Renegade X --> Remake of C&C Renegade on the Unreal Engine 3

Hey Renforums.

We at Renegade X have been preparing for a big update which will take place at the end of this month. So we'd just like to keep you all in the loop of what this Renegade-remake mod is up to right now.

After the success of our latest trailer, we've decided to concentrate more on weapons and infantry for the next media update.

Autorifle

Developed by Corbrette, the AR-70 Automatic Rifle code named "Raptor" is the weapon of choice for all front line infantry. It's ability to hold a massive one hundred round clip allows all combat troopers to lay some heavy suppression fire on the enemy's location. Attached on the sides are two heat sink panels which absorbs the heat from the barrel reducing it's chances to warp and jam the gun. Corbrette also equipped the guns with their D.M.S. (Digital Munitions System) to give the user constant feed back on the status of their weapon which let them know when it's time to pull back and reload. It's relatively light weight and sturdy design meant that the gun could last much longer then it's predecessor. As a request from front line infantry the gun was also given a red dot iron sight to increase accuracy. As a stock option of the gun it also included a flash light and a laser pointer for personal choice.

http://img149.imageshack.us/img149/4492/arwip47sr5.jpg
http://img299.imageshack.us/img299/479/arwip50gz4.jpg
http://img149.imageshack.us/img149/844/arwip49em3.jpg

HUD and Reticles

We've decided to redo C&C Renegade's old reticles and HUD, except we gave them our own touch. Check them out.

http://www.totemarts.net/Killa/Hud2.jpg
http://www.totemarts.net/Killa/Reticle.jpg

Renegade X on Battlecast Primetime!

As some of you know, EA has a little thing called "C&C TV". Here, the EA developers talk about community events, future projects such as RA3, and cast a game of C&C3.

Apoc on his Community Corner talked about Renegade X in their latest episode (Battlecast Primetime 10). You can check that out here

Comparison Pics

And finally, a lot of people have asked for comparison shots between C&C Renegade and Renegade X. I have brought the glad tidings that the Renegade X team has fulfilled the request

Behold!

http://img205.imageshack.us/img205/4916/renxcompare02ue6.jpg

http://img169.imageshack.us/img169/9271/renxcompare01jo4.jpg

http://img89.imageshack.us/img89/3220/renxcompare03yg1.jpg

That's all for now. We appreciate your support for the mod; keep up with the updates and you'll be hearing from Renegade X again very soon.

[Admin edit: removed large images and changed to links]

Subject: Re: Renegade X Mini-update
Posted by R315r4z0r on Wed, 04 Jun 2008 01:16:14 GMT
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Me likie!

Subject: Re: Renegade X Mini-update
Posted by Canadacdn on Wed, 04 Jun 2008 01:30:43 GMT
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HOLY SHIT

Subject: Re: Renegade X Mini-update
Posted by nikki6ixx on Wed, 04 Jun 2008 01:46:50 GMT
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Those... look... AWESOME!

I'd send you dudes all a big kiss on the lips because it's so awesome, but then my postman would use the bear-spray again.

Subject: Re: Renegade X Mini-update
Posted by havoc9826 on Wed, 04 Jun 2008 02:01:28 GMT

Very nice work!

Now for the nitpicking (nothing to do with the mod itself):
 - The admin edit on your post failed. The reticle hyperlink is incorrect.
 - The Renegade-X website's main page needs the <title> and some other things to be changed from Renegade 2007 to Renegade X.

Subject: Re: Renegade X Mini-update
Posted by terminator 101 on Wed, 04 Jun 2008 02:11:33 GMT

God, I hope that someday I will get a chance to play this mod on the PS3 version of UT3.

Subject: Re: Renegade X Mini-update
Posted by Aircraftkiller on Wed, 04 Jun 2008 02:21:38 GMT

I can't stand you Fobby and I'm trying not to let that influence my view of this. With that said, great work on most things. The GDI officer looks pretty bad. The rest is a lot better.

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Wed, 04 Jun 2008 02:36:37 GMT

Can't stand me? I don't think we've ever actually talked with each other more than two or three times, so I definitely don't know what you mean by that.

