Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 13:00:00 GMT
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Seen those before... they are neat picks tho

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 14:35:00 GMT
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If you are refering to Medal of Honour, that uses the Quake III engine, so there is no such thing as the MOH engine.

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 16:46:00 GMT
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ive seen these pic's befroe and i was amazed by the graphicsYou think if there was enough requests to EA that they might actually start to work on renegade 2?

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 16:58:00 GMT
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Possibly, I'll start a petition. How do i make it so that one topic is viewable and you are able to reply on ALL of the forums? (General Dicussion, mod etc.)

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 17:04:00 GMT
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Ok fine, then use the quake 3 engine. As long as we get a Renegade 2 at MOH quality.

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 17:30:00 GMT
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Y'all know nothing about Renegade's engine. The funny thing is that the people who have almost no experience with it always say "Wow, what I see in Renegade is all that it's capable of..."Look at E&B. That's Renegade's engine, W3D. Generals is a more modified version of W3D. Watch the

next C&C game come out to be a more sophisticated W3D revision. You guys just don't know what W3D can do.Too bad I'm bound by EA legal restrictions, or I'd upload the Renegade 2 screenshots that you never saw... Like a Soviet Barracks which was totally destructible, or a map set in San Franscisco's Marin Heights...Tis very sad, but oh well.

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 17:35:00 GMT
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Ack, since you have so much power on these forums, and you work with WW and stuff.....Could you PLEASE start a perition for a Renegade 2??That would be great if you could! [February 24, 2003, 17:36: Message edited by: maytridy]

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 17:37:00 GMT
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quote:Originally posted by aircraftkiller2001:Y'all know nothing about Renegade's engine. The funny thing is that the people who have almost no experience with it always say "Wow, what I see in Renegade is all that it's capable of..."Look at E&B. That's Renegade's engine, W3D. Generals is a more modified version of W3D. Watch the next C&C game come out to be a more sophisticated W3D revision. You guys just don't know what W3D can do.Too bad I'm bound by EA legal restrictions, or I'd upload the Renegade 2 screenshots that you never saw... Like a Soviet Barracks which was totally destructible, or a map set in San Franscisco's Marin Heights...Tis very sad, but oh well.e&b renegades engine!? renegade can do that !? no it cant i think he was takling about its CURRENT engine you know NOW not the newer version the one RENEGADE not e&b and generals is using. i tryed puting the overlord into renegade but there were problems1. the turret doesnt move2. ITS HUGE (as big as the hand of nod3. it wont move (i made it threw nod's airstrip)its w3d though HOW DO I GET IT WORKING? [February 24, 2003, 17:38: Message edited by: mr1pants]

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 17:53:00 GMT
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quote:Originally posted by mr1pants: quote:Originally posted by aircraftkiller2001:Y'all know nothing about Renegade's engine. The funny thing is that the people who have almost no experience with it always say "Wow, what I see in Renegade is all that it's capable of..."Look at E&B. That's Renegade's engine, W3D. Generals is a more modified version of W3D. Watch the next C&C game come out to be a more sophisticated W3D revision. You guys just don't know what W3D can do.Too bad I'm bound by EA legal restrictions, or I'd upload the Renegade 2 screenshots that you never saw... Like a Soviet Barracks which was totally destructible, or a map set in San Franscisco's Marin Heights...Tis very sad, but oh well.e&b renegades engine!? renegade can do that !? no it cant i think he was takling about its CURRENT engine you know

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NOW not the newer version the one RENEGADE not e&b and generals is using. i tryed puting the overlord into renegade but there were problems1. the turret doesnt move2. ITS HUGE (as big as the hand of nod3. it wont move (i made it threw nod's airstrip)its w3d though HOW DO I GET IT WORKING?Just because Generals is based on the same engine as Renegade doesn't mean you can directly drop things from the two games into one another. They made an enormous amount of changes to make it work as an RTS.ACK is right on this one, I don't know anything about Ren2 but I do know all current and planned WW games are based on the Ren engine, W3D. It's actually very flexible, look at some of the older Renegade screens and you'll see how impressive it used to look (nothing compared to today's standards however, but unbelievable for it's time).

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 18:04:00 GMT
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That's actually wrong, the older art was only eye pleasing and accomplished that by using a low polygon count with professional texturing. Renegade's structure, vehicle, map, and infantry design is a lot better than what it used to be. Weapons were also worse back then. Look at the M-16 on www.g-renegade.com and compare it to a Renegade weapon today. It looks like a box with more boxes attached to it.

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 18:17:00 GMT
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Yes, the old weapons look like crap, i must agree.

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 20:23:00 GMT
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quote:Originally posted by maytridy:Possibly, I'll start a petition. How do i make it so that one topic is viewable and you are able to reply on ALL of the forums? (General Dicussion, mod etc.)There already is a petetion. Look in my sig

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Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 20:30:00 GMT
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signed.

