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Subject: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [NE]Fobby[GEN] on Tue, 26 Feb 2008 00:33:16 GMT

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Hey everyone. It's been a while since we've had an update, but we've got a pretty good one for you.

### New Ingame Video

We have just uploaded our first ever Renegade 2007 ingame video. This video features the Nod soldier, and the maps "Hourglass" and "Field".

Work In Progress. We still have not added the buildings, so we have put temporary UT3-style bases for Vehicle Capture the Flag mode.

\*\* Link now works \*\* [http://ren2007.totemarts.net/Downloads/R07\\_Trailer\\_01.wmv](http://ren2007.totemarts.net/Downloads/R07_Trailer_01.wmv)

Enjoy!

### VCTF Hourglass for UT3 Released!

The VCTF Hourglass map is complete and ready for download. This is one of the few Renegade 2007 content pieces which will be released before our first version.

<http://ren2007.totemarts.net/Downloads/VCTF-HourGlass.rar>

Map Description: According to Nod research scientists, enhancements in Tiberium mutation have been rapidly growing in this mountain area. This deadly mutation in Tiberium has desolated the region from its plant and animal life by absorbing its natural resources. After GDI discovered the spike in Tiberium mutation, they were quick to respond, and began to establish a forward base of operations. As GDI began excavating the secrets of this region, Nod forces retaliated in an effort to stop GDI from discovering the mysteries of this mutation.

Happy birthday Renegade!

On February 26th, 2002, Westwood Studios and EA Games had released Command & Conquer: Renegade. It was the first game of its kind; blending the famous C&C formula with the action of a Shooter.

Although the game was deemed a failure in recent EA interviews, it has a strong, dedicated community of servers, mod teams, clan tournaments, and more. These groups of people have kept the game alive, and in many cases it had outlived many newer games.

If C&C Renegade has taught us anything, it is that a game can live on good gameplay alone. Renegade's graphics were never great, its netcoding wasn't good, running servers wasn't user-friendly, it didn't have any built-in anti-cheat system, it did not receive much support from EA, etc. However, the gameplay alone had driven the game this far, now on its 6th birthday.

This unique multiplayer experience is something I personally look forward to carrying onto our mod, as other mods are doing the same.

## Community Game

To celebrate C&C Renegade's birthday, we will be playing VCTF Hourglass. Celebrate 6 years of Renegade by playing this latest Renegade 2007 map.

The community game will take place at 7:00pm EST on Tuesday, February the 26th.

We will be playing on the server named Ren07 Testing Server, IP 75.126.220.122:7777

Big thanks to Borgamers ([www.borgamers.com](http://www.borgamers.com)), the UT/C&C Community for hosting this server!

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Jerad2142](#) on Tue, 26 Feb 2008 00:42:30 GMT

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You will be celebrating it by playing another game

Well I know if I had people celebrating my birthday at a neighbors house while I was at home I would not think much of that, but thats just me, maybe the Renegade community enjoys getting smaller, instead of hosting huge net games on the original engine.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 Feb 2008 00:49:21 GMT

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Something's wrong with the video, we will re-upload...

You realize that 1 game of probably twenty or so people has absolutely no affect on W3D or the Renegade community, right?

It's just a priviledge to play our new Hourglass, you don't have to come

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Jerad2142](#) on Tue, 26 Feb 2008 00:51:00 GMT

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[NEFobby[GEN] wrote on Mon, 25 February 2008 17:49]Something's wrong with the video, we will re-upload...

You realize that 1 game of probably twenty or so people has absolutely no affect on W3D or the Renegade community, right?

It's just a priviledge to play our new Hourglass, you don't have to come  
I hope your not saying your making a mod that will only take 20 people, because thats a pretty lame goal.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 Feb 2008 00:54:04 GMT

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No, I'm saying that this community game will probably not have a turn-up bigger than 20-30 people.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Jerad2142](#) on Tue, 26 Feb 2008 01:05:11 GMT

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[NEFobby[GEN] wrote on Mon, 25 February 2008 17:54]No, I'm saying that this community game will probably not have a turn-up bigger than 20-30 people.

