

---

Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?

Posted by [pawky](#) on Sat, 03 Jan 2009 01:31:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

R315r4z0r wrote on Tue, 30 December 2008 09:31:00rca234 wrote on Tue, 30 December 2008 06:24: That's a good point actually, but I also understand that a lot of fan maps have tiberium that look much better than the tiberium in the Westwood maps.

That's because fan maps are a lot more demanding than the default maps. Computers have evolved over the past years ever since the release of the game. People have gone above and beyond what was the limit of Renegade in 2002. That's why fan maps can have more things without slowing up.

I dunno R3, I am not so sure about that, man.

Computers WERE powerful then too it's just that Renegade was Westwood's first FPS and they were venturing into new territory and most importantly were RUSHED into release leaving many things out.

Renegade graphics was garbage even by 2002 standards. Take the FPS game Red Faction which was released in 2001...a year earlier than Renegade. But Red Faction is 100 times better when it comes to graphics (among many other things)...this was one of the main reasons Renegade got negative graphics scores in reviews after its release. The graphics are dated, bad netcode among many other glitches and dumb and rather some plain VERY SILLY LOOKIN guns.

Here is my big rant about Ren's guns:

Toggle Spoiler

One of the main things when it comes to eye candy in a FPS game is the weapons. They HAVE to look badass and sound badass and it SHOULD make the player feel badass when mowing down the enemies. Unfortunately this does not happen in Renegade. Even the PIC looks rather plain despite it trying very hard to look big. Ren's weapons are plain looking and sound underpowered. The rocket launcher is barely satisfying. And the Raptor assault rifle is SO shameful I can't even believe it is in a FPS game...the default sound should have been changed. I don't even want to tell you how SO FAKE the officer chaingun looks like when firing more like 3D sprites! I don't even want to mention the shotgun...WHAT WERE THEY THINKING LOL!

Probably the most decent weapon in Ren when it comes to graphics were the Repair gun with satisfying repair sound, laser chain gun for looking badass, feeling badass, and satisfying laser/shooting animations + sound, and Ramjet which feels big and shoots with a whooping sounding head-splitting noise.

Every other gun is poor. Even the green toothpick shooter of Patch and Sydney Tib rifle, they were great concepts but sucked when it comes to graphics.

If you buy any of the beam weapons in Renegade (Laser rifle, Railgun, PIC, Tib rifle, Repair gun) and you will see that the fire is not coming from the barrel but from poorly placed emitter under or above the barrel!

Well going back on topic:

They could have done the same for Tib crystals too.

Also did you hear when you drive/walk over Tiberium in Renegade, you hear the sound of crystals being crushed? But yet for some reason Tiberium looks like the way it does. Yet, default Tib fields in WW maps does have a few crystals scattered about:

Toggle Spoiler

I am sure even the whole Harvester processing animations were seriously considered. I highly doubt that the people who invented Command & Conquer forgot about the harvester gathering animations when making a first person conversion of their RTS games. The Harv's had those 2 arms and has those 2 round crusher drums mounted on the front to crush gathered Tib crystals. I think only a later patch or something made the arms move...WW had them stuck by default (I am not sure, I maybe wrong).

My guess would be they found having a mass of Tiberium crystal polygons on the Tib field slowed down the frame rate so they took it out...that's my guess. Or they just did not have time to tune it up. Also the entire Harv gathering Tib would have taken a toll in frame rates. They probably were going to perfect all that for release but they were rushed.

Anyway, the fact remains Ren graphics was poor in 2002 and there was no computational limits as to what WW could have done with what the fans have done. If anything for improvement, Renegade could have been better if it had been given more time but it was a rushed product too we have to remember. So we have to keep that in mind. IMHO, it was probably released a year (or atleast 8 months) too early.

Also, WW's default maps are very carefully made by professional game level designers and focus on gameplay so the vehicles, characters, and bases can be used to bring out the game. This is why WW maps are small and action-packed. 95% of fanmaps are total crap: giant empty spaces full of buildings/objects/scenery and the enemy base can be found after pointlessly travelling for 50 miles in THAT --> direction! I love fanmaps though...hope no one is offended...just that except a few, most can't be used for intense C&C mode type games

---