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

Posted by [ArtyWh0re](#) on Mon, 29 Dec 2008 20:56:57 GMT

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Renegade Vehicles and Structures are so different than the ones in C&C Tiberian Dawn. Isn't Renegade meant to be set in the world of C&C 1?

Why are they So different?  
which ones do you prefer?

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

Posted by [u6795](#) on Mon, 29 Dec 2008 21:05:01 GMT

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The manual suggests Renegade takes place after TD, so some variance is to be expected, but yeah a lot of things are changed that just don't make sense. I guess Westwood was just being strange. Besides, I like Renegade well enough.

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

Posted by [ArtyWh0re](#) on Mon, 29 Dec 2008 21:17:01 GMT

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[u6795](#) wrote on Mon, 29 December 2008 15:05The manual suggests Renegade takes place after TD, so some variance is to be expected, but yeah a lot of things are changed that just don't make sense. I guess Westwood was just being strange. Besides, I like Renegade well enough.

I always thought (and still do now) that Renegade takes place near the end of the First Tiberium War.

And It makes sense that the final GDI mission you play in C&C 1 would be near the end aswell hence around the time or Renegade.

I personally much prefer the C&C 1 Units and buildings over the Renegade ones.

Even the Tiberium looks kinda... well crap.

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

Posted by [u6795](#) on Mon, 29 Dec 2008 21:19:47 GMT

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[Orca234](#) wrote on Mon, 29 December 2008 16:17[u6795](#) wrote on Mon, 29 December 2008 15:05The manual suggests Renegade takes place after TD, so some variance is to be expected, but yeah a lot of things are changed that just don't make sense. I guess Westwood was just being strange. Besides, I like Renegade well enough.

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---

I personally much prefer the C&C 1 Units and buildings over the Renegade ones. Even the Tiberium looks kinda... well crap. Agreed on the last part, I wish there had been more/larger crystals and such. Tiberium really wasn't as major a part of the game as I wish it was. Imagine if Tib spread, during a game, and had to be harvested like in TS to keep it back..

Base getting overrun by Tiberium. Shittin' awesome image.

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

Posted by [ArtyWh0re](#) on Mon, 29 Dec 2008 23:31:32 GMT

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Tiberium was one of the reasons why i was excited to get this game when it came out. Plus the excitement of exploring the C&C universe on foot.

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

Posted by [nikki6ixx](#) on Mon, 29 Dec 2008 23:38:57 GMT

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u6795 wrote on Mon, 29 December 2008 16:19

Agreed on the last part, I wish there had been more/larger crystals and such. Tiberium really wasn't as major a part of the game as I wish it was. Imagine if Tib spread, during a game, and had to be harvested like in TS to keep it back..

Base getting overrun by Tiberium. Shittin' awesome image.

I dunno. I think that'd be one hell of a bitch to play around with, especially if a refinery is taken out.

You guys are right about Tiberium being underutilized, and not being detailed enough. I remember when I fired up single player, came up upon the first patch of Tiberium, and looking at it like, 'wtf is this shit? grass?'

However, seems like the cats at Renegade-X have really amped up the looks of Tiberium.

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

Posted by [BlueThen](#) on Mon, 29 Dec 2008 23:50:22 GMT

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It probably was originally like Tiberian Dawn, but I guess it "evolved" through development to this.

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

Posted by [R315r4z0r](#) on Tue, 30 Dec 2008 01:19:08 GMT

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Remember this game was released in 02 but was in development for years before that. Crystallized Tiberium fields would of took a crap on PCs back then, that's why they are textured not modeled.

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

Posted by [pawky](#) on Tue, 30 Dec 2008 01:26:17 GMT

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Yeah, I always thought the original C&C buildings look way better...the PP was way more sleeker then as it is now. But I guess they did not want an exact copy...but all the Ren buildings look pretty much have the same structural design...

Look at original WF here:

<http://www.mobygames.com/game/dos/command-conquer/screenshots/gameShotId,75899/>

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

Posted by [R315r4z0r](#) on Tue, 30 Dec 2008 03:28:31 GMT

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The buildings look close enough for people to recognize them from TD without any prior knowledge of what they looked like in Renegade.

