
Subject: Renegade X Colossal July Update!

Posted by [NE]Fobby[GEN] on Tue, 15 Jul 2008 07:01:25 GMT

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We've got a big update for you guys!

Renegade X Gameplay Trailer!

We've prepared a great Renegade X Gameplay Trailer. The trailer features some of our new infantry, weapons, maps, and buildings. Watch epic battles between Nod and GDI infantry and vehicles, and see the rejuvenated C&C Renegade we all love with the spectacular graphical overhaul.

Note, the trailer does not represent the final product, but rather our current build. Not all assets are done yet, so the following trailer is simply a work in progress.

Download:

High Definition Trailer (http://renegade-x.com/staff/RenX_Teaser_New_HD.avi) Recommended
Standard Definition Trailer (http://renegade-x.com/staff/RenX_Teaser_New_SD.avi)

Video Websites:

Mod DB: <http://www.moddb.com/mods/renegade-x/videos/renegadex-gameplay-teaser>
Recommended

YouTube: <http://www.youtube.com/watch?v=ZtKOFGO09QM>

GDI Soldier

GDI's basic rifleman. The Renegade X team decided to revamp his design, as we felt his previous design in C&C Renegade was lacking. We hope you like the new design!

Rocket Launcher

The Corbrette MMS-60 "Locust" Rocket Launcher is a revolutionary design. With the ability to hold a massive six rockets per clip, the rocket launcher can deliver massive firepower to enemies without worrying about long reload times. The rocket launcher is a prime anti-vehicle weapon, which is now looking better than ever. Check it out:

Pistol

The SP-60 "Falcon" Pistol is every soldier's best friend. It is a silenced weapon, making it useful for quiet attacks on infantry. Every pistol comes with unlimited ammo, and it is a useful backup if your primary weapon is low on ammunition.

Under

Under was C&C Renegade's first map, first featured over six and a half years ago in the demo. The team's proud to announce that we are in the process of working on this great map. The creator has decided to take an icier approach. Mind you, it is still a work in progress and we will be showing off the final product in another update.

Nod Turret

The Nod turret is Nod's secondary defense, next to the Obelisk. They will be playing a bigger role in Renegade X, as the AI Turret in Renegade was not very affective due to the slow reload times and bad aim.

Ramjet Rifle

The Ramjet Rifle belongs to Havoc and Sakura, the main characters in C&C Renegade. Codenamed Hawkeye, it fired jet propelled shells at high velocities, capable of piercing the heaviest body and damaging or even outright crippling military ordnance.

GDI Guard Tower

The Guard Tower is a secondary defense seldom used by GDI. We see it in some custom maps. It has a heavy machine gun, which obliterates enemy infantry from far away.

Subject: Re: Renegade X Colossal July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 15 Jul 2008 07:02:16 GMT

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Automatic Rifle

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 supression fire on the enemy's location. Attached on the sides are two heat sink pannels which absorbs the heat from the barrel reducing it's chances to warp and jam the gun. Corbrette also equiped 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.

Wallpapers

The Renegade X team has a special treat for its devotees: two new wallpapers. The first featuring the GDI and Nod basic infantry wielding their Autorifles, and the second, a wallpaper of the Hand of Nod.

Music!

And now moving on to the music. Over the past couple months, our music composers have been working on some professional remakes and originals based on the C&C series. We've prepared downloads for you all if you'd like to listen to our spectacular pieces, you can download below.

Here is the music included:

- #1. 'Command&Conquer' Remake (C&C Renegade): Rock, techno
- #2. 'Got a Present For' Ya Remake (C&C Renegade): Rock
- #3. 'On the Prowl' Remake (C&C 95): Soft-styled
- #4. 'In the Line of Fire' Remake (C&C Renegade): Rock, orchestral
- #5. 'Act on Instinct' Remake (C&C 95): Rock, orchestral
- #6. 'Death Awaits' (original): Soft, orchestral
- #7. 'Valiant' (original): Rock, piano
- #8. 'March to Doom' Remake (C&C95): Orchestral
- #9. 'No Mercy' Remake (C&C 95): Rock, orchestral
- #10. 'Full Stop' Remake (C&C 95): Rock
- #11. 'Industrial' Remake (C&C 95): Soft

Download any of the songs here!

