
Subject: renegade was going to be much better
Posted by [mrpants](#) on Wed, 26 Mar 2003 02:38:39 GMT

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(not that its bad but single player and multi would have been better) just go here and theres old pictures of renegade. Renegade was better look at locke with his back on the wall looking at a parked apache (wich cant anymore) and you cant put your back to the wall either to bad they didnt keep those and it looked like better animation.

Subject: renegade was going to be much better
Posted by [Cpo64](#) on Wed, 26 Mar 2003 02:53:48 GMT

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Uhhh, go where?

Subject: renegade was going to be much better
Posted by [Sir Phoenixx](#) on Wed, 26 Mar 2003 03:02:34 GMT

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It would have been nice if you would have included a link of some sort. :rolleyes:

Subject: renegade was going to be much better
Posted by [Cpo64](#) on Wed, 26 Mar 2003 03:42:32 GMT

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Meh, we probably have seen the pics before, its getting old.

Subject: renegade was going to be much better
Posted by [Majiin Vegeta](#) on Wed, 26 Mar 2003 13:12:54 GMT

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i had a link to a movie clip on the WS FTP site..which shows a TOTALLY differnt type fo renegade..its like WTF happened

Subject: renegade was going to be much better
Posted by [DrasticDR](#) on Wed, 26 Mar 2003 19:04:20 GMT

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Subject: renegade was going to be much better
Posted by [PiMuRho](#) on Wed, 26 Mar 2003 19:48:01 GMT
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Quote:its like WTF happened

Something that pretty much always happens in game development - features get cut, ideas don't work, not enough time to put everything in, and gratuitous staging/touching-up of screenshots

Subject: renegade was going to be much better
Posted by [Vitaminous](#) on Wed, 26 Mar 2003 22:17:36 GMT
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DrasticDR

That's an old cutscene / render, nothing to do with the game engine, it's just a cutscene / render

Subject: renegade was going to be much better
Posted by [DrasticDR](#) on Thu, 27 Mar 2003 15:56:27 GMT
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AprimeDrasticDR

That's an old cutscene / render, nothing to do with the game engine, it's just a cutscene / render

Why you telling me? I didn't say it was anything. I just wanted to show you all what mrpants was talking about.

Subject: renegade was going to be much better
Posted by [Blazer](#) on Thu, 27 Mar 2003 16:36:46 GMT
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facinating stuff here:

<http://www.chuckcarter.com/renegade/renegade.html>

Subject: renegade was going to be much better
Posted by [Aircraftkiller](#) on Thu, 27 Mar 2003 18:06:09 GMT
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AprimeDrasticDR

That's an old cutscene / render, nothing to do with the game engine, it's just a cutscene / render

Please shut up. That was inside of Renegade. Level four, to be exact. Go look for yourself once you get into the large cargo bay of the cargo ship, and you'll see that same exact area with some slight differences, without the Apache sitting in the bay.

Subject: renegade was going to be much better
Posted by [Havocman](#) on Thu, 27 Mar 2003 18:11:59 GMT
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actually it dose sit there. until you enter the room, then it pops up. and starts shooting you.

Subject: renegade was going to be much better
Posted by [Aircraftkiller](#) on Thu, 27 Mar 2003 18:49:00 GMT
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No, it doesn't. Every time I've played that level, it's flying around outside waiting for you.

It can't sit anywhere to begin with - the Apache finalized version had no wheels. Fortunately I have the version with wheels.

Subject: renegade was going to be much better
Posted by [NHJ BV](#) on Thu, 27 Mar 2003 19:28:21 GMT
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It does get into the bay sometimes to shoot you; but it does not land indeed.
