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Subject: Renegade Multiplayer BETA Phase 3  
Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 00:23:28 GMT  
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Hi All,  
I've managed to get my hands on the Renegade Multiplayer BETA Phase 3 CD and I just went to try it out, and when ever I goto host a LAN game, 'Start Game' is greyed out.

Now, I bet your thinking "You're 4 years too late!".  
But the thing is, I wasn't around back then and I was just inspired to see what changed from BETA to the Retail.

For those who actually BETA tested Ren back then, was this sorta thing an issue?

Its not my PC because it does the exact same on my Laptop!

All help much appreciated!

Andy.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [JeepRubi](#) on Sun, 15 Jan 2006 01:06:25 GMT  
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I wasnt aroun back then either. Is there any way i could get a cd or something?

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Creed3020](#) on Sun, 15 Jan 2006 01:49:48 GMT  
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There are not many that are still here that participated in the BETA. I know a few that should reply and hopefully will answer the question.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Sun, 15 Jan 2006 02:26:56 GMT  
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Check all the settings, make sure dedicated isnt selected or something.

Also share it, i could break that thing apart. Is it a full 700mb? I got a place for you to upload it.

I think everyone here should be able to test it out.

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By the way, Png? Required high standards for a greyed out start button

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Crimson](#) on Sun, 15 Jan 2006 02:41:08 GMT  
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It's grayed out because it only works with Multiplayer via WOL.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 03:15:39 GMT  
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Damn,  
And when I try to connect to WOL/XWIS, it wants me to upgrade to the 1.037 patch >\_<

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Sun, 15 Jan 2006 03:28:25 GMT  
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Pass it over, ill convert it to a workable version.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Renx](#) on Sun, 15 Jan 2006 04:14:22 GMT  
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WNxCABAL wrote on Sat, 14 January 2006 23:15Damn,  
And when I try to connect to WOL/XWIS, it wants me to upgrade to the 1.037 patch >\_<

Unless you setup a local unpatched FDS, then direct connect to it.

edit: wait nevermind, forgot there was no fds for it :/

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Viking](#) on Sun, 15 Jan 2006 07:37:30 GMT  
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Cant you just take the levels and put them in youre normal renegade/data folder?

Well and if they are names the same as ones in it copy them to somewhere else then move them

---

there.

Load it up then test it?

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Aircraftkiller](#) on Sun, 15 Jan 2006 07:39:27 GMT  
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There isn't much to test. Phase 3 is very similar to what's out today - what you'd want is Phase 1. I have the disc for it around here somewhere. However, the LAN function doesn't work as Crimson noted. This was to make sure all we did was test online and ensure WS that we were testing the game properly.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [PiMuRho](#) on Sun, 15 Jan 2006 07:47:07 GMT  
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Renx wrote on Sat, 14 January 2006 23:14WNxCABAL wrote on Sat, 14 January 2006 23:15Damn,  
And when I try to connect to WOL/XWIS, it wants me to upgrade to the 1.037 patch >\_<

Unless you setup a local unpatched FDS, then direct connect to it.

edit: wait nevermind, forgot there was no fds for it :/

There was an FDS for the beta - it just wasn't generally available. I've got a copy of it somewhere.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Sun, 15 Jan 2006 16:42:36 GMT  
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Aircraftkiller wrote on Sun, 15 January 2006 02:39There isn't much to test. Phase 3 is very similar to what's out today - what you'd want is Phase 1. I have the disc for it around here somewhere. However, the LAN function doesn't work as Crimson noted. This was to make sure all we did was test online and ensure WS that we were testing the game properly.

Well you could upload that for us? I really want to see this stuff.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 17:24:11 GMT  
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I have just copied the maps to a Renegade v1.037 game, and as AK said, there ain't much difference.

All I found that was different to the patched/retail versions are less Tiberium, some textures don't correspond to their material type, there aren't blockers in places, the PowerPlants in City are 90 degrees clockwise and the SBH purchase icon shows the silver laser gun. That's all I could find! Also, the WF doors didn't properly open and the Airstrip spawns the vehicles at 0,0,0. But, I'm guessing it's because I'm using a new version to an older version.

There ain't much point in having this because there ain't anything much different than what's described above.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Sun, 15 Jan 2006 18:02:07 GMT  
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WNxCABAL wrote on Sun, 15 January 2006 12:24: I have just copied the maps to a Renegade v1.037 game, and as AK said, there ain't much difference.

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There ain't much point in having this because there ain't anything much different than what's described above.