<http://www.moddb.com/mods/renegade-x/downloads>

Renegade TV

I'd finally like to announce a new project we are bringing to you, Renegade TV!

Renegade TV is project which we've been working on. It will be an internet show, where an episode will be released at the beginning of every month from now on. The show will feature the latest news in the C&C Renegade community, mod news and trailers, video of the month, answers to questions and opinion.

Each episode will be up to 10 minutes long, and we will be releasing more information about our first episode soon!

Anyways we hope you've enjoyed this update, and happy gaming!

<http://www.renegade-x.com>

Subject: Re: Renegade X Colossal July Update!
Posted by [TD](#) on Tue, 15 Jul 2008 08:05:26 GMT
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Sounds promising, keep up the great work!

Subject: Re: Renegade X Colossal July Update!
Posted by [JPNOD](#) on Tue, 15 Jul 2008 08:14:22 GMT
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TD wrote on Tue, 15 July 2008 04:05 Sounds promising, keep up the great work!

What he says.

Subject: Re: Renegade X Colossal July Update!
Posted by [BoMbZu](#) on Tue, 15 Jul 2008 08:56:53 GMT
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Awesome job Totem arts!!! Damn , the first 2 words that came to my mind when I saw the under change were "Holy Shit"

Subject: Re: Renegade X Colossal July Update!
Posted by [nopol10](#) on Tue, 15 Jul 2008 09:28:55 GMT
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Holy shit! I can't believe it, the C&C_Under remake is exactly like one of the scenes I had in my dreams a few months ago! This is surreal, keep up the HOLYSHITOMGWTFBREATPWNAGE work!

Subject: Re: Renegade X Colossal July Update!
Posted by [Goztow](#) on Tue, 15 Jul 2008 10:13:30 GMT
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This looks great! Pity you didn't give me any credit for the idea of Renegade TV, which I posted here a couple of weeks/months. It's very exciting to hear that you're going to give it a go, though . Any chance renegadecommunity.com could get a mention?

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 15 Jul 2008 14:10:35 GMT
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Thanks for the great replies guys!

As for Renegade TV, it's still up for any suggestions, what kind of things would you like to see in it Gozzy?

Subject: Re: Renegade X Colossal July Update!
Posted by [Goztow](#) on Tue, 15 Jul 2008 14:16:41 GMT
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Well, I had put down some small ideas here.

Subject: Re: Renegade X Colossal July Update!
Posted by [Ryu](#) on Tue, 15 Jul 2008 16:43:31 GMT
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Guys... can you guys make Hourglass not look like someone took a shit over it..?

After thinking it through.. Hourglass is one of my favorite maps, but you guys made it look ugly.. too brown! This isn't Quake guys! This is Renegade!!

So basically what I'm saying is make Hourglass have more then 2 geometry textures (The brown rock and tiberium) also better lighting at least and make it a daytime map!

Subject: Re: Renegade X Colossal July Update!
Posted by [IronWarrior](#) on Tue, 15 Jul 2008 17:26:47 GMT
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Looking awesome.

I think am gonna order UT4 next week.

Subject: Re: Renegade X Colossal July Update!
Posted by [havoc9826](#) on Tue, 15 Jul 2008 17:40:17 GMT
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Amazing as always. I'll be looking forward to this when I can finally get a new computer. I also

can't find any of the new music downloads, just 3 old ones. Are they not up yet, or are they hidden from those who aren't moddb members? BTW, <http://www.renegade2007.com> and <http://www.renegade-x.com> both still exist as separate entities.

Ryu wrote on Tue, 15 July 2008 09:43Guys... can you guys make Hourglass not look like someone took a shit over it..? etc.

There's a more complete view of Hourglass here, but the link to the video is now broken. It would be nice if they could upload it again (HD video is 90.1 MB). I think it's interesting as a night map, and it looks fine to me.

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 15 Jul 2008 17:42:36 GMT
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Quote:
I think am gonna order UT4 next week.

You mean UT3

Quote:
So basically what I'm saying is make Hourglass have more then 2 geometry textures (The brown rock and tiberium) also better lighting at least and make it a daytime map!

There's actually 7 daytime maps planned in Renegade X's stock maps, if you don't count Hourglass. So we're not desperate for one more. Also, Hourglass isn't dark or anything.

