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Subject: UT3 n00b sharing initial experience & Ren X opinions...

Posted by [pawky](#) on Sat, 03 Jan 2009 01:41:53 GMT

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So I bought UT3 and installed it and patched it!

I bought it just to play Renegade X and so when I installed it, my my goal was to see and feel how the game behaved...how fluid are the characters movement, vehicles drive/fly etc etc...or just me trying to get used to playing a different game on a different engine.

Well I can say I was instantly impressed! The speed and fast-paced internet action is right there! I can only imagine how awesome Renegade X would feel!

At first, I was trying to find out how to get 3rd person...looks like it's not built in but I downloaded a mutator called Action Cam with 3rd person.

I thought the 3rd person view was bit obtrusive as I could not see much in front but I eventually found the control to adjust the Field of View (FOV)...after fully increasing it, it was just like Renegade third person. The camera is set in a way where the character is very slightly to the left. So a small difference there nut not that different + you get to see more of the character. Very awesome!

Also while you are using the scope in the sniper rifle, you can move just as fast! You don't freaking slow down like in W3D Ren. And the sniper rifle is so good in this game...I can't wait to use one of those Ren X remade Ramjets.

So I went online too ...I was getting destroyed of course! But eventually I did it! A N00B'S FIRST EVER TOTALLY RANDOM FIRST KILL IN A NEW GAME!

But I am not really going to play UT3 online...I bought the game in preparation for Renegade X. I will definitely play the instant action with bots and the SP missions to get more feel for the game. The game works AWESOME on my PC. I thought I needed an upgrade but after reading UT3's minimum spec requirements, I lol'ed! I still need an upgrade though so I can be ready for Doom 4.

So the game works great and I am all set for Renegade X! Weeeeeeeee! Now having tasted the fine UT3 gameplay mechanism, I think it's very safe to say about most people that the moment they play Renegade X on the Unreal engine, most won't really turn back.

If the Ren X team is careful and they remake C&C Mode carefully while capturing the fast-paced spirit of C&C Mode, they would have a permanent winner; a mod that would dominate for many many years to come. The graphics are there, the gameplay is there, the characters move, jump, crouch all very fast and fluid just like in W3D Ren. And you mix that with C&C Mode and jaw-dropping graphics like they are doing now and you got a winner for sure. IMO, the future bodes very well for Renegade X, a remake of a game that deserves to be remade.

After just playing UT3 for a while and seeing/feeling how chars/vehicles behave and looking at

screens of Ren X's current work, I can tell it's going to be a very big winner.

The feeling of defending the War Factory on the beautifully remade Islands while Arts pound on it and just thinking about that taking place on the Unreal engine gives me the thrills! Getting a Stank and creeping up on Field at night is definitely going to be so awesome. Sniping in the tunnels is definitely going to be a whole new exciting ballgame. I don't even want to tell you how awesome it would be to fly the Orca!

Ren X team will soon be coming up with a community update...I think in January sometime. They said an update is due around the holiday season. Can't wait! I hope the best for the future of Renegade!

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