I doubt that, for what little of the movie I saw it has better graphics, as long as you are trying to make it true to renegades game play you will succeed in making a better game. And as one of the main scripters of Renegade I see your game as competition, I have UT3 so I already know it has a better engine.

I am just trying to defend the game I put so much work into.

So yah sorry for attacking your mod, its coming alonge just how I though it would.

---

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 Feb 2008 01:26:56 GMT

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Video now works

Well we're doing exactly that; the mod is very true to C&C Renegade. It doesn't threaten your projects I don't think, because I doubt the whole community would stop playing this great game in the near future, no matter what mod/game is released within the next couple years.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Jerad2142](#) on Tue, 26 Feb 2008 01:40:44 GMT

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[NEFobby[GEN] wrote on Mon, 25 February 2008 18:26] It doesn't threaten your projects I don't think

It had better not, or else I will set out on my bicycle and search every last inch of Canada until I find you, jk lol. I will probably have to try playing it later, but right now I am busy with making a skirmish map with better ai.

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Stefan](#) on Tue, 26 Feb 2008 02:46:39 GMT

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One word: DAMN O\_O

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Viking](#) on Tue, 26 Feb 2008 03:09:55 GMT

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AGH! STUPID VIDEO IS TAKING TOO LONG TO DOWNLOAD!

Hurry up I want to see all this win and awesome!

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [jd422032101](#) on Tue, 26 Feb 2008 03:36:18 GMT

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Amazing progress looks very very nice.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Zion](#) on Tue, 26 Feb 2008 08:01:14 GMT

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NEFobbyGEN wrote on Tue, 26 February 2008 00:33

...it didn't have any built-in anti-cheat system...

---

I'd like to point out that this statement is false. Westwood did build an anti-cheat system into the engine. Heard of The Zero Bug before? Add a modified objects.ddb file into the data folder and you will get it. Prevents cheaters right away.

It's not their fault EA rushed them and it's easily bypassed, but please think before making incorrect statements.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Goztow](#) on Tue, 26 Feb 2008 08:08:14 GMT

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I agree with Zion fox here.

Good luck with the mod, though, it seems to be coming along nicely.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [jnz](#) on Tue, 26 Feb 2008 08:08:20 GMT

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It's all pretty but as i recall, you get shot by the obelisk/agt on hour glass if you move too close to the other side of the hill.

I hate the bases are only temporary.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [BoMbZu](#) on Tue, 26 Feb 2008 10:15:16 GMT

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Thats awesome man!! good job

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [OWA](#) on Tue, 26 Feb 2008 10:39:28 GMT

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Jerad Gray wrote on Tue, 26 February 2008 01:05 And as one of the main scripters of Renegade I see your game as competition, I have UT3 so I already know it has a better engine.

I am just trying to defend the game I put so much work into.  
So yah sorry for attacking your mod, its coming alonge just how I though it would.  
Why would another Renegade mod on a completely differant game engine be a threat to Renegade's modding community? It's not like everybody will be shutting shop immediately and moving to mod the UE3. I fail to see where your arguement is coming from.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Try\\_lee](#) on Tue, 26 Feb 2008 11:59:52 GMT

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I have to say that the green lighting in the tunnels is terrible, and that in general the whole thing looks too dark.

Love the tiberium though.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [reborn](#) on Tue, 26 Feb 2008 14:08:25 GMT

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That looked amazing, I will buy the game, download the map and join. Too bad hurglass is my most hated map, but I really want to see this for myself.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [trooprm02](#) on Tue, 26 Feb 2008 14:08:48 GMT

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Wow....this is my FAR one of the most impressive peices of work I have ever seen. Serious: I thank you Fobby, and the rest of the ren2k team for giving renegade a second chance that it never got, im VERY pleased with what I see here, looks like im going out sometime soon to actually buy ut3.