Subject: Renegade 2
Posted by Anonymous on Mon, 24 Feb 2003 20:55:00 GMT
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how many sig's before it is sent to EA?

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 00:56:00 GMT
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I was serfing the internet and came accross these pictures. Renegade 2 Screenshots I know some of you have already seen them. I thought Renegade 2 was just a rumor, but now i see that Westwood actually started making the game. IT LOOOKS INCREDIBLE! The graphics are unreal! Why the hell was Renegade 2 cancelled?! I would die for this game!

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 05:53:00 GMT
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I think it just builds up forever until they make the game. Im sure they know about it...They should see it and say to them selves while looking down the list: "theres $40, $40, $40, another 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40, 40.........You know, we could make some money off of this!"

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 08:24:00 GMT
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umm... no offences but thats not renegade 2. that is just renegade... cant you tell. and all it is a map.those are fake pictures. i've seen them along time ago.

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 08:28:00 GMT
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quote:Originally posted by Havoc 89:umm... no offences but thats not renegade 2. that is just renegade... cant you tell. and all it is a map.those are fake pictures. i've seen them along time ago.It's actually not "renegade" but a prototype map built for testing purposes. Destroyable buildings were put in this map and a Kirov too. I made the bloody thing so I should know. It was running over 400,000 polys at on time and frame rate was pretty **** good. Fake? No. You're talkin' out your nose.

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 09:00:00 GMT
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go Doc! hit him again!

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 11:29:00 GMT
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Lol, and hee's right, there's no way that those are fake.

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 13:08:00 GMT
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yes yes, The solo play maps if you look have a rather large amount of polys in comparison to the MP maps.

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 15:05:00 GMT
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quote:Originally posted by DoctorNerve: quote:Originally posted by Havoc 89:umm... no offences but thats not renegade 2. that is just renegade... cant you tell. and all it is a map.those are fake pictures. i've seen them along time ago.It's actually not "renegade" but a prototype map built for testing purposes. Destroyable buildings were put in this map and a Kirov too. I made the bloody thing so I should know. It was running over 400,000 polys at on time and frame rate was pretty **** good. Fake? No. You're talkin' out your nose.ohh well... im not perfect. but it looks exactly like renegade with a bran new map. but if you say its not fake then ok...well i want renegade 2 aswell if there is gonna be one. i bet 99\% there wont be one. im hoping ill be wronge again.

Subject: Renegade 2
Posted by Anonymous on Tue, 25 Feb 2003 15:48:00 GMT
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I hope your wrong too.   I really want totally destructable buildings, new missions, new maps, new characters, tanks and weapons, and those incredible graphics! [February 25, 2003, 15:49: Message edited by: maytridy]

Subject: Renegade 2
Posted by Anonymous on Wed, 26 Feb 2003 00:52:00 GMT
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quote:Originally posted by DoctorNerve: quote:Originally posted by Havoc 89:umm... no offences but thats not renegade 2. that is just renegade... cant you tell. and all it is a map.those are fake pictures. i've seen them along time ago.It's actually not "renegade" but a prototype map built for testing purposes. Destroyable buildings were put in this map and a Kirov too. I made the bloody thing so I should know. It was running over 400,000 polys at on time and frame rate was pretty **** good. Fake? No. You're talkin' out your nose.See, this is what I mean by people being idiots... Looks like you found out first hand, eh?   But to reiterate, those are not fake. Same engine, yes... Fake, not at all. You can see it's still Renegade in the base engine, but anyways... I told you guys before that it could handle insane amounts of polygons. No one ever listens to me, though...

Subject: Renegade 2
Posted by Anonymous on Wed, 26 Feb 2003 01:47:00 GMT
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Hey this topic sparked some life in to the petition again it seems to have gained over one hundred posts since I last checked it (was 1618)...Maybe theres still hope for a Renegade 2...I hope they either build a completely new revolutionly engine or use the Quake engine unless ACK is right about it being able to take loads of polys but it lags online at the momment imagine what it would be like if you had loads of polys.-Sk8rRIMuk

Subject: Renegade 2
Posted by Anonymous on Wed, 26 Feb 2003 15:32:00 GMT
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watching the old renegade videos again, made me think that they should use that engin with a few more modifications. then make Ren2 based on TS. and TADA... you get Ren2.

Subject: Renegade 2
Posted by Anonymous on Thu, 27 Feb 2003 00:45:00 GMT
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That would be sweet.

Subject: Renegade 2
Posted by Anonymous on Thu, 27 Feb 2003 01:23:00 GMT
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whisper anybody knows where we could get the Ren2 leak?.. I heard it was leaked (when those pics first came out . a f****** while ago)But ACk says he has other screens   *whisper*