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Subject: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 26 Mar 2008 01:07:01 GMT  
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What's up guys

So for the past two weeks, your fellow Renegade X (formerly known as Renegade 2007) development team has been working to get a few vehicles ingame.

We've now got the GDI Humvee, GDI APC, and Nod Stealth Tank ingame for the mod. On top of that, we already had the Nod Soldier and a couple maps, so why not make a video preview?

So that's what we did. I present to thee, the Renegade X Ingame Vehicles Trailer. All of which is being presented in Unreal Tournament 3, on our remake map of Field. Keep in mind that everything is open for discussion.

Download!

HD Trailer (Recommended)  
LoRes Trailer  
YouTube (Low Quality)

Mod DB link to video coming soon (anything is better than YouTube quality-wise).

Thanks again guys, and expect another update very soon!

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [Oblivion165](#) on Wed, 26 Mar 2008 01:12:21 GMT  
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404.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 26 Mar 2008 01:15:35 GMT  
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Should work now

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

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Posted by [WNxCABAL](#) on Wed, 26 Mar 2008 01:42:16 GMT

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Thats just pure ownage Fobby!

Fecking good job to you and ur team!!

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Canadacdn](#) on Wed, 26 Mar 2008 01:47:18 GMT

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Renegade X? Wouldn't that mean Renegade 10?

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Oblivion165](#) on Wed, 26 Mar 2008 01:55:10 GMT

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It's now EXTREME! TO THE X POWER!!!!

Classic marketing. There was some flash about the new Bugs Bunny that should explain this to anyone if need be.

Ah here' tis: <http://gorillamask.net/extremebugs.shtml>

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Starbuzz](#) on Wed, 26 Mar 2008 02:01:16 GMT

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That's awesome!

(Fobby, you know I have more to say but I am pretty impressed right now!)

Good job, guys! This mod is going to be the ultimate success story.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [C4miner](#) on Wed, 26 Mar 2008 02:24:57 GMT

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That looks very impressive.

Question is, will it ever be released?

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [flyingfox](#) on Wed, 26 Mar 2008 02:33:50 GMT  
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Lookin' good!

This mod looks promising. Yeah is there any kind of release date set??

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 26 Mar 2008 02:33:59 GMT  
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Time will tell, but to think that Epic has only recently released information on using the Editor, and we already have a number of vehicles ingame in just two weeks

We're a very fast working team, and you'll be seeing why in the next few weeks.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [nopol10](#) on Wed, 26 Mar 2008 09:01:13 GMT  
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Great work! I wish I had Unreal 3...

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [Caveman](#) on Wed, 26 Mar 2008 09:12:02 GMT  
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looks awesome, great work.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [Dave Anderson](#) on Wed, 26 Mar 2008 09:29:12 GMT  
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I have to say that is very impressive. If you can get your mod to recreate Renegade as close as possible you just may have yourself quite a piece of art there. Keep up the goodwork; I'm looking forward to seeing you guys succeed.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [reborn](#) on Wed, 26 Mar 2008 10:06:42 GMT  
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nopol10 wrote on Wed, 26 March 2008 04:01 Great work! I wish I had Unreal 3...

I ordered it just for the hourglass map. And Hourglass has always been my least favourite map.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 26 Mar 2008 19:01:15 GMT  
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Thanks for the great comments guys, it took a lot of hardwork to get that trailer to you all! Our team appreciates it greatly.

Quote:I have to say that is very impressive. If you can get your mod to recreate Renegade as close as possible you just may have yourself quite a piece of art there. Keep up the goodwork; I'm looking forward to seeing you guys succeed.

That's the plan

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [GEORGE ZIMMER](#) on Wed, 26 Mar 2008 19:19:20 GMT  
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Wow. Very nice job. I'm tempted to get a new comp JUST to get UT3 and Renegade X.

...And be able to play various source games... and some other stuff...

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [Oblivion165](#) on Wed, 26 Mar 2008 19:35:49 GMT  
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Source and Steam all the way. If RenX ever gets released then I will go ahead and get the bastard remake of (UT1 to infinity) called UT3.

Left 4 Dead and Spore are the only games I plan on purchasing this year though.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer  
Posted by [troopr02](#) on Wed, 26 Mar 2008 19:55:57 GMT  
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Man I wish you guys put up that hourglass server again so those that missed out could actually play the sample amp

After watching the video:

...WOW, looks amazing, they look a little big, and its much faster gameplay, but thats the ut3 engine for you, looking good guys!

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Speedy059](#) on Wed, 26 Mar 2008 20:29:23 GMT

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We are working on doing that again. We hope to have something up all the time.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Ryu](#) on Wed, 26 Mar 2008 21:28:31 GMT

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Oblivion165 wrote on Wed, 26 March 2008 19:35Source and Steam all the way.  
Left 4 Dead and Spore are the only games I plan on purchasing this year though.  
Good man.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Havoc 89](#) on Thu, 27 Mar 2008 01:37:37 GMT

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Its my favourite community!

Whats up everyone! I hope you guys enjoyed our present. Personally I cannot wait to show you guys some more stuff, so keep a sharp eye out for more updates.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [BoMbZu](#) on Thu, 27 Mar 2008 10:44:37 GMT

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Damn that was awesome! Great job guys , cant wait till its fully released

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [DutchNeon](#) on Thu, 27 Mar 2008 11:00:20 GMT

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Is it me, or is the stealth tank a bit too big compared to the humvee and the APC? Also, is that missile smoke/tray going to stay for the stealth tank? Looks good though

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Havoc 89](#) on Thu, 27 Mar 2008 16:34:11 GMT

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Yeah nothing is to scale right now. But thats easy to fix so no worries. At the moment the stealth tank is almost the size of the mammoth, APC is quite large, and the humvee is bigger then it should be.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [TD](#) on Fri, 28 Mar 2008 13:51:30 GMT

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This mod looks fucking amazing, I've been following it's progress for a while now and I really like the videos. I will get UT3 for Renegade X. I wish the modding team great luck with this project.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Majiin Vegeta](#) on Mon, 31 Mar 2008 16:19:25 GMT

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That is some serious good work!