P.S:FUCK, I won't be able to make it to that game tonight...dam I really, REALLY wanted to be there Hopefully you guys will be seting up something like this again, and again, I never thought i'd see the day of this happening. Thank You.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\\_SSnipe\\_](#) on Tue, 26 Feb 2008 15:02:39 GMT

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im in

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [GEORGE ZIMMER](#) on Tue, 26 Feb 2008 15:15:45 GMT

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That looks INCREDIBLY badass. Nice work, seriously. I wish I had UT to play it, and a decent computer to get anything over 1 FPS, lol... But yeah, that looks very nice.

Hope to see this mod reach completion.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [IronWarrior](#) on Tue, 26 Feb 2008 15:32:41 GMT

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---

Something ate my last post.

Anyway, it's looks good, had to go watch it on youtube as it took forever to load and I couldn't stand waiting, the green light in the tunnels is fine.

---

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [renalpha](#) on Tue, 26 Feb 2008 15:51:44 GMT

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i loved it,  
watched the avi  
it looks beautifull,  
cant w8 to hillcamp that game xD

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Scrin](#) on Tue, 26 Feb 2008 16:48:35 GMT

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holly shit!, that mod got amazing engine and look, you gona PwN EA's C&C Tiberium?

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community

Game, & more!

Posted by [The Elite Officer](#) on Tue, 26 Feb 2008 16:51:32 GMT

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STOP IT! PUT THAT OTHER SHIT DOWN NOW!

Traitors.....

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Speedy059](#) on Tue, 26 Feb 2008 18:53:48 GMT

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The Elite Officer wrote on Tue, 26 February 2008 11:51STOP IT! PUT THAT OTHER SHIT DOWN NOW!

Traitors.....

YOU DON'T WANT TO IMPROVE RENEGADE!?

You traitor....

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [nikki6ixx](#) on Tue, 26 Feb 2008 19:25:24 GMT

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I've played the video twice...

... and I still can't believe that this was made by volunteers. I'm still wiping the drool off of my keyboard because my mouth has hung open for about ten minutes.

I noticed the levels are dark, and in a good way. They kind of have a 'what's around the corner' feel to them, which would be awesome in smaller games.

Simply put, it looks terrific.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 Feb 2008 19:45:34 GMT

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Thank you all for such great comments.

About Westwood working on its anti-cheat system, I'm referring to the rise in cheats in Renegade (mid 2004) and how it was BHS to the rescue, not EA.

Quote:I have to say that the green lighting in the tunnels is terrible, and that in general the whole thing looks too dark.

Love the tiberium though.

About the darkness, Field is a night time map after all. It really isn't that dark, but either way, a few lightposts will never make that environment look like daytime.

Too dark would be if you can't see what's in front of you.

---

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Viking](#) on Tue, 26 Feb 2008 19:58:36 GMT

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You should add headlights on to most if not all vehicles, it would look cool, and the player could turn them on when it is too dark for them making everyone able to play more easily.

Also don't forget to make a tutorial like in renegade so that n00bs know that space bar makes the Orca/Apache/Tranny go up.

Also EXTRAS!

---

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Starbuzz](#) on Tue, 26 Feb 2008 19:59:45 GMT

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A great mod project that virtually gurantees Renegade's immortality (along with C&C Renegade) and the initial posts I see is full of skepticism (maybe also loathing) and negative remarks and nitpicking...no congratulations, no thank you's and no nothing.

C'mon people you can do better. I am not sure if this is a community of gamers who truly love Renegade or a selfish lobster-tank.

I am disappointed. But thanks to those who were grateful.

-----

Eitherway, awesome job Fobby! Convey my regards to your development team. The video is amazing and gives a good feel for what is in store for the future. It is coming along nicely. Keep up the awesome work!

I also have many questions(as always!).

The maps are well-made. Field is marvelously redone and captures the essence of the Renegade map we play now. It's a nice update to what we have now. Hourglass looks slightly different (and unique) when it comes to lighting and textures. The sides of the map are great with grass and looks just like the original.

