dont see a refinary, where is it ?

Subject: Re: Old Ren Interface

Posted by [Reaver11](#) on Thu, 11 Dec 2008 15:12:53 GMT

Look at the nod base below the hon and obelisk.

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Thu, 11 Dec 2008 16:41:35 GMT

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Reaver11 wrote on Thu, 11 December 2008 09:12 Look at the nod base below the hon and obelisk.

Actualy your wrong, i dont say it the mean way but thats a sam site. When i look at the video too, i can tell its a refinery but when u look at the high quality image, its a sam site:

File Attachments

1) [m13.jpg](#), downloaded 700 times



Subject: Re: Old Ren Interface

Posted by [Reaver11](#) on Thu, 11 Dec 2008 16:49:38 GMT

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May I remind you that the screenshot you are showing doesnt even contain an oblisk? Also there is not an HON on it.

Plus I bet this video is way older then your image. Which means westwood has changed the building layout during producing m13. There are a lot of single player maps that have been changed. (M01 for instance)

I think they might have changed it due to the fact. That buildings like the refinery and airstrip are very difficult to be seen or recognized. (I mean what would you think if you only see the top of ref sticking above the wall)

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Thu, 11 Dec 2008 16:56:55 GMT

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u can actualy see the shadow of hon and obby

here is another image of m13:

they are the images that are used in the Maps section of your SP menu...

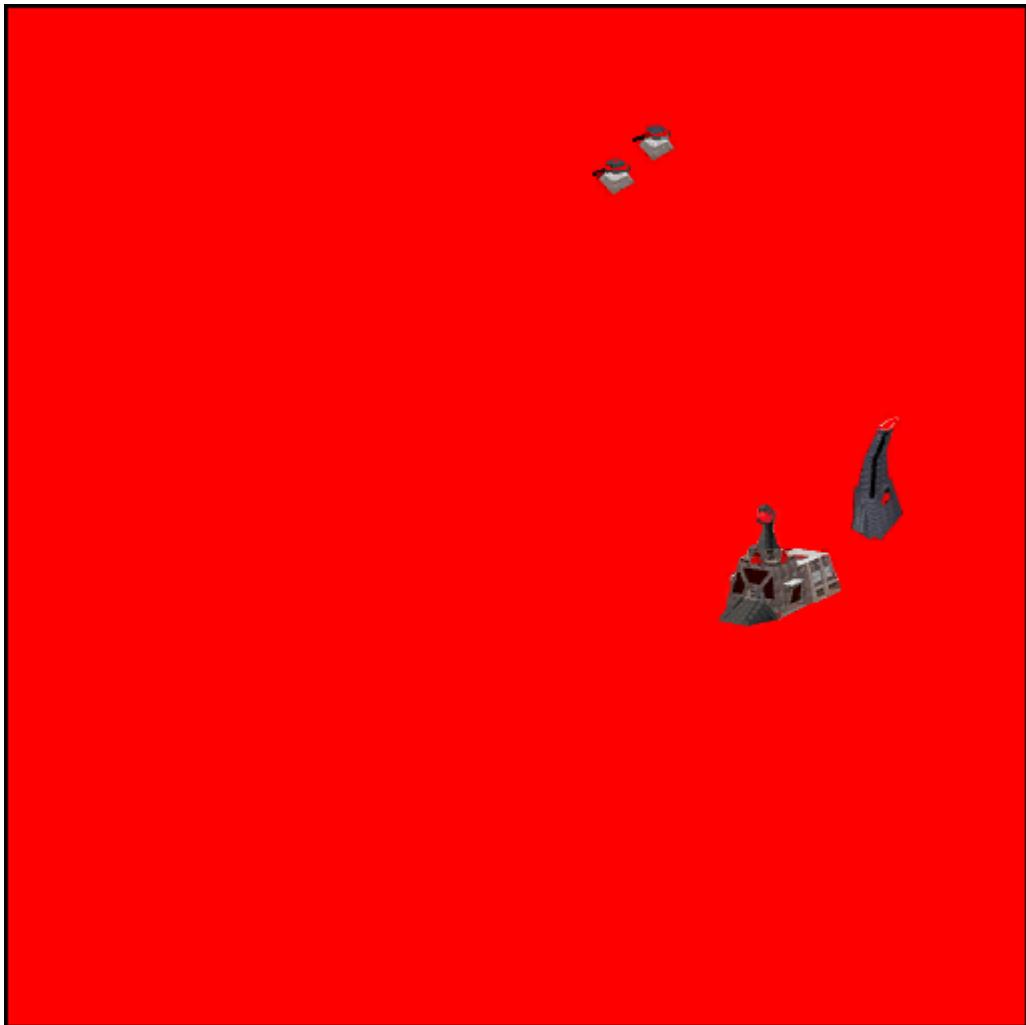
this image is on top of the old one and shows it on them both..