Anyway here's a front view of the Officer
http://www.moddb.com/mods/8709/renegade-x/images/76485/gdi-officer#imagebox

Thanks again for the compliments guys.

Subject: Re: Renegade X Mini-update
Posted by OWA on Wed, 04 Jun 2008 02:46:14 GMT

I like what I see. The muzzle of the assault rifle looks very bland though.

Subject: Re: Renegade X Mini-update
Posted by IronWarrior on Wed, 04 Jun 2008 03:01:01 GMT
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Very nice, but the HUD and Reticle image is the same link.

Subject: Re: Renegade X Mini-update
Posted by GEORGE ZIMMER on Wed, 04 Jun 2008 03:10:18 GMT
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Well, there go my non-white pants >=[

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Wed, 04 Jun 2008 04:19:07 GMT
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The reticle link was fixed (looks like the admin linked it wrong when editing my post   ) so check that out.

Subject: Re: Renegade X Mini-update
Posted by Goztow on Wed, 04 Jun 2008 06:18:57 GMT
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Please submit to rencom.

It looks pretty awesome. One thing I noticed on the Field comparison pic: too muck "smoke". One should be able to see all the way across the field in my opinion. Vehicles will already create a lot of smoke when firing, no need to make it one big misty environment IMO.

Subject: Re: Renegade X Mini-update
Posted by ballstein on Wed, 04 Jun 2008 06:54:19 GMT
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Sexy....

Subject: Re: Renegade X Mini-update
Posted by Ghostshaw on Wed, 04 Jun 2008 10:36:28 GMT
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Still no stealth effects :S?

Subject: Re: Renegade X Mini-update
Posted by TD on Wed, 04 Jun 2008 10:49:18 GMT
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Keep 'em comin'!

Subject: Re: Renegade X Mini-update
Posted by Ryu on Wed, 04 Jun 2008 11:59:19 GMT
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The hud looks a little "TOO MUCH GAUSSIAN BLUR" to me.

Other than that, sex!

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Wed, 04 Jun 2008 15:31:48 GMT
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Ghostshaw wrote on Wed, 04 June 2008 06:36Still no stealth effects :S?

We're saving that for our next media release, along with some other weapons and infantry, and maybe even another map.

Quote:
It looks pretty awesome. One thing I noticed on the Field comparison pic: too muck "smoke". One should be able to see all the way across the field in my opinion. Vehicles will already create a lot of smoke when firing, no need to make it one big misty environment IMO.

There really isn't any smoke in the map. What I think you're alluding to is the darkness. We've played around with the lighting of Field for a long time, and this was the best way to do it without making the map too dark or too light.

Playing the map, it isn't very dark. You can still see vehicles and infantry moving across the map like in Renegade, the only difference is, W3D doesn't do light and shadows very well compared to UE3. Not to mention that vehicles have headlights in our mod, so you'll be able to see them quite easily even in the dark. But you will see in our next ingame video that the lighting of the map is fine.

Subject: Re: Renegade X Mini-update
Posted by Starbuzz on Wed, 04 Jun 2008 15:36:48 GMT
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The blurry texture of the HUD looks great in this re-make. But I would like to see some more solid green stripes or bars (or whatever) in the Health meter. Right now, it looks a bit bland green.

Otherwise, all is good.

I actually like the mist/fog.

Question: Despite the mist/fog, we can still be able to target other vehicles on the other side of the map right? Provided we are carrying/driving a vehicle with a weapon with that range?

Besides that, very good job! The textures of the weapon is first class work! I can only imagine how realistic and detail-loaded the other weapons will be.

Good job and convey my regards to the team.

EDIT: I read above post regarding maps/mist.

Subject: Re: Renegade X Mini-update
Posted by Sir Kane on Wed, 04 Jun 2008 17:31:44 GMT
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Looks pretty good, but: does it support cloaking yet?
And: you should go with a different HUD.

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Wed, 04 Jun 2008 18:54:08 GMT
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Sir Kane wrote on Wed, 04 June 2008 13:31Looks pretty good, but: does it support cloaking yet?

Yes. The coding regarding stealth is completely finished and working ingame, so right now the cloaking works the same way it does in Renegade.