Hourglass was one of my favorite maps due to it's massive size and blue skies and light tan color texture (that made it look big). Is there a way you can capture that on the new Hourglass map? Eitherway, it is a good update. The tunnels look different as it has more space now and the lighting changes are cool. The base area looks slightly small but wouldn't it be updated when the buildings are put in?

What I am trying to get across is that will the gameplay features in the maps be preserved? For example in the new Hourglass, can an Arty shoot the Barracks from the side without the AGT hitting it like we can do now?

As for the walkthroughs, they are very nice and hint at the good things that are yet to come. I am glad to see your team was able to solve the UT3 modding issue that did not let you get custom character models in. So, that's a good thing for the mod. Also, while we can all get used to the new 3rd person view, is there a way to place the 3rd person camera up above the head directly behind the character's head like we have in Renegade now?

I still like the 3rd person cam view as we can get to see more of the character but the area in front of the character seems a bit obstructed. Also, the mod will feature a 1st person view as well no?

OK, I think I am done with all the questions for now! So good job Fobby, thank you and the team's hard work and dedication for the past years. And thanks for updating us! Truly well done!

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 Feb 2008 20:17:20 GMT

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Starbuzz wrote on Tue, 26 February 2008 14:59

Eitherway, awesome job Fobby! Convey my regards to your development team. The video is amazing and gives a good feel for what is in store for the future. It is coming along nicely. Keep up the awesome work!

Thank you.

Quote:Hourglass was one of my favorite maps due to it's massive size and blue skies and light tan color texture (that made it look big). Is there a way you can capture that on the new Hourglass map?

We tried putting in a nice blue sky-sphere for this map, but it really messed up the lighting on the

map, so we had to sub in the stormy sky sphere.

Quote:The base area looks slightly small but wouldn't it be updated when the buildings are put in?

They look small mainly because the VCTF bases are in the way, but if we need more space for buildings, it won't be a problem. The layout of the base will be just like Renegade's.

Quote:What I am trying to get across is that will the gameplay features in the maps be preserved?

Yes.

Quote:Also, while we can all get used to the new 3rd person view, is there a way to place the 3rd person camera up above the head directly behind the character's head like we have in Renegade now?

We probably won't be changing the 3rd person view unless a lot of people complain about it, simply because it takes work to perfect.

Quote:Also, the mod will feature a 1st person view as well no?

Yes.

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [ForceEdge](#) on Tue, 26 Feb 2008 20:35:05 GMT

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i don't know really what to put other than AWESOME

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Ryu](#) on Tue, 26 Feb 2008 20:50:05 GMT

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[NEFobby[GEN] wrote on Tue, 26 February 2008 20:17]

Quote:Hourglass was one of my favorite maps due to it's massive size and blue skies and light tan color texture (that made it look big). It there a way you can capture that on the new Hourglass map?

We tried putting in a nice blue sky-sphere for this map, but it really messed up the lighting on the map, so we had to sub in the stormy sky sphere.

AKA: Nubby mapping.

---

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Blazer](#) on Tue, 26 Feb 2008 20:55:09 GMT

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How about some screenshots for the folks that are having problems with the video?

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 26 Feb 2008 21:18:13 GMT

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Ryu wrote on Tue, 26 February 2008 15:50[NEFobby[GEN] wrote on Tue, 26 February 2008 20:17]

Quote:Hourglass was one of my favorite maps due to it's massive size and blue skies and light tan color texture (that made it look big). Is there a way you can capture that on the new Hourglass map?

We tried putting in a nice blue sky-sphere for this map, but it really messed up the lighting on the map, so we had to sub in the stormy sky sphere.

AKA: Nubby mapping.

Do you want to try to make a better mod?

---

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\\_SSnipe\\_](#) on Tue, 26 Feb 2008 22:33:36 GMT

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HOW I GET IT TO PLAY OR WHAT EVER

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Speedy059](#) on Tue, 26 Feb 2008 23:30:25 GMT

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You can either watch it while it's streaming, or you can just right click the link and "Save Link As"

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Ripintou](#) on Wed, 27 Feb 2008 00:39:43 GMT

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Nice modified Filed Mix ...