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

Posted by [mr£Ä§Ä-z](#) on Tue, 30 Dec 2008 10:06:15 GMT

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The E3 was to awesome they had everything, even a animation to enter vehicles, displaying charackters in vehicles etc.

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

Posted by [ArtyWh0re](#) on Tue, 30 Dec 2008 11:24:36 GMT

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Thats a good point actually, but i also understand that alot of fan maps have tiberium that look much better than the tiberium in the Westwood maps.

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

Posted by [R315r4z0r](#) on Tue, 30 Dec 2008 15:31:13 GMT

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Orca234 wrote on Tue, 30 December 2008 06:24Thats a good point actually, but i also understand that alot of fan maps have tiberium that look much better than the tiberium in the Westwood maps. That's because fan maps are a lot more demanding than the default maps. Computers have evolved over the past years ever since the release of the game. People have gone above and beyond what was the limit of Renegade in 2002. That's why fan maps can have more things without slowing up.

---

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

Posted by [liquidv2](#) on Wed, 31 Dec 2008 07:20:59 GMT

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they didn't keep everything exactly the same; it wouldn't have made a good first person shooter

they took the concept of cnc1 and applied it to a fps, and the changes they made turned out pretty well because the game is awesome

as far as the graphics idk, in comparison to like call of duty 4 it looks downright cartooney

RenegadeX might make you feel a little better though

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

Posted by [DutchNeon](#) on Wed, 31 Dec 2008 14:03:36 GMT

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Why is there water in the tubes of the power plant in TD? Water plants, boiling water, working on steam? The Renegade one just have smoke...

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

Posted by [TD](#) on Wed, 31 Dec 2008 14:55:06 GMT

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Hi I'm TD and I play Renegade!

---

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

Posted by [ArtyWh0re](#) on Wed, 31 Dec 2008 17:08:27 GMT

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TD wrote on Wed, 31 December 2008 08:55Hi I'm TD and I play Renegade!

---

Now that you mention it ive been woundering, does your name stand for Tiberian Dawn?

R315r4z0r wrote on Tue, 30 December 2008 09:31

That's because fan maps are a lot more demanding than the default maps. Computers have evolved over the past years ever since the release of the game. People have gone above and beyond what was the limit of Renegade in 2002. That's why fan maps can have more things without slowing up.

I have to agree with this

---

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

Posted by [R315r4z0r](#) on Wed, 31 Dec 2008 19:08:59 GMT

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Orca234 wrote on Wed, 31 December 2008 12:08TD wrote on Wed, 31 December 2008 08:55Hi  
I'm TD and I play Renegade!

Now that you mention it ive been woundering, does your name stand for Tiberian Dawn?

I think he made a typo and forgot the "S."

XD

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

Posted by [TD](#) on Wed, 31 Dec 2008 23:51:41 GMT

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You both fail to win the prize

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

Posted by [OrcaVTOL](#) on Thu, 01 Jan 2009 01:01:20 GMT

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Oh! I have the answer! I have the answer! The EXACT answer from the creator of Westwood! It says it in the interview with him in The First Decade: Bonus DVD; supposedly they tried to make it as similar as possible, but they couldn't keep all the same units so they chose the main units or favorites or something and included them. I think thats what he said, I might have to rewatch it and write this post right afterwards.

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

Posted by [R315r4z0r](#) on Fri, 02 Jan 2009 00:31:02 GMT

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Well, if you think about it, if they put all the units in, Nod would be seriously over-powered...

Think about it GDI has all the vehicles they had in TD in Renegade, but Nod is missing the SSM and the Recon bike. If it was to be exactly like TD, Nod would lose the APC but gain a Recon bike and a Surface to Surface Missile Launcher.

That would make Nod's lead of only 1 vehicle over GDI jump to a lead of 3 vehicles over GDI. (Currently Nod has 8 while GDI has 7. It would jump to Nod having 10 while GDI having 7)

They included the Recon and SSM in the single player so I don't think it is much of a problem that it wasn't in multiplayer.

