Quote:Also, why Hourglass as one of first complete maps?
Why not recreate Under (in my oppinion, the best map) instead? Surely that map would have been easier to recreate, or no?

Everyone's opinion is different   Field is personally my favorite map, and the creator of Hourglass said that was his favorite map.

Quote:
Uploaded it to Rapidshare:
http://rapidshare.com/files/104308366/RenX_Teaser_HD.avi

Thanks man.

We've also got it to stream on Mod DB. Like the YouTube, except much better quality.

http://www.moddb.com/mods/8709/renegade-x/videos/85677/renegade-x-vehicles-test

Quote:
Interesting thing to note is that Tiberium will be built with the UT3 engine as well...Maybe we can see a little competition with that FPS and see which one is better since they will be more or less graphically similar. RenegadeX will be better without a doubt.

Lol

Well the main difference I would say between Tiberium and Renegade X, is that Renegade X will be keeping C&C mode (buildings, credits, MCT's, PT's, etc) while Tiberium will be more of a squad-based Battlefield styled game. So if you like C&C mode in Renegade, then Renegade X is the mod for you.

Quote:I read somewhere the team had Permission from EALA to make a standalone version of Renegade 2007 for free.. I must have been wrong.

Actually, EALA gave us permission to make this mod on Unreal Tournament 3. You'd still need that game to play it though, but of course Renegade X will be a free mod.

Quote:Ever hear of the Titanic?

That was going very well and fast.... right into an iceberg. Whats That

But good luck though! Looks great so far.

R3, you're an active member on our forums, so you'd know that our team is very passionate about this project and are giving it our all. We were the first Total Conversion to rig custom vehicles into UT3, so even they are recognizing our skill

Even if an "iceburg" hits - we'd still have a lot of content to release. But of course, we won't stop until the whole mod is done.