You should really decompile the whole thing though. Renegade has a lot of models and files that are "extras" that are not linked in the Object.ddb

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Crimson](#) on Sun, 15 Jan 2006 20:31:39 GMT  
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I still have my Phase 1 disk and know where it is.

You can thank me for the placement of the GDI Power Plant in City. It was the only one of the Power Plants that was turned 90 degrees, Nod had it the way it is now. The one that was misplaced was a lot easier to rush and destroy and I suggested it be turned to match the other team's plant.

Here are some pictures I took a while ago:  
[http://www.n00bstories.com/hosted\\_files/renegadebeta/](http://www.n00bstories.com/hosted_files/renegadebeta/)

The files with a .txt file after them are descriptions of the pictures, in case you're wondering why I took such a stupid picture.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [RTsa](#) on Sun, 15 Jan 2006 20:44:55 GMT  
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Wow. Many costs have been pulled down...especially the characters. Hehe...Havoc for 900

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 20:54:44 GMT  
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Oblivion165 wrote on Sun, 15 January 2006 18:02WNxCABAL wrote on Sun, 15 January 2006 12:24I have just copied the maps to a Renegade v1.037 game, and as AK said, there ain't much difference.

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You should really decompile the whole thing though. Renegade has a lot of models and files that are "extras" that are not linked in the Object.ddb

If you find the names of the files missing, I'll try & find them.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Renx](#) on Sun, 15 Jan 2006 20:54:58 GMT  
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Did havoc/sakura only have one shot per clip in that beta, or did you just take a few shots before you took that picture?

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Subject: Re: Renegade Multiplayer BETA Phase 3

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Posted by [Oblivion165](#) on Sun, 15 Jan 2006 20:59:29 GMT

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Erm, Double Post ~ Remove

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Subject: Re: Renegade Multiplayer BETA Phase 3

Posted by [Oblivion165](#) on Sun, 15 Jan 2006 21:00:23 GMT

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Erm, Double Post ~ Remove

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Subject: Re: Renegade Multiplayer BETA Phase 3

Posted by [Oblivion165](#) on Sun, 15 Jan 2006 21:01:28 GMT

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Oblivion165 wrote on Sun, 15 January 2006 16:00Oblivion165 wrote on Sun, 15 January 2006 15:59WNxCABAL wrote on Sun, 15 January 2006 15:54Oblivion165 wrote on Sun, 15 January 2006 18:02WNxCABAL wrote on Sun, 15 January 2006 12:24I have just copied the maps to a Renegade v1.037 game, and as AK said, there ain't much difference.

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You should really decompile the whole thing though. Renegade has a lot of models and files that are "extras" that are not linked in the Object.ddb

If you find the names of the files missing, I'll try & find them.

I don't mean anything specific, I just mean if you dump the entire contents to one directory and go through them all, you'll find something at least remotely interesting.

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Subject: Re: Renegade Multiplayer BETA Phase 3

Posted by [WNxCABAL](#) on Sun, 15 Jan 2006 21:03:16 GMT

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Yes, 1 shot per clip

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Demolition man](#) on Sun, 15 Jan 2006 21:23:07 GMT  
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I still go my phase 1 cd =)

But you can just unpack the files in there and see what it got... I believe somebody uploaded that a long time ago...

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Renx](#) on Mon, 16 Jan 2006 02:50:28 GMT  
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WNxCABAL wrote on Sun, 15 January 2006 17:03 Yes, 1 shot per clip

Does anyone know why they changed it? Personally I think 1 shot would of been much better.

I also suspected that the spawn ramjet was the one from the beta, which means it did a lot less damage to light armored vehicles as well. They should of either just gave it more shots, or just made it do more damage. Not both like we have now...

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Mon, 16 Jan 2006 05:19:59 GMT  
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Some of the RamJets are still set to 1, I guess they got lazy.

And not one person has uploaded that cd yet. I PM'ed them all.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Crimson](#) on Mon, 16 Jan 2006 07:25:57 GMT  
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I agreed to an NDA when I participated in the beta. I won't break it.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Mon, 16 Jan 2006 12:05:09 GMT  
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Crimson wrote on Mon, 16 January 2006 02:25I agreed to an NDA when I participated in the beta. I won't break it.

What?!?

The company you agree that to doesnt even exist anymore. Im pretty sure there is a statchute here, i think it ends at endgame.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Crimson](#) on Mon, 16 Jan 2006 16:18:17 GMT  
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EA owned Westwood when the beta test started, so it does still exist. In fact, I just launched the installer for the beta disk and it very specifically says that the materials (meaning the disk and its contents) remain the property of Westwood Studios forever. The only privilege ever granted the beta testers was the ability to post screenshots. We are NOT allowed to share any of the files on the disk with ANYONE EVER.