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

Posted by [\\_SSnipe\\_](#) on Fri, 02 Jan 2009 00:34:30 GMT

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wtf is C&C tiberian Dawn?

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

Posted by [R315r4z0r](#) on Fri, 02 Jan 2009 00:39:16 GMT

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Command & Conquer AKA C&C1 AKA C&C95 AKA Tiberian Dawn

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

Posted by [\\_SSnipe\\_](#) on Fri, 02 Jan 2009 00:46:21 GMT

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Ah ty

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

Posted by [DutchNeon](#) on Fri, 02 Jan 2009 00:46:38 GMT

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Why is this not in the General Section? Because It's a useful thread with hardly any 'spam'.

I doubt Nod would be overpowered, because they just had to tweak all the vehicles then. A bigger variety of vehicles doesn't mean a faction is better/over-powered.

Most Nod vehicles were rather weak in HP in TD, but had great firepower. This includes for the SSM Launcher (which was actually the real counterpart of the MRLS) and the Artillery (which was more as a support vehicle for the Light tank, so that both vehicles were balanced with one GDI

vehicle: the GDI Medium Tank).

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

Posted by [BlueThen](#) on Fri, 02 Jan 2009 00:47:26 GMT

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SSnipe wrote on Thu, 01 January 2009 18:34wtf is C&C tiberian Dawn?

Can you use google at least ONCE in your life for a change?

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

Posted by [\\_SSnipe\\_](#) on Fri, 02 Jan 2009 00:50:02 GMT

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BlueThen wrote on Thu, 01 January 2009 16:47SSnipe wrote on Thu, 01 January 2009 18:34wtf is C&C tiberian Dawn?

Can you use google at least ONCE in your life for a change?

Well this thread is about it so i can ask here u know seems like u the only one complaining it got answers get over it

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

Posted by [u6795](#) on Fri, 02 Jan 2009 01:20:47 GMT

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SSnipe wrote on Thu, 01 January 2009 19:50BlueThen wrote on Thu, 01 January 2009

16:47SSnipe wrote on Thu, 01 January 2009 18:34wtf is C&C tiberian Dawn?

Can you use google at least ONCE in your life for a change?

Well this thread is about it so i can ask here u know seems like u the only one complaining it got answers get over it

TD is another name for the original C&C. The strategy game Renegade is based on? From 1995?

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

Posted by [ArtyWh0re](#) on Fri, 02 Jan 2009 08:53:44 GMT

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I agree about the balance Changes made, but im still dissapointed that Recon Bike is not a default vehicle beacuse they are so much fun to ride.

I think its great that Nod have their own version of the APC in Renegade so they can have the fun of doing an APC rush aswell as GDI.

---

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

Posted by [pawky](#) on Sat, 03 Jan 2009 01:31:23 GMT

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R315r4z0r wrote on Tue, 30 December 2008 09:310rca234 wrote on Tue, 30 December 2008 06:24Thats a good point actually, but i also understand that alot of fan maps have tiberium that look much better than the tiberium in the Westwood maps.

That's because fan maps are a lot more demanding than the default maps. Computers have evolved over the past years ever since the release of the game. People have gone above and beyond what was the limit of Renegade in 2002. That's why fan maps can have more things without slowing up.

I dunno R3, I am not so sure about that, man.

Computers WERE powerful then too it's just that Renegade was Westwood's first FPS and they were venturing into new territory and most importantly were RUSHED into release leaving many things out.

Renegade graphics was garbage even by 2002 standards. Take the FPS game Red Faction which was released in 2001...a year earlier than Renegade. But Red Faction is 100 times better when it comes to graphics (among many other things)...this was one of the main reasons Renegade got negative graphics scores in reviews after it's release. The graphics are dated, bad netcode among many other glicthes and dumb and rather some plain VERY SILLY LOOKIN guns.