so now, if i make the image 1 as the background in ps and the image2 as a layer 1 and set the layer 1s opacity to 50%, they match:

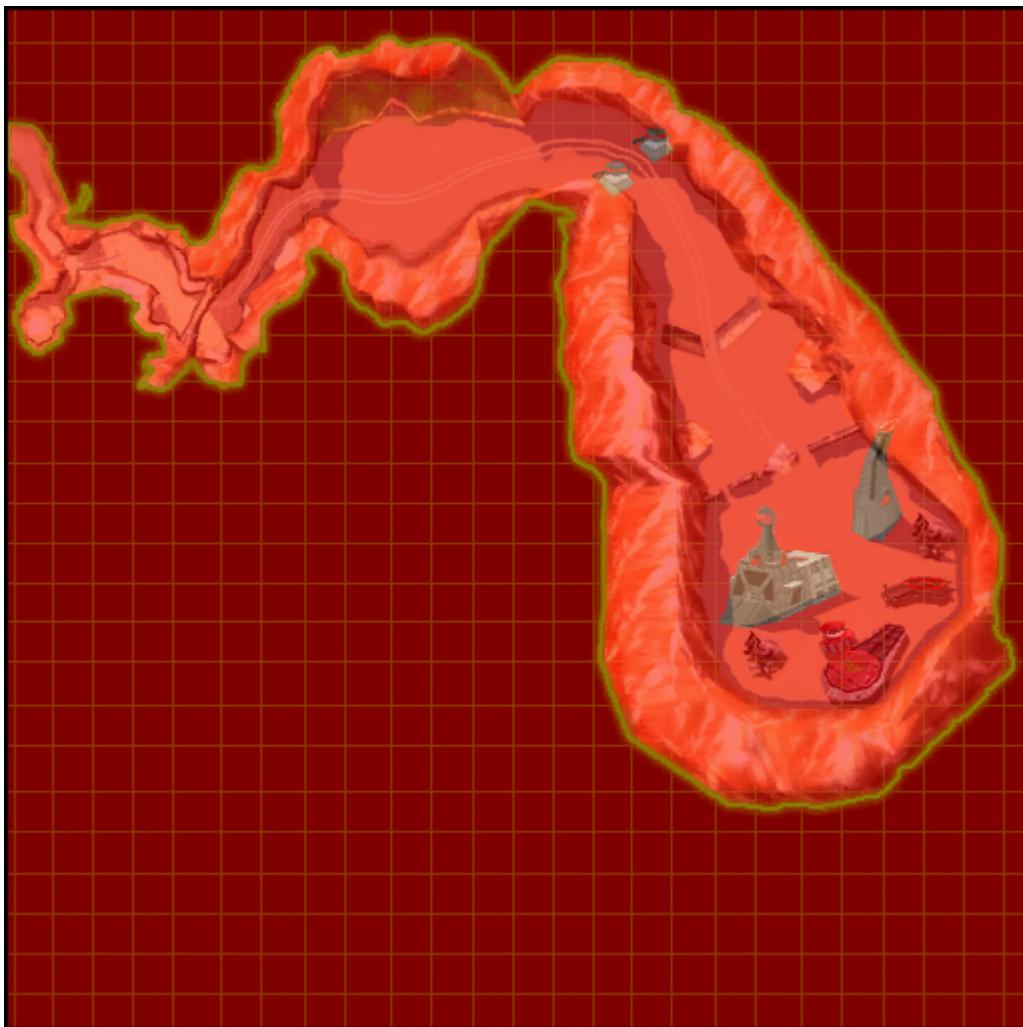
Edit: sorry, i'm not being mean or making u look stupid, ur actualy smart too

File Attachments

1) [m13b.jpg](#), downloaded 673 times



2) [m13c.jpg](#), downloaded 656 times



Subject: Re: Old Ren Interface

Posted by [Reaver11](#) on Thu, 11 Dec 2008 17:01:27 GMT

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I know

I still find it weird that westwood skipped the ref of that map. (I mean where does the harv dump its load?)