And frankly the new design brings a bigger and better atmosphere to the map. Renegade's Hourglass was very dull, and had much less detail than our version. We wanted to have at least 1 post-apocalyptic Tiberium plagued map, and we're happy with that choice. Gives the map a lot more personality.

http://media.moddb.com/images/mods/1/9/8709/RenX_Compare_03.jpg

Subject: Re: Renegade X Colossal July Update!
Posted by [KIRBY-098](#) on Tue, 15 Jul 2008 18:14:16 GMT
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To Ryu: You have GOT to be kidding.

Watch the youtube vid of this map. You will want to cry with happiness. Side by side with ren, ren x captures the tiberian plague imagery perfectly .

You also need to remember that in TS the tiberium infected areas were stormy and drew ION activity due to the Ionic discharge of the Tiberium.

Tiberium infested areas don't have sunny skies and rainbows...

Now I DARE fobby to do one that has meteor showers like in TS

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzzz](#) on Tue, 15 Jul 2008 18:24:16 GMT
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AWESOME!

EDIT (after getting over the initial shock):

-Beautiful Under map...just as I wanted! DON'T FORGET TO ADD THE SNOW-COVERED TREES!

-Hourglass is great but as Ryu says, I too miss the blue sky. But good job anyhoo!

-Will the 6 "lightpods" on the Hon stairs remain? It might affect GDI APC rushes.

-Great job on the GDI soldier! Looks hot tbh!

-Beautiful gameplay scenes...I know this is WIP but hehe, I love the progress of this mod!

Excellent work!

Subject: Re: Renegade X Colossal July Update!
Posted by [a000clown](#) on Tue, 15 Jul 2008 18:49:19 GMT
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This is really making me want a new computer right now.

One question though, are the infantry supposed to turn all yellow when they're damaged? Couldn't help but notice that.

Subject: Re: Renegade X Colossal July Update!
Posted by [IronWarrior](#) on Tue, 15 Jul 2008 18:53:27 GMT
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[NEFobby[GEN] wrote on Tue, 15 July 2008 12:42]Quote:
I think am gonna order UT4 next week.

You mean UT3

Yeah UT3, I always get confused.

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 15 Jul 2008 19:05:45 GMT
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Clown wrote on Tue, 15 July 2008 14:49 This is really making me want a new computer right now.

One question though, are the infantry supposed to turn all yellow when they're damaged? Couldn't help but notice that.

That's just a UT3 affect, we're changing that first chance we get.

Subject: Re: Renegade X Colossal July Update!
Posted by [IronWarrior](#) on Tue, 15 Jul 2008 19:17:12 GMT
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Clown wrote on Tue, 15 July 2008 13:49 This is really making me want a new computer right now.

One question though, are the infantry supposed to turn all yellow when they're damaged? Couldn't help but notice that.

What kind of PC do you have now, specs?

Subject: Re: Renegade X Colossal July Update!
Posted by [Chuck Norris](#) on Tue, 15 Jul 2008 19:42:56 GMT
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This just keeps getting better and better, and the few MODs that do that that are the ones that succeed. Updates are timely, huge, and there is progress and not just talk. You guys also know how to present your work. This may just be big after all. The challenge will be getting people to buy Unreal Tournament III (if they don't have it already), but it's only \$29.99 on Steam, so I'll be buying my two copies soon. Both my PCs should run it just fine.

Initial impression: Holy shit! Again, you've raised the bar for yourselves. Are you sure you don't have Westwood (petroglyph) working with you on this!? It sure seems like it.

Side thought: Use something other than Imageshack (make a Photobucket account for

Renegade-X stuff). It's slow and I couldn't get some of those to load to see it all.

Again though, I say the HUD seems bland, but that's a minor thing right now, and I know this is a WIP, so I won't say anything and really mean it just yet.

Nija Edit: Of course you're advertising this to the Command & Conquer community, but have you thought of advertising this to the Unreal community too? They may be less interested by default, but they already have the game, so...

Subject: Re: Renegade X Colossal July Update!
Posted by [Muad Dib15](#) on Tue, 15 Jul 2008 19:45:13 GMT
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WMVPLZKTHXBAI.

That is awesome, I can't wait to see how it will turn out. I might get UT3 just for that, but it would be better if it was standalone.