Here is my big rant about Ren's guns:

Toggle Spoiler

One of the main things when it comes to eye candy in a FPS game is the weapons. They HAVE to look badass and sound badass and it SHOULD make the player feel badass when mowing down the enemies. Unfortunately this does not happen in Renegade. Even the PIC looks rather plain deposite it trying very hard to look big. Ren's weapons are plain looking and sound underpowered. The rocket launcher is barely satisfying. And the Raptor assault rifle is SO shameful I can't even believe it is in a FPS game...the default sound should have been changed. I don't even want to tell you how SO FAKE the officer chaingun looks like when firing more like 3d sprites! I don't even want to mention the shotgun...WHAT WERE THEY THINKING LOL!

Probably the most decent weapon in Ren when it comes to graphics were the Repair gun with satisfying repair sound, laser chain gun for looking badass, feeling badass, and satisfying laser/shooting animations + sound, and Ramjet which feels big and shoots with a whooping sounding head-splitting noise.

Every other gun is poor. Even the green toothpick shooter of Patch and Sydney Tib rifle, they were great concepts but sucked when it comes to graphics.

If you buy any of the beam weapons in Renegade (Laser rifle, Railun, PIC, Tib rifle, Repair gun) and you will see that the fire is not coming from the barrel but from poorly placed emitter under or above the barrel!



Well going back on topic:

They could have done the same for Tib crystals too.

Also did you hear when you drive/walk over Tiberium in Renegade, you hear the sound of crystals being crushed? But yet for some reason Tiberium looks like the way it does. Yet, default Tib fields in WW maps does have a few crystals scattered about:

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I am sure even the whole Harvester processing animations were seriously considered. I highly doubt that the people who invented Command & Conquer forgot about the harvester gathering animations when making a first person conversion of their RTS games. The Harv's had those 2 arms and has those 2 round crusher drums mounted on the front to crush gathered Tib crystals. I think only a later patch or something made the arms move...WW had them stuck by default (I am not sure, I maybe wrong).

My guess would be they found having a mass of Tiberium crystal polygons on the Tib field slowed down the frame rate so they took it out...that's my guess. Or they just did not have time to tune it up. Also the entire Harv gathering Tib would have taken a toll in frame rates. They probably were going to perfect all that for release but they were rushed.

Anyway, the fact remains Ren graphics was poor in 2002 and there was no computational limits as to what WW could have done with what the fans have done. If anything for improvement, Renegade could have been better if it had been given more time but it was a rushed product too we have to remember. So we have to keep that in mind. IMHO, it was probably released a year (or atleast 8 months) too early.

Also, WW's default maps are very carefully made by professional game level designers and focus on gameplay so the vehicles, characters, and bases can be used to bring out the game. This is why WW maps are small and action-packed. 95% of fanmaps are total crap: giant empty spaces full of buildings/objects/scenery and the enemy base can be found after pointlessly travelling for 50 miles in THAT --> direction! I love fanmaps though...hope no one is offended...just that except a few, most can't be used for intense C&C mode type games

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

Posted by [R315r4z0r](#) on Sun, 04 Jan 2009 17:18:42 GMT

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Not really. In fact, this game was far from being Rushed. This game took so long to be made it is embarrassing how badly it performs.

The game was originally supposed to be released in 2000! But it ended up being released in 2002. How do you categorize that as "rushed?"

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

Posted by [ArtyWh0re](#) on Mon, 12 Jan 2009 14:42:15 GMT

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DeathLink6.0 wrote on Sun, 11 January 2009 12:03

Here is a picture

Goztow wrote on Mon, 12 January 2009 07:34 Is it just me or doesn't it really look like the Tib  
>dawn con yard?

Or isn't it ment to be?

Your right It does not look like it and the one in C&C TD looks much much better with a nice round design. I dont know why this C&C Renegade Construction Yard was made to look like this. This was the building I disliked the most when comparing to C&C TD.

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

Posted by [Spyder](#) on Mon, 12 Jan 2009 15:38:58 GMT

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everything, even a animation to enter vehicles, displaying charackters in vehicles etc.