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Thu, 11 Dec 2008 17:02:48 GMT

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they didnt balance the SP, lol.

Edit: the PT icons in that image are pritty strange lol.

Subject: Re: Old Ren Interface

Posted by [Reaver11](#) on Thu, 11 Dec 2008 17:07:40 GMT

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They have skipped a lot out of the sp missions. Take M01 for instance. Near the hon you can see a road leading into the rocks. Originally you would have to destroy a convoy that was driving there.

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Thu, 11 Dec 2008 17:25:25 GMT

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Reaver11 wrote on Thu, 11 December 2008 11:07They have skipped a lot out of the sp missions. Take M01 for instance. Near the hon you can see a road leading into the rocks. Originally you would have to destroy a convoy that was driving there.

Ea changed all of it. EA only makes games to earn money, westwood was actualy making it so people would of had alot of entertainment, so for the project to be finished quick, ea made alot of changes, unfortunatly.

Subject: Re: Old Ren Interface

Posted by [ErroR](#) on Thu, 11 Dec 2008 17:33:40 GMT

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YazooGang wrote on Thu, 11 December 2008 19:25Reaver11 wrote on Thu, 11 December 2008 11:07They have skipped a lot out of the sp missions. Take M01 for instance. Near the hon you can see a road leading into the rocks. Originally you would have to destroy a convoy that was driving there.

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greedy bitches! atm all the games they make (latest) suck badly.

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Thu, 11 Dec 2008 18:05:07 GMT

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ErroR wrote on Thu, 11 December 2008 09:33YazooGang wrote on Thu, 11 December 2008 19:25Reaver11 wrote on Thu, 11 December 2008 11:07They have skipped a lot out of the sp missions. Take M01 for instance. Near the hon you can see a road leading into the rocks. Originally you would have to destroy a convoy that was driving there.

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greedy bitches! atm all the games they make (latest) suck badly.

Plus you can actually see the way Epic Games company made UT3, they made the ut engine so good for modders, that there is even stuff that weren't in-game but were possible for modders to do, Renegade only has the stuff it needs for only Renegade, fortunately there is scripts.dll bhs.dll stuff that make it possible for more stuff. So, there is a proof that Epic Games made the UT3 for good, not money,

Subject: Re: Old Ren Interface

Posted by [samous](#) on Fri, 12 Dec 2008 01:14:04 GMT

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That reminds me of the beginning of M01 (I think, the one where Havoc steals a GDI hovercraft to go to a destroyed GDI base), they show old CNC graphics as if you're playing Command And Conquer: Tiberium Sun or something, lol. It is a good find.

=samous

Subject: Re: Old Ren Interface

Posted by [Reaver11](#) on Fri, 12 Dec 2008 01:52:36 GMT

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=samous

You are in no way playing Tiberium Sun.

Also as I can tell you EA has little to do with the screw-ups in Renegade.

I made a post long ago on the Petroglyph forums. Basically what went wrong is that the first version of Renegade did not contain multiplayer. In fact, the only screenshot referring to it was a buggy with the statement -> Buggies are useless in multiplayer as they require two persons to operate it.

Also to continue, Westwood missed its own first set date to release Renegade. Mostly because they had huge issues with multiplayer and the visibility system.

The advanced pathfinding was skipped due to complexity of the model and the visibility system. Most of the buildings are closed boxes. Think of it when you take the path or reference. (Okay, it's definitely not, but when you make a map, the human and strip give you the most mess-ups with visibility).

Westwood was trying to overfeature the game. (Controllable agent, objective and captureable mutant facility, and so on). With too many features, it is hard to make a good gameplay, especially when it is Westwood's first FPS.

