
Subject: If anyone wants a Renegade 2....
Posted by [Spoony](#) on Fri, 09 Mar 2007 13:26:30 GMT
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...why don't we make it ourselves?
link

I'm sure there are enough skilled modders and artists in the community to do something of this nature...

Subject: Re: If anyone wants a Renegade 2....
Posted by [trooprm02](#) on Fri, 09 Mar 2007 17:28:57 GMT
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I disagree, I think the current Rene, does look good and does play good. Ofcourse, it has bugs/glitches but which games doesn't? With this said, I think it a good idea and if built and redone corretly, we would all have a new game

Subject: Re: If anyone wants a Renegade 2....
Posted by [JeepRubi](#) on Fri, 09 Mar 2007 21:18:24 GMT
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(look at my sig)

Subject: Re: If anyone wants a Renegade 2....
Posted by [Viking](#) on Fri, 09 Mar 2007 23:18:47 GMT
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OWNT!

Subject: Re: If anyone wants a Renegade 2....
Posted by [Spoony](#) on Sat, 10 Mar 2007 20:30:20 GMT
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That's not what I was talking about at all. I'm talking about using the Renegade engine to make a game based on C&C, not using a different game's engine to make a game based on Renegade.

Subject: Re: If anyone wants a Renegade 2....
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 10 Mar 2007 21:11:07 GMT
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He was responding to Trooprm's comment, not yours.

Subject: Re: If anyone wants a Renegade 2....
Posted by [Renx](#) on Sat, 10 Mar 2007 21:56:34 GMT
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I honestly think there's a good chance EALA will make this anyway. They're not a very creative bunch, so they'll either use CryEngine2 for a BFME or C&C FPS.

another followup to the mediafeet post... no new info though -
<http://ve3d.ign.com/articles/770/770391p1.html>

Subject: Re: If anyone wants a Renegade 2....
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 10 Mar 2007 22:00:12 GMT
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I still doubt that it's real... I sure hope it is.

Subject: Re: If anyone wants a Renegade 2....
Posted by [Renx](#) on Sun, 11 Mar 2007 06:44:15 GMT
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They do have CryEngine2, and if they don't now they will soon. Rather, EA will have it, I don't know about EALA specifically having it in house. But if they do - like I said, what else would a studio that mainly focuses on only two RTS franchises do with one of the most advanced FPS orientated engines available? In all likelihood it'll either be a BFME or C&C FPS.

Read this to understand why EA will have access to CE2:
<http://pc.ign.com/articles/771/771292p1.html>
