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Subject: Re: Renegade X - Nod Update!

Posted by [Starbuzz](#) on Mon, 25 May 2009 17:51:58 GMT

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R315r4z0r wrote on Mon, 25 May 2009 12:13 What are you talking about they had nothing to do with Renegade?

Renegade was basically shut down because EA bought out Westwood. The game hadn't seen neither light nor day for a few years after EA bought out Westwood, but then suddenly the game was released in 2002.

EA had everything to do with the ultimate final version of the game.

no lol...Reaver11 is right.

Westwood was allowed to do whatever they wanted with Renegade and they had plenty of time. WW built the W3D engine, WW plotted the storyline, WW made the vehicles, WW made the characters, WW setup the points system, WW set up the gameplay balance, WW tested the game, WW released the SDK...etc etc.

EA did not go in and involve themselves and say "oh change this" or "change that" to any level you are implying. They did that only with Renegade 2 when it was presented to them: they rejected Westwood's Nod/Soviet plot.

Renegade was a Westwood product under the EA label. Just because EA owned WW did not mean they involved themselves in the project (i.e. EA dev staff working together on the game material with WW dev staff).

Renegade was not shut down as you say. Due to the lengthy development time and WW missing their OWN release dates 2 times before Feb 2003, EA set a release date and then shut down the studio.

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