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

Posted by [GEORGE ZIMMER](#) on Mon, 12 Jan 2009 16:56:22 GMT

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R315r4z0r wrote on Thu, 01 January 2009 18:31 Well, if you think about it, if they put all the units in, Nod would be seriously over-powered...

Lies. Notice how the GDI MLRS sucks in comparison to what it was in TD. A simple way to fix this all would be:

- Include the Recon Bike. It'd essentially serve as a faster, lighter, and more anti-vehicle (Therefore, anti-harvester for early game) buggy. Unlike the buggy, it'd actually still be somewhat USEFUL late game.

- Make MLRS turrets able to rotate. Up the cost to what it was in TD. Possibly make missiles do slightly more damage with more splash radius.

- Make artillery's turret unable to rotate (It was at one point going to look WAY more like it was in TD, but due to last minute changes to balance, they made it this way), and make the shell arc more (So it'd require more aiming adjustments than it currently does).

- Include the SSM. Give it two missiles (I seriously never got why it had one in Renegade) that have a very long reload time, but both can be fired in quick succession. The splash radius should be fairly large, and the range very long. Its health would be fairly low though, so it'd be prone to alot of things still.

This makes early game arty/MLRS whoring less of a problem, too.

@TANKY: Not necessarily, they actually upped the graphics a little because of the late release date... which, ironically, pushed the release date even further, AFAIK. Pretty sure they planned more dynamic lighting though, which IMO would have made things look WAY better.

As for the tiberium thing, again, not really true. They could have (And, IMO, should have) made it an option for graphics that enable them only at a certain detail level (High, medium, whatever), or by a checkbox. Surely, making a simple little crystal can't be more than 8 poly's. Yeah, there'd be more, but ultimately, they'd just end up being as much as a single Renegade vehicle, considering the tiny size of the fields.

@People saying Renegade was rushed: Yes, it was a BIT rushed. But a whole lot of you seem to get this idea that it was super rushed within the timespan of 6 months, like the recent stream of Dragonball Z games. Renegade wasn't. It was meant to be released in 2000, got delayed, needed graphics updates, got delayed again, and eventually had to be released in early 2002.

On top of this, Westwood wanted a LOT of features in Renegade. Yeah, it would have been GREAT to have them all, I agree. But think of it this way, you're a publisher, have had trailers and various info given out about a game that has had info on it for several years now that was MEANT to be released years ago, is taking a good bit of money to develop, and it still isn't done. While it was really a bad business decision in the end, I don't think EA felt like they should really risk losing more money on it for a few more players. And you sort of can't blame them for that.

I mean, look at Tiberian Sun. Tiberian Sun had a TON of features planned for it, and various other units. This didn't make it a bad game though (Except for the glitches which WAS annoying, but that'll always happen). It just means Renegade had too many things Westwood wanted for it that couldn't be done.

In short, Westwood was very much so a visionary game company. Sadly, they were like a person who majored in Philosophy, and ends up having to work at a McDonalds. It sucks ass, they have great ideas, but in the end they're limited in what they can do.

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