We've taken some of the suggestions for the HUD in this thread and will be revising the current HUD.

Subject: Re: Renegade X Mini-update
Posted by EvilWhiteDragon on Thu, 05 Jun 2008 19:48:00 GMT
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1 tiny detail, in the 2nd picture you can see that the rifles texure is exactly the same as in the first one, which wouldn't be a problem, if the text would be the usual way instead of when you look at it

in the mirror.

Subject: Re: Renegade X Mini-update
Posted by Havoc 89 on Thu, 05 Jun 2008 22:02:27 GMT
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Oh yeah, dont worry. That has already been fixed.

Subject: Re: Renegade X Mini-update
Posted by Chuck Norris on Thu, 05 Jun 2008 22:49:35 GMT
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Aircraftkiller wrote on Tue, 03 June 2008 21:21 The GDI officer looks pretty bad. The rest is a lot better.That was actually the first thing that came to mind when I saw it too. The model you linked to looks great, but in-game, it looks so bland and washed up.

2 other things.

1. On Mesa, I don't like that the rocks are so Grey like that. I know you're touching the maps up (Hourglass and Field look much better), but the original has mountains that match the ground and it has a better environmental feel. If it was a Brown/Grey mix, and the dirt on the ground was darker and more Brown/less Tan, it would look alot better in my opinion. The rest of the maps seem more dark/apocalyptic, but not that one. There's a night version of Mesa in Renegade (can't remember the name). You should of went for something like that.

2. The HUD seems bland and washed up too for some reason. I can't quite put my hand on it. The opacity of the original looks better too. There's too much Green on the new one.

The rest is superb. The guns, vehicles, levels, textures, everything looks better.

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Thu, 05 Jun 2008 23:00:04 GMT
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Quote:
1. On Mesa, I don't like that the rocks are so Grey like that. I know you're touching the maps up (Hourglass and Field look much better), but the original has mountains that match the ground and it has a better environmental feel. If it was a Brown/Grey mix, and the dirt on the ground was darker and more Brown/less Tan, it would look alot better in my opinion. The rest of the maps seem more dark/apocalyptic, but not that one. There's a night version of Mesa in Renegade (can't remember the name). You should of went for something like that.

Except the map isn't Mesa - it's Complex.

Subject: Re: Renegade X Mini-update
Posted by Chuck Norris on Fri, 06 Jun 2008 10:10:12 GMT
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My mistake. I had the names mixed up, but I was still talking about Complex.

Subject: Re: Renegade X Mini-update
Posted by Veyrdite on Fri, 06 Jun 2008 10:37:55 GMT
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The rear of the officer definitely needs to be darker. High-rank soldier don't run around barns in fields with bright clothing on
I hope the hud is de-greened as well.

Did I mention the bloody fantastic trailer makes me go into a trance? Keep up the good work!

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Fri, 06 Jun 2008 20:09:04 GMT
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Thanks a lot for the suggestions and compliments, and thanks for supporting the mod!

Subject: Re: Renegade X Mini-update
Posted by Lone0001 on Fri, 06 Jun 2008 20:35:14 GMT
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Dthdealer wrote on Fri, 06 June 2008 06:37The rear of the officer definitely needs to be darker. High-rank soldier don't run around barns in fields with bright clothing on
I hope the hud is de-greened as well.

Did I mention the bloody fantastic trailer makes me go into a trance? Keep up the good work!

De-greened now why would they do that Green pwns

Subject: Re: Renegade X Mini-update
Posted by trooprm02 on Sat, 07 Jun 2008 19:09:57 GMT
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I have to say, this is moving along much faster than I would have ever thought. Also, its looking and feeling more like the original than I thought you guys could mod it to (ut3 is a very different type of engine). Great work.

Subject: Re: Renegade X Mini-update
Posted by nikki6ixx on Sat, 07 Jun 2008 19:11:59 GMT
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Shame I won't be able to play it.

Subject: Re: Renegade X Mini-update
Posted by trooprm02 on Sat, 07 Jun 2008 19:24:17 GMT
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Which reminds me, any status on a getting a test server hosted? Non-legit preffered ofcourse.

