Subject: Renegade, taken to a new level
Posted by R-07 on Sun, 10 Dec 2006 21:52:59 GMT
View Forum Message <> Reply to Message

The beginning of the end is merely the end of the beginning. As one day passes, another day
arrives.

I'm here to speak to you about a mod. As this month goes by, you'll be hearing more about us. But
for now, I will be leaving two teaser images for hype reasons.

Give attention to the logo on the bottom left of both images.

The game we all love will be passing by a new route and taken to a new level. The only barrier is
time... expect to hear from us again soon, with more information.

---

Subject: Re: Renegade, taken to a new level
Posted by Canadacdn on Sun, 10 Dec 2006 21:55:07 GMT
View Forum Message <> Reply to Message

Some sort of full conversion mod that uses old Renegade assets and puts them in a new game?

---

Subject: Re: Renegade, taken to a new level
Posted by jnz on Sun, 10 Dec 2006 22:16:40 GMT
View Forum Message <> Reply to Message

nothing in that images repreisents anything new.

---

Subject: Re: Renegade, taken to a new level
Posted by [NE]Patriot on Sun, 10 Dec 2006 23:57:42 GMT
View Forum Message <> Reply to Message

You have my attention.

Those teasers are amazing(I feel teased)

I want more.

---

Subject: Re: Renegade, taken to a new level

---

Posted by Tunaman on Mon, 11 Dec 2006 00:08:27 GMT
View Forum Message <> Reply to Message

gamemodding wrote on Sun, 10 December 2006 17:16nothing in that images repreisents anything new.
Sadly, I agree.

---

Subject: Re: Renegade, taken to a new level
Posted by icedog90 on Mon, 11 Dec 2006 00:22:20 GMT
View Forum Message <> Reply to Message

[NEPatriot wrote on Sun, 10 December 2006 15:57]You have my attention.

Those teasers are amazing(I feel teased)

I want more.

How are they amazing? They are just a collection of old Renegade screenshots that maybe hint that this mod is supposed to convert Renegade into what it should have been like.

---

Subject: Re: Renegade, taken to a new level
Posted by [NE]Patriot on Mon, 11 Dec 2006 00:36:38 GMT
View Forum Message <> Reply to Message

Quote:How are they amazing?


Quote:They hint maybe that this mod is supposed to convert Renegade into what it should have been like.

And, in case you didn't notice: They look amazing:biggrin:

And really, didn't you guys read the post? It says "Teasers" and "for hype reasons". No where does it name a true purpose. And it definitely doesn't say that these teasers represent a final product.

In any case, I'm interested... And I can't wait for some more information.

Please, give us some more information.

---

Subject: Re: Renegade, taken to a new level
Posted by [NE]Fobby[GEN] on Mon, 11 Dec 2006 00:38:19 GMT
View Forum Message <> Reply to Message

---

Interesting   Let's hear more

---

Subject: Re: Renegade, taken to a new level
Posted by nopol10 on Mon, 11 Dec 2006 01:31:09 GMT
View Forum Message <> Reply to Message

The second image is nice.

---

Subject: Re: Renegade, taken to a new level
Posted by thrash300 on Mon, 11 Dec 2006 02:38:27 GMT
View Forum Message <> Reply to Message

I think that it is more single player missons as well as a NOD campaingn.

---

Subject: Re: Renegade, taken to a new level
Posted by Canadacdn on Mon, 11 Dec 2006 02:46:57 GMT
View Forum Message <> Reply to Message

It's Renegade redesigned on the UT2007 Engine.

Or so I heard.

---

Subject: Re: Renegade, taken to a new level
Posted by nopol10 on Mon, 11 Dec 2006 03:27:18 GMT
View Forum Message <> Reply to Message

Nooooo. Not UT2007!

---

Subject: Re: Renegade, taken to a new level
Posted by Jerad2142 on Mon, 11 Dec 2006 04:10:24 GMT
View Forum Message <> Reply to Message

Canadacdn wrote on Sun, 10 December 2006 19:46It's Renegade redesigned on the UT2007
Engine.