Westwood was forced to release the game before it was finished. Let's not thank EA Games for this. EA fucked up. Westwood wasn't ready to release their new baby yet. If EA hadn't been so pushy, we might have known a (probably) better Renegade with more possibilities.

Though I think we should still try to get in touch with some old Westwood people. Maybe they can help us with some beta stuff or give us some advice on how to get it working.

---

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

Posted by [ErroR](#) on Mon, 12 Jan 2009 16:19:54 GMT

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11:06The E3 was to awesome they had everything, even a animation to enter vehicles, displaying charackters in vehicles etc.

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Though I think we should still try to get in touch with some old Westwood people. Maybe they can help us with some beta stuff or give us some advice on how to get it working.

yah i want the same but it seems they don't care either (for example that guy that posted in the topic "how does ea talk about renegade" he came he posted he left, never checked back,

because he was wrong, at least he could discuss..

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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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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?  
Posted by [R315r4z0r](#) on Mon, 12 Jan 2009 18:46:10 GMT

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Giving the MRLS a rotating turret would make it less effective than it already is..

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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?  
Posted by [Aircraftkiller](#) on Mon, 12 Jan 2009 19:11:35 GMT

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A while ago, I was working on bringing the C&C95 buildings to life the way they were originally designed...

Compare to

[http://www.cncnz.com/images/games/td/cnc10\\_gallery/cat2win/bld/NUKE-1.gif](http://www.cncnz.com/images/games/td/cnc10_gallery/cat2win/bld/NUKE-1.gif)

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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?  
Posted by [ArtyWh0re](#) on Mon, 12 Jan 2009 19:30:34 GMT

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Thats is awesome, that truly looks like the Power Plant from C&C95.  
Btw the link does not work for me.

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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?  
Posted by [Aircraftkiller](#) on Mon, 12 Jan 2009 20:28:15 GMT

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Copy it and then paste it into your address bar ^^;

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

Posted by [pawky](#) on Mon, 12 Jan 2009 21:09:57 GMT

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

Posted by [Aircraftkiller](#) on Mon, 12 Jan 2009 22:13:41 GMT

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

Posted by [pawky](#) on Sun, 25 Jan 2009 01:07:41 GMT

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Check out this mod for C&C 3.

Here is a remake of the original War Factory:

<http://www.moddb.com/mods/tiberian-dawn/images/gdi-weapons-factory31#imagebox>

Looks way better then the one we have in Renegade. This mod is awesome!

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

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 25 Jan 2009 01:26:07 GMT

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

Because they take place at two different parts of the C&C timeline.

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

Posted by [GEORGE ZIMMER](#) on Sun, 25 Jan 2009 01:27:27 GMT

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[NEFobby[GEN] wrote on Sat, 24 January 2009 19:26]Quote:Why Is Renegade so Different to C&C tiberian Dawn?

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Because they take place at two different parts of the C&C timeline.  
...Which sorta makes no sense, seeing as how the whole Temple of Nod thing I doubt happened twice.

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

Posted by [Nightma12](#) on Sun, 25 Jan 2009 22:06:29 GMT

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the BETA looked ALOT more like TD than Ren does =/

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

Posted by [GEORGE ZIMMER](#) on Sun, 25 Jan 2009 22:11:13 GMT

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Nightma12 wrote on Sun, 25 January 2009 16:06the BETA looked ALOT more like TD than Ren does =/

Yeah, then they "updated" the graphics, and then everything looked way different.

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

Posted by [ArtyWh0re](#) on Mon, 26 Jan 2009 12:56:16 GMT

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TANKY wrote on Sat, 24 January 2009 19:07Check out this mod for C&C 3.

Here is a remake of the original War Factory:

<http://www.moddb.com/mods/tiberian-dawn/images/gdi-weapons-factory31#imagebox>

Looks way better then the one we have in Renegade. This mod is awesome!

Have you check out their other buldings like their conyard? Nice and round like it should be, not like the ugly blockey Renegade conyard.

<http://www.moddb.com/mods/tiberian-dawn/images/construction-yard21#imagebox>

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