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Subject: Re: What would you ask EA?

Posted by [Crimson](#) on Thu, 03 May 2007 20:29:24 GMT

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Goztow wrote on Sun, 22 April 2007 07:30

1. What's your personal experience with Renegade? Did you play the game / do you still play it?

He has the huge Renegade banner draped over his cubicle wall which I have called dibs on. To the best of my knowledge, he has never played it.

Quote: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.

He didn't work for EA at that time so he would most likely have to research this or just say he doesn't know...

Quote: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.

If he said anything less than complimentary I would be surprised. The other developers at EA also viewed these presentations and I remember hearing a lot of "wow"s.

Quote: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)

This was a stupid question to ask. Like oh, we haven't already thought of it and asked? Until anything is definite, he won't be saying anything publicly about it.

Quote: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.

Basically, everyone who knows anything about the Renegade engine isn't working for EA. I know that one of the level designers from Renegade is still there, and Greg Underwood is still there.

Quote: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).

I don't know.

Quote: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?

I don't know why this was all listed as 1 question. We asked this in person and the impression we got is that it's not out of the realm of possibility, but we wouldn't get to know anything until it was publicly announced.

Quote: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 (Renegadecommunity.com would definately hyperlink to it). We know there's a lot of it in the game's files already but some files were never released.

See question 4.

Quote: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 ?

See question 4.

Quote: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.

See question 4.

Quote: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):

I've already told him all about those.

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