Subject: Re: Renegade X Mini-update
Posted by ballstein on Sat, 07 Jun 2008 19:29:38 GMT
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nikki6ixx wrote on Sat, 07 June 2008 14:11Shame I won't be able to play it.

Why not?

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Sat, 07 Jun 2008 20:54:25 GMT
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trooprm02 wrote on Sat, 07 June 2008 15:24Which reminds me, any status on a getting a test server hosted? Non-legit preffered ofcourse.

We do have a test server, but that is for our testers.

Subject: Re: Renegade X Mini-update
Posted by Creed3020 on Mon, 09 Jun 2008 02:26:19 GMT
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Canadacdn wrote on Tue, 03 June 2008 21:30HOLY SHIT

I concur

The comparison pictures speak volumes.

This is one mod that I am really excited about it and isn't pure hype.

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Mon, 09 Jun 2008 04:06:55 GMT
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Thanks and we really appreciate that. We also don't want to build up a wall of hype, as some mods have done in the past with unmet release dates and plans that never carried through. We just show what we're doing and what we have done, and hope the community likes it.

Subject: Re: Renegade X Mini-update
Posted by StealthEye on Mon, 09 Jun 2008 10:05:04 GMT
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That (the hype thing) is exactly why I hardly follow any mod's progress any more.

Renegade X looks very good though, so well done on that. I hope it will progress as well as it seems to be progressing currently.

Subject: Re: Renegade X Mini-update
Posted by EvilWhiteDragon on Tue, 10 Jun 2008 13:23:39 GMT
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StealthEye wrote on Mon, 09 June 2008 12:05That (the hype thing) is exactly why I hardly follow any mod's progress any more.

Renegade X looks very good though, so well done on that. I hope it will progress as well as it seems to be progressing currently.
I totally agree here.

Also, if you guys need a public test server, please do give us a call and we'll see what we can do for you

Subject: Re: Renegade X Mini-update
Posted by mrÃ£Ã§Å·z   on Tue, 10 Jun 2008 18:17:07 GMT
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Any Pic of some Buildings except of Barracks?

Subject: Re: Renegade X Mini-update
Posted by Gen_Blacky on Wed, 11 Jun 2008 20:03:40 GMT
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I got unreal 3 just for this mod

Subject: Re: Renegade X Mini-update
Posted by Starbuzz on Wed, 11 Jun 2008 20:12:22 GMT
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Gen_Blacky wrote on Wed, 11 June 2008 15:03I got unreal 3 just for this mod

My next big hardware update will be when this mod is close to being completed. I will upgrade my comp, get UT3, and play Renegade X!

EDIT: Bah...I have to upgrade anyway when Tiberium comes out. I missed out badly on "being there" when Renegade came out...I am not missing out like that on another C&C FPS.

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Wed, 11 Jun 2008 21:08:06 GMT
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Ditto. I've already got UT3, but I'm going to need lots of new hardware to run it at a good setting (my PC is from 2002).

UT3 has been selling for very cheap lately (it's at $35 here in Toronto) so be sure to pick it up for the mod, and maybe even download our VCTF Hourglass map (available on our Mod DB page).

Subject: Re: Renegade X Mini-update
Posted by cnc95fan on Wed, 11 Jun 2008 21:15:12 GMT
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[NEFobby[GEN] wrote on Wed, 11 June 2008 16:08]Ditto. I've already got UT3, but I'm going to need lots of new hardware to run it at a good setting (my PC is from 2002).

UT3 has been selling for very cheap lately (it's at $35 here in Toronto) so be sure to pick it up for the mod, and maybe even download our VCTF Hourglass map (available on our Mod DB page). Well, maybe you can try and have it standalone?

Subject: Re: Renegade X Mini-update
Posted by [NE]Fobby[GEN] on Wed, 11 Jun 2008 21:17:39 GMT
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That would be very unlikely considering this is the Unreal Engine 3 and. The only way it could be a stand alone is if we bought a license to it (hundreds of thousands of dollars) and got sued by EA.

So I think spending some money on getting UT3 would be a better deal.