
Subject: Renegade X Mini-update

Posted by [NE]Fobby[GEN] on Wed, 04 Jun 2008 19:10:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Renegade X Mini-update
Posted by [Cunin](#) on Thu, 19 Jun 2008 21:24:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

AMAZING job!
This is the first time I see the real gameplay videos, and it's spectacular!

I wish you all the best luck with this project!

Subject: Re: Renegade X Mini-update
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 20 Jun 2008 14:25:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks a lot for the compliments, and thanks for watching some of our stuff.

Subject: Re: Renegade X Mini-update
Posted by [_SSnipe_](#) on Sat, 21 Jun 2008 01:39:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

very nice i wish i could play it tho

Subject: Re: Renegade X Mini-update
Posted by [DeathC200](#) on Mon, 18 Aug 2008 17:03:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

excellent work i am pleased with the work although i could recommend the making of a mammoth tank version for nod but making using the nod colors cant wait for it to come out once i well be in touch with renegade forums on the progress of renegade x

thanks alot