Or so I heard.

I seriously hope not, if they split what remains of the renegade community over two engines, It will
probably just be the end of both days (referring to both engines) or just Renegade.

## Subject: Re: Renegade, taken to a new level
Posted by Titan1x77 on Mon, 11 Dec 2006 07:35:05 GMT

I wasn't expecting this type of post. I was told that they wanted to make some promo pictures and didn't realize it would be posted without the majority of the team confirming it.

So let's just ignore the "teasers" and let me introduce the mod.

Sometime awhile ago I planned on taking Renegade to a new engine to use more advanced features, better net code, and to help increase the life of a great game.

I didn't want any hype or even a community for this project until we got into testing... After a team was peiced together over the last 6 or so months we worked from a set of private forums, I then realized we should put up a site and forums to gain attention of coders and other artists, when we lacked in a few areas.

The team consists of about 16 members, some active some not so much... When creating a mod I understand not everyone has the free time, so if anyone wanted to help out, then it was fine by me.

So this project isn't something meant to be hyped up...I'd like to post here to inform you guys and leave a link to the site once it's up...You'll be able to find out much more information on this mod at that time.

A brief explanation of the mod can be summed up with...

It's Renegade
Same Infantry,Vehicles,Buildings,Levels..etc.
Same hit point system, same scoring system.

Along with that mode (Classic) there will be a variant which will be more of a TD mod with anything left out of renegade plus more.

I also plan on adding new game modes that rely on "C&Cmode" where attacking bases while including other objectives enhance the Classic "c&cmode" ...plus quite a few other ideas on gameplay.

and Yes it's on the unreal 3 engine....and if all goes well, with any remaining members interested Im considering a 1st/3rd person mod of C&C3 on the unreal engine once we have finished Ren 2007

## Subject: Re: Renegade, taken to a new level
Posted by Jerad2142 on Mon, 11 Dec 2006 20:40:03 GMT

(I a quiet voice) Just be careful Renegade is still being sold, and EA is everywhere, needless to say, I do not think their ready to have a grand parade for the person that makes renegade on a different engine, and takes their remaining customers.

Well all the mods people are making be able to run on this engine (although, even if they were compatible with this new engine, I don't think that I would convert them to it, because then all the work Black Hand Studios is doing would be in vain. Whats the point of improving the REAL engine if you are just going to switch it to a different engine).

---

Subject: Re: Renegade, taken to a new level
Posted by Pendullum on Mon, 11 Dec 2006 20:41:21 GMT
View Forum Message <> Reply to Message

And what is wrong with the unreal 3 engine? Gears of war uses this engine and that in itself is an amazing game, I'm hoping this mod can use some of that games cover system XD

---

Subject: Re: Renegade, taken to a new level
Posted by [NE]Fobby[GEN] on Mon, 11 Dec 2006 20:42:46 GMT
View Forum Message <> Reply to Message

Its not like everyone who plays Renegade will just suddenly stop, and move to another engine forever. And plus I'd imagine this mod would take a while to get done.

---

Subject: Re: Renegade, taken to a new level
Posted by Jerad2142 on Mon, 11 Dec 2006 20:47:57 GMT
View Forum Message <> Reply to Message

Right now there is around 800 - 1000 players who still play Renegade on a regular basis, some of those players play to fight specific people. If those people quit playing the other people will also quit, I think you can do the math.

---

Subject: Re: Renegade, taken to a new level
Posted by [NE]Fobby[GEN] on Mon, 11 Dec 2006 20:49:28 GMT
View Forum Message <> Reply to Message

Yeah but its not like everyone can afford/run a UE3 engine game on their PC, and its not like everyone who plays C&C Renegade will know about this mod and say "OMG!" and just quit playing it.

