
Subject: Re: Renegade X - September '09 Update!
Posted by [luv2pb](#) on Sun, 27 Sep 2009 21:18:04 GMT
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[NEFobby[GEN] wrote on Sat, 26 September 2009 19:47]List of Content to be added after first release:

As you all know, the September 30th release is a new beginning for the Renegade X mod. It is the first of hopefully many public updates to the current build. That also means it does not have everything. So, what could you expect for the next releases? I've prepared a quick list, and let me tell you, there is much more to see for Renegade X in the future.

NOTE: This list is not final, and does not represent our official plan for future builds. This is just meant to give you all an idea of what we want in the mod in the future.

Vehicles:

- Orca
- Apache Helicopter
- Transport Helicopters
- Surface to Surface Missile Launcher (custom map and/or server side option)
- Recon Bike (custom map and/or server side option)
- GDI Gunboat (custom maps)
- A-10 (custom maps)

Weapons:

- Basic Rocket Launcher (rocket officer)
- Chem Sprayer
- Tiberium Autorifle
- Sniper Rifle (basic)
- Laser chaingun
- Tiberium Flechette
- Volt Autorifle
- Ramjet
- Railgun model
- Airstrike beacon (server side option)

Maps:

- Many more remakes, such as Under, Walls, and Volcano, coming soon!
- Custom Renegade X maps that we plan on creating. Our own original designs with special features!

Buildings:

- Powerplant
- Silos

- Repair Pads
- More!

Game Modes:

- C&C mode will be expanded as more and more of the mod is released
- Command & Capture (C&C/CTF hybrid)
- World Domination
- Assault

Features to Come:

- Free Aim
- Radio Commands
- Customizable mine limit
- Customizable vehicle limit
- Tech levels
- Drivable Harvesters
- Growing Tiberium & Tiberium Trees (custom maps)
- Passenger chainguns on transport choppers
- Server bot
- Ingame AI specialized for C&C mode
- Visual Dirt & Damage accumulation system for heavily used or heavily damaged vehicles
- Crates (customizable for server hosts)
- Jukebox for Renegade X music
- And much more!

I've kept my mouth shut till now but are you kidding me? So really what you guys did was make a few maps look pretty, copy a few of the basic infantry and some tanks and make a pretty HUD? At least I don't have to worry about you guys splitting the Ren community after hearing about this.

Let me rush out and buy my copy of UT3!!!
