
Subject: Tiberium: Apoc's word

Posted by [Goztow](#) on Mon, 17 Dec 2007 07:46:33 GMT

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Source: Apoc on renegadeforums.com

Look guys, I'm going to be as honest and upfront as I can and show you the same respect and attitude and transparency which I show the RTS end of our glorious community.

Right now, I cannot speak about the game due to embargos and the fact that we...just announced. The details in GI are the only details I can tell you to go check out and I task all of you to read them yourself and not rely solely on someone else.

Do not develop your opinion based on something someone else said unless that someone is quoting a fact.

Case in point - we have barely said anything about multiplayer and until you hear the full official details from us, don't take any assumption from the Game Informer article that has not been fully explained.

It is far too early to make bold assumptions and judgements, I know the fire burning inside of you right now is purely out of passion and desire for exactly what you guys want to see, that's only natural.

In an age of COD 4, Halo 3, Bioshock, and Gears of War, we understand the standards and precedents set, please don't perceive us as ignorant or misunderstood or incapable. This is an extremely different team than the 2002 Renegade team, and a very different culture of a studio at EALA, all due respect to that 2002 team of course.

I did not work at EA in 2002, I don't know the details about Renegade, and to be honest, it doesn't affect or bother me. That is the past and it doesn't reflect the present or future of what is to come. It is unfortunate more time wasn't spent on the original Renegade, but it could be any of a million reasons that are heresy today.

It's not my place yet to disclose more details about the game or our thoughts on Renegade, but I promise you this will all come in due short time, as soon as next month.

We have the utmost respect for the legacy of C&C games in the past 10 years, Renegade included. Renegade definitely set a quiet benchmark and foundation for future FPS games which really took off with Battlefield, pretty much everyone agrees Renegade laid the foundation for the fundamentals of that game.

Now, with Tiberium, we are 6 years later, and many game evolutions and standards past. I think as more information and details roll out about the game, and your trusted community leaders come to our studio in the future where we will listen and also demonstrate (as we did for C&C 3)...that your opinions will better shape themselves, and I think it will steer positive.

I'd love to take all your questions right now, and feel free to get them going, but...I cannot answer

any of them just yet due to the embargos and the fact that we never roll out all of our information at once, nobody does =)

So sit tight, soak in the Game Informer article, and stay tuned for more next month.

I appreciate all the comments, good and bad, I just ask that you keep the usual assumptions to a minimum...until you know more =) Our C&C and Tiberium development teams work hard to please this community and listen to it as well, we've been proving that for quite a while right now I feel.

Cheers,
APOC

Subject: Re: Tiberium: Apoc's word
Posted by [Lone0001](#) on Mon, 17 Dec 2007 22:26:26 GMT
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did this really need to be echoed here? I know alot of people are lazy but comon it is not that hard to find.

Subject: Re: Tiberium: Apoc's word
Posted by [Ethenal](#) on Mon, 17 Dec 2007 22:54:50 GMT
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It goes on Renegade Community.

Subject: Re: Tiberium: Apoc's word
Posted by [Goztow](#) on Tue, 18 Dec 2007 07:44:14 GMT
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www.renegadecommunity.com <- the news that's posted in this subforum is displayed there.

They don't need to follow our forums to get the important news .

Subject: Re: Tiberium: Apoc's word
Posted by [DKDexter999](#) on Tue, 18 Dec 2007 11:45:50 GMT
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NOW you can truly believe it. YAY!

Couldn't really 100%, even after EA confirmed (it is EA after all), but YAY it's coming!

It's sad, though, that it's not gonna be a "Renegade 2", but a new game, new storyline...

Subject: Re: Tiberium: Apoc's word
Posted by [Starbuzz](#) on Tue, 18 Dec 2007 18:20:30 GMT
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DKDexter999 wrote on Tue, 18 December 2007 05:45NOW you can truly believe it. YAY!

Couldn't really 100%, even after EA confirmed (it is EA after all), but YAY it's coming!

It's sad, though, that it's not gonna be a "Renegade 2", but a new game, new storyline...

Yeah, this new FPS is a Battlefield/Halo spinoff. Don't worry, all you need is Renegade 2007.

Subject: Re: Tiberium: Apoc's word
Posted by [Lone0001](#) on Tue, 18 Dec 2007 21:07:55 GMT
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All we really need is a more improved renegade considering most people don't have a good enough comp to run ut3(myself included)

Subject: Re: Tiberium: Apoc's word
Posted by [Ethenal](#) on Tue, 18 Dec 2007 22:55:34 GMT
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{SB}Lone0001 wrote on Tue, 18 December 2007 15:07All we really need is a more improved renegade considering most people don't have a good enough comp to run ut3(myself included)

You can't run UT3? Even on lowest details? Wow.

Subject: Re: Tiberium: Apoc's word
Posted by [Lone0001](#) on Wed, 19 Dec 2007 00:13:41 GMT
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VERY crappy vid card

Subject: Re: Tiberium: Apoc's word
Posted by [Carrierll](#) on Thu, 20 Dec 2007 09:15:00 GMT
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You can run UT3 demo on lowest on a single core 2.0 Ghz P4, 1.5 GB of DDR 266 (I think...) RAM and a radeon 9550 on AGP 4X.

Subject: Re: Tiberium: Apoc's word
Posted by [Lone0001](#) on Thu, 20 Dec 2007 17:07:24 GMT
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not with a crappy intel tho

EDIT: Well tbh I'm not sure if that is the problem or not I tryed the demo it wouldn't load for me it would just freeze and close(not even getting to the menu).

Subject: Re: Tiberium: Apoc's word
Posted by [Starbuzz](#) on Thu, 20 Dec 2007 17:12:28 GMT
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Well, what are the system requirements in order to run UT3 on the highest settings?

Subject: Re: Tiberium: Apoc's word
Posted by [Lone0001](#) on Thu, 20 Dec 2007 17:15:47 GMT
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Off the top of my head my comp specs are as follows:

Intel Centrino Duo 2GHz

1GB ram

Can't quite remember what the name of the intel card is but yea it is intel

with current specs I think I'm fine I think it is the video card that causes the problem.