---

Subject: Re: Renegade, taken to a new level
Posted by Jerad2142 on Mon, 11 Dec 2006 21:04:29 GMT

---

True, and I can't even buy UT7 where I live, they quit selling it. But there won't be as many full games.

---

## Subject: Re: Renegade, taken to a new level
Posted by Titan1x77 on Mon, 11 Dec 2006 21:53:40 GMT

Pendullum wrote on Mon, 11 December 2006 15:41And what is wrong with the unreal 3 engine? Gears of war uses this engine and that in itself is an amazing game, I'm hoping this mod can use some of that games cover system XD

This is something that will be a server variable...I looked into adding this where we set up zones of where you can cover and peek around corners. This is something I want in... but dont want to take away from the classic renegade mode, so it can be a server setting to have it on or off.

jered gray- I understand your concern, mainly because 1,000 players use to be 5,000... 5,000 use to be 10,000.

The game isn't gaining popularity anymore...and if anything, once this mod is out, it doesnt mean people will have the pc specs to go play the mod either....in return people may actualy try and buy a copy of Renegade adding back to the community.

EA will be contacted, and presented with the idea of taking Renegade to another engine...but im not contacting them with "teasers" like above^^

Solid work is the only thing that will impress them enough with the idea.

EA has a license for the unreal engine(forget which game, I CAN get sources for this)...

This is a dedication by a community of artists to bring Renegade to another engine...its not a team making money or defacing Renegade either.

Just a mod dedicated to a great game.

---

## Subject: Re: Renegade, taken to a new level
Posted by cmatt42 on Mon, 11 Dec 2006 23:02:30 GMT

Jerad Gray wrote on Mon, 11 December 2006 15:04True, and I can't even buy UT7 where I live, they quit selling it. But there won't be as many full games.
UT2K7 isn't out yet...

---

Subject: Re: Renegade, taken to a new level
Posted by Jerad2142 on Tue, 12 Dec 2006 04:07:00 GMT
View Forum Message <> Reply to Message

I meant any UT game, and how are making a mod for a game that doesn't currently exist.

Subject: Re: Renegade, taken to a new level
Posted by Richbk on Tue, 12 Dec 2006 10:20:03 GMT
View Forum Message <> Reply to Message

Well the idea sounds cool.

As for making a mod for a game that doesn't exist it can't be hard. All you need is some poly limits and already you can make most fo the models. There is enough information around the net about what UT2K7 will be capable of.

As long as the mod is done well and represents the real Renegade experience then I'm looking forward to playing it.

Ric

Subject: Re: Renegade, taken to a new level
Posted by PiMuRho on Tue, 12 Dec 2006 13:21:18 GMT
View Forum Message <> Reply to Message

Actually, Unreal Engine 3 is already available for the public to use and to modify. All you need to do is get hold of the game Roboblitz (available on Steam) and it comes with the tools (although no Unrealscript as of yet).

I've done some playing about with it here: http://www.dirigible-games.com/diary/?p=15

Subject: Re: Renegade, taken to a new level
Posted by Titan1x77 on Tue, 12 Dec 2006 23:21:09 GMT
View Forum Message <> Reply to Message

I recently got RoboBlitz aswell...Ive been reading tutorials based on the older versions, a few things have changed as i have noticed.

I have a problem with the 2-d shape creator, When i pan around the screen it goes into hyperspeed...might be just a bug with my version.

Is there a way to reverse the mouse?...I cant get into any interface options at all.

You know of any good rigging tutorials for unreal engine 3?

## Subject: Re: Renegade, taken to a new level
Posted by PiMuRho on Wed, 13 Dec 2006 07:09:07 GMT

Nope, I just flew by the seat of my pants. I used it for literally 24 hours just to see what I could do in that time, and most of that was getting used to the map editor. I've asked someone I know at Epic about opening up the UE3 developer network a bit - when that occurs, there'll be a lot more documentation.

---

## Subject: Re: Renegade, taken to a new level
Posted by Spyder on Thu, 14 Dec 2006 18:50:25 GMT

Any preview vids already?

---