Bridge, hut, waterfall, bunkers, etc, etc

---

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [terminator 101](#) on Wed, 27 Feb 2008 07:57:37 GMT

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Please Tell me that this map pack was made to work on PS3 as well

---

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [trooprm02](#) on Wed, 27 Feb 2008 14:37:27 GMT

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The only criticism I have is that they (the maps) look quite bigger than the originals, although this is kinda equalized because you run MUCH faster (as the video shows). And I have some further questions, but ill get to those after playing the vctf map first, which is havent even played yet cuz busy

---

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Try\\_lee](#) on Wed, 27 Feb 2008 18:28:05 GMT

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[NEFobby[GEN] wrote on Tue, 26 February 2008 13:45]

About the darkness, Field is a night time map after all. It really isn't that dark, but either way, a few lightposts will never make that environment look like daytime.

Too dark would be if you can't see what's in front of you.

I didn't mean Field, I meant hourglass. It just looks too... bleh. More TS-ish than C&C. Which sucks balls.

---

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 27 Feb 2008 19:54:45 GMT

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troopr02 wrote on Wed, 27 February 2008 09:37The only criticism I have is that they (the maps) look quite bigger than the originals, although this is kinda equalized because you run MUCH faster (as the video shows). And I have some further questions, but ill get to those after playing the vctf map first, which is havent even played yet cuz busy

They were actually modeled around Renegade's maps, so the sizes are (roughly) the same.

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [troopr02](#) on Wed, 27 Feb 2008 22:51:26 GMT

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Really? Tbh doesn't look that way, not that I dont belive ya, I guess it could be the size differences between the nod soilder, etc etc, not proportional to renegades, which is not necessary a bad thing anyway

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Viking](#) on Wed, 27 Feb 2008 23:10:00 GMT

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Terminator 101 wrote on Wed, 27 February 2008 01:57Please Tell me that this map pack was made to work on PS3 as well

LOL FPS on console = fail.

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [terminator 101](#) on Thu, 28 Feb 2008 02:23:31 GMT

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So I guess Halo on Xbox fails too since it is the most popular FPS game on that console.... so.... yeah.... you fail!

Just because you can't play FPS games on a console, does not mean they can't be successful.

Also, I got news for you, UT3 on PS3 allows for keyboard and mouse! So almost the only significant difference is that it is slower than on PC.

---

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [trooprm02](#) on Thu, 28 Feb 2008 03:33:57 GMT

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A readme should be included because I have no idea what im doing with UT3 (only loaded it up like 5 times max), so how do you install this?

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 28 Feb 2008 20:13:13 GMT

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<http://ren2007.totemarts.net/Forums/viewtopic.php?t=656>

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [trooprm02](#) on Fri, 29 Feb 2008 00:17:26 GMT

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Ah kk, thanks. Now how do I join that server? direct connect (thro shortcut, ingame etc?) and its only that 1 test server?

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Gen\\_Blacky](#) on Fri, 29 Feb 2008 01:45:54 GMT

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one word Sexy

keep up the good work

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 29 Feb 2008 02:13:05 GMT

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trooprm02 wrote on Thu, 28 February 2008 19:17Ah kk, thanks. Now how do I join that server? direct connect (thro shortcut, ingame etc?) and its only that 1 test server?

Server isn't around anymore; the community game was on Tuesday.

---

Quote:one word Sexy

keep up the good work

Thanks; will do.

---

---

Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Havoc 89](#) on Fri, 29 Feb 2008 05:55:41 GMT

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The map has not been setup for the PS3, not yet anyways.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [trooprm02](#) on Fri, 29 Feb 2008 13:45:11 GMT

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[NEFobby[GEN] wrote on Thu, 28 February 2008 20:13]trooprm02 wrote on Thu, 28 February 2008 19:17Ah kk, thanks. Now how do I join that server? direct connect (thro shortcut, ingame etc?) and its only that 1 test server?