Although EA could have lengtend the 2nd release date I think they really havent much to do with the screwups in renegade. Basically westwood wanted too much out of renegade.

Subject: Re: Old Ren Interface

Posted by [samous](#) on Fri, 12 Dec 2008 02:14:31 GMT

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samous wrote on Thu, 11 December 2008 17:14Command And Conquer Tiberium Sun or something

EDITed for easy find. I was just saying it looked out of date, trufully more like the original Command And Conquer game (Commadn and conquer). And your right, it really doesn't look like TS, but my point still stands.

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Fri, 12 Dec 2008 02:15:58 GMT

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samous wrote on Thu, 11 December 2008 20:14samous wrote on Thu, 11 December 2008 17:14Command And Conquer Tiberium Sun or something

EDITed for easy find. I was just saying it looked out of date, trufully more like the original Command And Conquer game (Commadn and conquer). And your right, it really doesn't look like TS, but my point still stands.

calm down, and get serious.

plus, how old are u?

Subject: Re: Old Ren Interface

Posted by [samous](#) on Fri, 12 Dec 2008 02:18:29 GMT

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i'm sorry if i seamed angry, but i didn't mean to. As i said, i made it so you can find it easly. Why do you care how old i am?

EDITED to prevent spam:

Why talk in the spam area, there nothing to talk about anymore...

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Fri, 12 Dec 2008 02:22:21 GMT

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samous wrote on Thu, 11 December 2008 20:18i'm sorry if i seamed angry, but i didn't mean to.
As i said, i made it so you can find it easly. Why do you care how old i am?
just want to know.
sorry i act like a boss here, hey lets goto spam and talk there, lets not ruin this topic.

Subject: Re: Old Ren Interface
Posted by [Reaver11](#) on Fri, 12 Dec 2008 02:56:14 GMT
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I'm sorry samous but what are you say?

Anyways the old Renegade was supposed to look more realisticaly for its universe. (mammoth tanks and falmers like that are still crazy for us today)

They where planning on using standard weapons they are using today. (m16,m203 etc). In that way I did look like the orig cnc. Only you are forgetting the most important thing and that is the comic style of cnc. Also this comic way did catch more people for renegade the the realistic one would have.

Subject: Re: Old Ren Interface
Posted by [samous](#) on Fri, 12 Dec 2008 03:27:46 GMT
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look at the intro to M01/M02. The pannel of the screan shows Old-Style CNC RTS.

Subject: Re: Old Ren Interface
Posted by [Canadacdn](#) on Fri, 12 Dec 2008 03:48:24 GMT
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Reaver11 wrote on Thu, 11 December 2008 19:52samous wrote on Thu, 11 December 2008 19:14thats reminds me of the begining of M01 (i think, the one where havoc steals a GDI hovercraft to go to a destroied GDI base), they show old CNC graphics as if your playing Command And Conquer Tiberium Sun or something, lol. It is a good find.

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Although EA could have lengtend the 2nd release date I think they really havent much to do with the screwups in renegade. Basically westwood wanted too much out of renegade.

This. People need to realize Ren's shortcomings were not all EA's fault, and that Westwood Studios wasn't the best development studio in the world either.

Subject: Re: Old Ren Interface

Posted by [Reaver11](#) on Fri, 12 Dec 2008 14:01:29 GMT

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Yep, westwood basically wanted too much out of renegade.

Subject: Re: Old Ren Interface

Posted by [YazooGang](#) on Fri, 12 Dec 2008 20:26:39 GMT

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but it looked awesome.

oh well, if he had that version and saw a pic of the current version, we would want this one too, we all want everything lol

Subject: Re: Old Ren Interface

Posted by [Reaver11](#) on Fri, 12 Dec 2008 20:35:27 GMT

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YazooGang wrote on Fri, 12 December 2008 14:26but it looked awesome.

oh well, if he had that version and saw a pic of the current version, we would want this one too, we all want everything lol

true, although there are big differences. The old renegade had like 500 polys max for a gun (sometimes even less)

But what the old renegade had was a better light system. Only I see less alpha blending and such.

It is just as you say Yazoo we probably like the old one because it is unkown and indeed most likely if the current renegade was the beta it would have been the same/