Hope you guys pull this mod off and successfully release a full version once it is ready

I'd be disappointed seeing this mod fail

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Starbuzz](#) on Mon, 31 Mar 2008 18:34:01 GMT

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Majiin Vegeta wrote on Mon, 31 March 2008 11:19

I'd be disappointed seeing this mod fail

Many would be disappointed but the good thing is that if the unfortunate happened, we will fall right back into our lovely little cushion called C&C Renegade.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 31 Mar 2008 21:44:42 GMT

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Well as it stands, our mod progress is going exceptionally well and very fast, so I wouldn't expect that to happen.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Starbuzz](#) on Mon, 31 Mar 2008 22:40:17 GMT

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hehe

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Veyrdite](#) on Tue, 01 Apr 2008 10:52:51 GMT

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I read somewhere the team had Permission from EALA to make a standalone version of Renegade 2007 for free.. I must have been wrong.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Jerad2142](#) on Wed, 02 Apr 2008 05:12:18 GMT

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Dthdealer wrote on Tue, 01 April 2008 04:52I read somewhere the team had Permission from EALA to make a standalone version of Renegade 2007 for free.. I must have been wrong. Defiantly, ut3 needs a cd key for each user, there for you would still have to buy ut3 to play the standalone.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [R315r4z0r](#) on Wed, 02 Apr 2008 05:16:21 GMT

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[NEFobby[GEN] wrote on Mon, 31 March 2008 17:44]Well as it stands, our mod progress is going exceptionally well and very fast, so I wouldn't expect that to happen. Ever hear of the Titanic?

That was going very well and fast.... right into an iceberg.

But good luck though! Looks great so far.

---

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [nopol10](#) on Wed, 02 Apr 2008 09:55:23 GMT

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Interesting thing to note is that Tiberium will be built with the UT3 engine as well...Maybe we can see a little competition with that FPS and see which one is better since they will be more or less graphically similar. RenegadeX will be better without a doubt.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Sir Kane](#) on Wed, 02 Apr 2008 15:21:01 GMT

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Uploaded it to Rapidshare:

[http://rapidshare.com/files/104308366/RenX\\_Teaser\\_HD.avi](http://rapidshare.com/files/104308366/RenX_Teaser_HD.avi)

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [terminator 101](#) on Wed, 02 Apr 2008 15:59:07 GMT

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Hopefully us PS3 owners will eventually be able to play this mod as well.

Also, why Hourglass as one of first complete maps?

Why not recreate Under (in my opinion, the best map) instead? Surely that map would have been easier to recreate, or no?

---

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [trooprm02](#) on Wed, 02 Apr 2008 16:35:56 GMT

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Um, I recommend the renx team when putting up the server, make sure you have the "private server patch" installed

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 02 Apr 2008 21:02:37 GMT

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Quote:Also, why Hourglass as one of first complete maps?

Why not recreate Under (in my opinion, the best map) instead? Surely that map would have been easier to recreate, or no?

Everyone's opinion is different. Field is personally my favorite map, and the creator of Hourglass said that was his favorite map.

Quote:

Uploaded it to Rapidshare:

[http://rapidshare.com/files/104308366/RenX\\_Teaser\\_HD.avi](http://rapidshare.com/files/104308366/RenX_Teaser_HD.avi)

---

Thanks man.

We've also got it to stream on Mod DB. Like the YouTube, except much better quality.

<http://www.moddb.com/mods/8709/renegade-x/videos/85677/renegade-x-vehicles-test>

Quote:

Interesting thing to note is that Tiberium will be built with the UT3 engine as well...Maybe we can see a little competition with that FPS and see which one is better since they will be more or less graphically similar. RenegadeX will be better without a doubt.

Lol

Well the main difference I would say between Tiberium and Renegade X, is that Renegade X will be keeping C&C mode (buildings, credits, MCT's, PT's, etc) while Tiberium will be more of a squad-based Battlefield styled game. So if you like C&C mode in Renegade, then Renegade X is the mod for you.

Quote:I read somewhere the team had Permission from EALA to make a standalone version of Renegade 2007 for free.. I must have been wrong.

Actually, EALA gave us permission to make this mod on Unreal Tournament 3. You'd still need that game to play it though, but of course Renegade X will be a free mod.

Quote:Ever hear of the Titanic?

That was going very well and fast.... right into an iceberg. Whats That

But good luck though! Looks great so far.

R3, you're an active member on our forums, so you'd know that our team is very passionate about this project and are giving it our all. We were the first Total Conversion to rig custom vehicles into UT3, so even they are recognizing our skill

Even if an "iceberg" hits - we'd still have a lot of content to release. But of course, we won't stop until the whole mod is done.

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [Sir Kane](#) on Wed, 02 Apr 2008 21:14:43 GMT

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Can the stealth tank actually go cloaked, yet?

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Subject: Re: Renegade X (ren2007) - Ingame Vehicles Trailer

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 02 Apr 2008 21:33:15 GMT

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Yeah, but not the way we want it yet. We're working it out.

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