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Subject: Re: What would you ask EA?

Posted by [Goztow](#) on Sun, 22 Apr 2007 14:30:32 GMT

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Mail sent:

Dear Apoc,

I'm glad that you're back in-seat after the horrible moments you must have gone through after your abduction by Kane's forces.

While you were away, I had this conversation with Predator and I hope you can live up to his promise. I have taken the liberty of posting about this on the ren forums and have come up with a nice amount of questions. I'm sure not all can be answered but pick the ones that you can answer and maybe we can have an instant messenger interview then.

Here we go with our top 10:

1. What's your personal experience with Renegade? Did you play the game / do you still play it?
2. How was EA's experience with the game. Many say the game wasn't really finished and its potential wasn't fully used due to the corporate's policy at that time.
3. We know representatives of some of the three major mods (A path beyond, Reborn, Apocalypse rising) were invited at C&C3-meetings. What were your impressions/thoughts on these mods back then.

4. Would it be possible for any current software (ani-cheat?) / modification / website to receive official support from EA? Not in terms of manpower (as they already have their own support teams) but in terms of having a "seal of approval" from the game publisher? We know this has been done for services like Xwis (and clanwars.cc?).

Follow up: If so, by what means could that support be obtained?

Just to point out, I'm not asking if any current projects WILL gain that support, but moreso if EA would be willing to give it to a current program if certain conditions are met (hence the reason for the follow up question)

5. We have a lot of dedicated coders in the Renegade community who have a lot of knowledge about the Renegade engine. Could we talk to someone who knows more about the Renegade engine and could give us more information on possible interesting things.

6. What about that golden havoc statue and dead 6 poster (+ map) in C&C3? Was this just for fun or if it had any 'real' meaning (IE. a hint of some sort).

7. What is EA's vision for the Command & Conquer series? Does EA see C&C as strictly RTS or see the possibility of an FPS title that will connect with and extend the storyline?

What does Westwood's Renegade mean to EA? Does EA see it as a misadventure or a viable alternative option to further the series? Does EA see it as a distraction from the strictly RTS C&C games?

Has EA thought about the possibility of following up on Renegade with a new FPS that will reunite fans of Renegade AND create a new extended fanbase through innovative and exciting game features?

What about the rumours of a sequel to Renegade on the Crysis Engine?

8. Could a release of Renegade Beta Assets (assets from before renegade changed to the "less realistic" look" (e.g. back when vehicles for Nod had the TD cutscene style camo paint)) be

considered? Possibly for download on [ftp.westwood.com](ftp://westwood.com) ([Renegadecommunity.com](http://Renegadecommunity.com) would definitely hyperlink to it). We know there's a lot of it in the game's files already but some files were never released.

9. Is a release, under very strict conditions, of the Renegade source code to major figureheads in the Renegade community possible in a foreseeable future ?

10. Same question about access to the Renegade auto update function? A community generated, EA approved, official 1.038 Renegade patch could mean a big step for this game (solving bugs, anti cheat, auto map update, securing netcode, ...). Even if it would only include very small, invisible modifications that do not change the gameplay at all.

Oh and someone asked to tell you "the community says 'hi'".

I also wanted to give you an overview of some interesting projects the Renegade community has realised and/or is working at (this list is all but complete though):

#### 1. [Renegadecommunity.com](http://Renegadecommunity.com)

Mission: bringing back a portal for the official Renegade forums. Helping (new) players / modders / ... Concentrating information in one place.

We have chosen to use the original Renegade-website design for this cause but I recoded it for easy updating (now in PHP-coding with a mysql-backend)

#### 1'. [Renegadewiki.com](http://Renegadewiki.com)

Seems straight to the point

#### 2. [Renguard. \(renguard.com\)](http://Renguard.com)

Mission: client anti cheat program.

Responsible: Black hand Studios.

I'm sure you have had a lot of information on this project from Crimson. A new public beta which blocks all current public bypasses is now available

#### 3. Core patch 1 and 2

Mission: unofficial C&C Renegade update which fixes several bugs identified in the game.

#### 4. [BIATCH \(BlackIntel Anti Cheat\) www.black-intel.net](http://www.black-intel.net)

Mission: server side anti cheat

This server side anti cheat completes a function that the Renegade server should have had: verifying damage the client sends to the server. It also includes protection against some other cheats like aimbot and purchase terminal cheats.

#### 5. Total conversion modifications

Mission: convert Renegade into a whole new world

A path beyond: converts Renegade into Red Alert. <http://www.apathbeyond.com/>

Reborn: converts Renegade into Tiberian Sun. <http://www.cncreborn.planetcnc.gamespy.com/>

Apocalypse rising: converts Renegade into Red Alert 2. <http://www.apathbeyond.com/> (same website)

Renegade 2007: converts UT3 to Renegade. <http://www.renegade2007.com/>

#### 6. Server regulators: Brenbot, Night regulator, Cloudy bot, ...

7. Custom scripts that provide many new features that mod and map makers can use + visual enhancements (use of directx 9, blooming, ...)

8. Linux FDS beta: a working FDS for WOL that runs on Linux

9. Implementing the in-game ranks again (BHS in collaboration with Xwis)

10. A ton of new maps and different small modifications

And so on. I probably forgot a lot of them, but at least it's a "starters list" .

I hope to hear from you soon.

Goztow.

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