
Subject: EA interviews Renegade X

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 12 Aug 2009 00:30:19 GMT

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On commandandconquer.com, EALA's "2POC" conducted an interview with Renegade X Founder, [\[NE\]Fobby\[GEN\]](#). The interview contains a wealth of information concerning Renegade X and the team behind it.

Quote:2POC: What has been the most fun part of creating this mod?

Fobby: That's probably the toughest question I've had to answer. Picking favorites is always hard. But, I would have to say that the most entertaining part of the mod's development would have to be spending time with the team. After more than two years of development, we've grown into sort of family. We communicate through the forums, MSN, and Teamspeak on a daily basis, and I have a blast when working with the team, as we are constantly making jokes and having a good time, whether we are testing the mod, playing a good ol' Command & Conquer game, or simply relaxing and exchanging words and ideas. I wouldn't exchange this mod team for anything. Well, maybe a few billion bucks. But that's it, I promise.

Check out the full interview here!

<http://portal.commandandconquer.com/portal/site/tiberium/article/detail?contentId=d01fd25b29a03210VgnVCM1000006017780aRCRD>

Subject: Re: EA interviews Renegade X

Posted by [renohol](#) on Wed, 12 Aug 2009 00:57:06 GMT

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well played mate, hopefully your release date will be around the time windows7 comes out since that is when everyone is finally gonna get a new comp if they don't add 6GB worth of ram eating anti piracy spyware at the last second like with Vista, so good interview and i hope i can score a copy of the under achieving UT3 in 3 months

Subject: Re: EA interviews Renegade X

Posted by [nikki6ixx](#) on Wed, 12 Aug 2009 01:09:40 GMT

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You guys should be proud of yourselves for both the exposure, and the way you're handling the development of this modification. I'll bet it'll be a nice bulletpoint in your guys' resumes in the near-future.

Subject: Re: EA interviews Renegade X

Posted by [kill](#) on Wed, 12 Aug 2009 02:18:53 GMT

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wow intervied by ea nice job man keep up the damn good work cant wait for the beta relase its guna kick ass!

Subject: Re: EA interviews Renegade X
Posted by [Altzan](#) on Wed, 12 Aug 2009 12:56:44 GMT
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That's great, guys, keep up the excellent work!

Subject: Re: EA interviews Renegade X
Posted by [u6795](#) on Wed, 12 Aug 2009 14:54:06 GMT
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Badass interview and amazing trailer. Renegade-X is GOING places.

Subject: Re: EA interviews Renegade X
Posted by [terminator 101](#) on Wed, 12 Aug 2009 22:02:43 GMT
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They forgot to ask: Why are you recreating a failure(according to EA) that was the cause of death of Westwood solely because the game did not sell as fast as alcohol. Hopefully this mod will become one of the most popular so that EA can see how huge mistake they did when they pulled the plug.

Subject: Re: EA interviews Renegade X
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 12 Aug 2009 23:09:27 GMT
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I wouldn't say this is the reason why Westwood was pulled. Since Renegade, Westwood also had released Earth & Beyond, and began working on Tiberian Twilight, Continuum, and C&C Renegade 2.

And partially the reason why C&C Renegade didn't do as well as it could have is because EA was busy advertising MOH:AA, which was set to come out just a week or so after C&C Renegade. Heck, there's even a MOH demo in Renegade. They also pulled WOL after a few years and had only released a few patches just a few weeks/months after release. I just genuinely believe that EA did not care much for Renegade and were more interested in doing their own projects with the new license.

Subject: Re: EA interviews Renegade X
Posted by [Goztow](#) on Thu, 13 Aug 2009 06:52:17 GMT
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This seems to me like an indication that EA definitely put their plans for a C&C FPS away.