Server isn't around anymore; the community game was on Tuesday.

Thanks; will do.

So this test server doesn't run 24/7? If its the only server equipped for ren2k, when people want to play it, they should be able to join a central server, would it be possible for you guys to host a server?

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 29 Feb 2008 19:56:03 GMT

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Quote:

So this test server doesn't run 24/7? If its the only server equipped for ren2k, when people want to play it, they should be able to join a central server, would it be possible for you guys to host a server?

Because it's just UT3 with the new Hourglass map; no point in paying a lot of money for our own server just so a few people can try the map out online. I really don't have the time/money for a server that just plays Hourglass

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [trooprm02](#) on Fri, 29 Feb 2008 21:18:01 GMT

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You dont have any contacts that can run a ut3 server on a dedi or something? Whats the relationship with the people that hosted it for the community match thing?

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 29 Feb 2008 23:09:30 GMT

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Borgamers hosted it for us that night, but they converted one of their regular Warfare servers to Hourglass for us just for that day.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [BoMbZu](#) on Tue, 04 Mar 2008 14:22:10 GMT

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I really liked all the cool things you guys added , good job

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [nikki6ixx](#) on Tue, 04 Mar 2008 20:05:51 GMT

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troop, and Fobby, maybe this guy might be able to set you up for a server for a while.

I doubt trooprm02 is the only one who wants to play it, and I'm sure others will want to play it again.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 04 Mar 2008 21:51:57 GMT

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Yes, that guy is on the Renegade 07 team, but doesn't know how to set up UT servers by my knowledge.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [trooprm02](#) on Wed, 05 Mar 2008 02:43:22 GMT

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Thats a small problem, is thats the only reason from stopping him from running a server for you guys...Dave's a smart guy, I know em somewhat, Im sure he could figure it.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Carrierll](#) on Wed, 05 Mar 2008 16:55:09 GMT

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[NEFobby[GEN] wrote on Tue, 04 March 2008 21:51]Yes, that guy is on the Renegade 07 team, but doesn't know how to set up UT servers by my knowledge.

It's not too difficult, it's pretty intuitive (the Win32 server interface) and there's a help file, and the internet.

I'll edit this when I have comments on the video ---

Pretty, very pretty, very true to Renegade as well. I noticed a couple of minor things, that might influence gameplay -

- 1) On Hourglass, the parts to the side of the hill, behind the rocks are flat, your's slope, might affect things.
- 2) Your rocks aren't in the same place as in Ren, that is major, esp for "KOTH" tank fights, as the light tank can hide in certain places, I'll demonstrate if wanted.
- 3) Field... the bridges no longer have safety rails! rofl...  
Seriously, that means that things might fall off, a previous impossibility, may want to consider that.

Otherwise, pretty (So pretty it doesn't matter how many times I say it, I can't get across how pretty it is) and making good progress. Anyone got £25 they can lend me? I need a copy of this game...

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Speedy059](#) on Thu, 06 Mar 2008 02:30:11 GMT

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I guess I could set one up, I just don't have the time to do it. Someone else will have to play with it and get it up and running. I'm too busy with managing paying customer servers.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Viking](#) on Thu, 06 Mar 2008 06:16:08 GMT

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I would be willing to rent a server if it is not too much a month.

I have a job/expense = spare monies

I still need unreal 3, but 50 is too much for a game IMO.

I'll get it when it is 30.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Speedy059](#) on Sat, 08 Mar 2008 10:57:03 GMT

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It's hard to rent a good server for under \$150 a month. Unless you don't want unmetered bandwidth then you can probably go cheaper.

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Subject: Re: Renegade 2007 - Ingame video, Hourglass released, Community Game, & more!

Posted by [Troopzor](#) on Wed, 12 Mar 2008 19:19:56 GMT

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Wow, that's all I can say. The map looks epic.

I even showed the vid to a friend of mine who used to play Ren ( For those you who knew him he went by PhillyFool) And even he said it looks freaking awesome.

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