If other people want to break their NDA, then that's their choice. However, I have a position to uphold and respect and I won't violate it.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [bisen11](#) on Mon, 16 Jan 2006 21:22:24 GMT  
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Well, why don't you post the whole NDA so we can look for a loop pole, or however you say it...

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [JeepRubi](#) on Mon, 16 Jan 2006 21:36:01 GMT  
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I really want to try out the BETA just to see what it was like.

BTW: That is how you say it.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Crimson](#) on Mon, 16 Jan 2006 21:57:30 GMT  
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No, it's a "loophole". Also, I can't post the whole NDA because it's embedded in the installer and it doesn't allow me to highlight it for copy/paste.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Mon, 16 Jan 2006 22:08:00 GMT  
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If anyone is willing to share a phase 1 disk, let me know. Im VASTLY interested in it.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [JeepRubi](#) on Mon, 16 Jan 2006 22:12:46 GMT  
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Oblivion165 wrote on Mon, 16 January 2006 16:08If anyone is willing to share a phase 1 disk, let me know. Im VASTLY interested in it.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Demolition man](#) on Mon, 16 Jan 2006 22:46:27 GMT  
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how much would you pay for a copy?

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Mon, 16 Jan 2006 22:54:12 GMT  
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Demolition man wrote on Mon, 16 January 2006 17:46how much would you pay for a copy?

Considering that the entire game is now less than 2 dollars retail.....None.

I just have a place to upload it to so everyone can see the beta.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Demolition man](#) on Mon, 16 Jan 2006 23:03:07 GMT  
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I can also make a scan from the disc and upload it you get the same ammount of play time with it...

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [WNxCABAL](#) on Mon, 16 Jan 2006 23:04:11 GMT  
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I bought mine from somebody recently for like £15.  
I know its alot, but I'm a collector of C&C.

Take a look at my other collectables..  
<http://cabalonline.com/Renegade/collection1.htm>

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Mon, 16 Jan 2006 23:10:00 GMT  
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Demolition man wrote on Mon, 16 January 2006 18:03I can also make a scan from the disc and upload it you get the same ammount of play time with it...

Well thats all i ask for, an ISO or something, i dont want you to actually snail mail me the cd.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Demolition man](#) on Mon, 16 Jan 2006 23:14:02 GMT  
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with a scan i ment a picture from the CD =P

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Oblivion165](#) on Mon, 16 Jan 2006 23:15:20 GMT  
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I see, well include that in the upload, hehe

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [JeepRubi](#) on Mon, 16 Jan 2006 23:34:27 GMT  
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UPLOAD IT ALREADY!

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Crimson](#) on Tue, 17 Jan 2006 00:14:54 GMT

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There's really nothing exciting in it... as far as I know, all the files from the beta are still in always.dat.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [Aircraftkiller](#) on Tue, 17 Jan 2006 02:03:54 GMT  
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I have the khaki hat... I'd pay you for those GDI and Nod pins with the WS jewelry box. I have the Allied and Soviet pinset from Red Alert but never got a jewelry box. I have that Retaliation t-shirt, the Red Alert World Domination Tour '97 t-shirt, and somewhere I have a Command & Conquer sweater if I can ever find it again. I only wore it like twice.

I also have this C&C Renegade t-shirt that was given to me for all the work I did for WS with RA2 and YR levels. I wouldn't mind having that WS t-shirt.

I was in the Generals "multiplayer test" but didn't get shit for it.

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Subject: Re: Renegade Multiplayer BETA Phase 3  
Posted by [WNxCABAL](#) on Tue, 17 Jan 2006 16:32:14 GMT  
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That collection + RenBETAp3 CD I recently bought on ebay for £215.

The guy I bought it all from has met & played with Louis Castle and quite a few other Ex-WW staff. Hence why the Unopened Red Strike box is signed by its creators  
What makes me feel proud though is that his wife is soon to give birth to their first child and with my money, they was able to buy a pram.

He also informs me that theres a second suprise parcel on its way to me with more collectables, which he is giving to me!  
So, I'll keep you updated on that

Unfortunately AK, I don't want to sell anything on there to you or anybody. Don't take it personally or anything, but I've been collecting C&C for a long time now & something this rare I would never give up.

But you never know, some day you'll get lucky!

Andy.

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