Subject: Re: Renegade X Colossal July Update!
Posted by [a000clown](#) on Tue, 15 Jul 2008 19:45:27 GMT
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[NEFobby[GEN] wrote on Tue, 15 July 2008 15:05]Clown wrote on Tue, 15 July 2008 14:49One question though, are the infantry supposed to turn all yellow when they're damaged? Couldn't help but notice that.

That's just a UT3 affect, we're changing that first chance we get.
That's good, it looked a little tacky compared to the great detail in everything else

IronWarrior wrote on Tue, 15 July 2008 15:17Clown wrote on Tue, 15 July 2008 13:49This is really making me want a new computer right now.

What kind of PC do you have now, specs?
Been using this computer since 2001 I think. 2 fans have broke and I'm suspecting more hardware failure will follow shortly, been looking at laptops recently.
1.33GHz, 512MB RAM

Subject: Re: Renegade X Colossal July Update!
Posted by [DaN#GW](#) on Tue, 15 Jul 2008 20:03:40 GMT
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Nice work, keep it up.

Subject: Re: Renegade X Colossal July Update!
Posted by [Chuck Norris](#) on Tue, 15 Jul 2008 20:05:42 GMT
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I wouldn't advise laptops for gaming. They're more expensive, usually not upgradeable much, and less tolerant of heat. Laptops are for portability, and unless you NEED that, get a desktop. You can put together a good one fairly cheap these days.

Subject: Re: Renegade X Colossal July Update!
Posted by [AngelFaN](#) on Tue, 15 Jul 2008 20:23:19 GMT
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that looks awesome.

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 15 Jul 2008 21:52:06 GMT
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Anyways it appears that the Mod DB link to the music isn't showing all of our pieces, but rather it's awaiting authorization.

So if you want the music mentioned in my first post:

http://renegade-x.com/staff/RenegadeX_July_15_Music.zip

Subject: Re: Renegade X Colossal July Update!
Posted by [_SSnipe_](#) on Tue, 15 Jul 2008 22:39:43 GMT
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do you need a serial number to play this once bought online?

Subject: Re: Renegade X Colossal July Update!
Posted by [Goztow](#) on Tue, 15 Jul 2008 22:43:25 GMT
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Laptops are great though, if you got the money for it .

Subject: Re: Renegade X Colossal July Update!
Posted by [genetix](#) on Tue, 15 Jul 2008 23:14:58 GMT
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Pretty sure its this fall that the first quad core laptops are supposed to come out. The price on Core 2 Duo's will drop radically when that happens.

For \$1000 I just picked up an HP Pavillion laptop. 17" screen 320gb hd, Core 2 Duo @ 2.0 ghz, 4 gigs ram, 256 mb dedicated video card. Pretty sure I can set it up to have almost 1.5 gigs of shared video memmory. Haven't played with it very much yet. I'm running windows server 2008. Fastest computer I have ever owned. It's awesome.

Desktops will be a lot cheaper for a lot more power. I'm seeing quad cores with 3 gigs of ram, dedicated video, etc for \$700 with lcd monitors.

Pretty much any new computer out there will let you play this upcoming game. I must say this game looks f***ing sweet!

Subject: Re: Renegade X Colossal July Update!
Posted by [Ryu](#) on Wed, 16 Jul 2008 00:37:42 GMT
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KIRBY-098 wrote on Tue, 15 July 2008 19:14To Ryu: You have GOT to be kidding.

Watch the youtube vid of this map. You will want to cry with happiness. Side by side with ren, ren x captures the tiberian plague imagery perfectly .

You also need to remember that in TS the tiberium infected areas were stormy and drew ION activity due to the Ionic discharge of the Tiberium.

Tiberium infested areas don't have sunny skies and rainbows...

Now I DARE fobby to do one that has meteor showers like in TS

I'm not saying it shouldn't be post-apocalyptic, feel great, etc But come on, It's too brown - It's a big turn off because it looks like one texture repeated (with exceptions to the floor, and Tiberium)

You have a point with Ion storms - I agree, Even meteor showers would be totally bad ass.

But brown.

Too brown - seriously - Brown - It's a color theme killing game design in 2008 (GoW2, anyone?)

the geometry feels like Hourglass but the texture theme could be improved if you ask me.

But hey this is an opinion, two things you should remember about opinions - There like assholes, everyone's got one, and there is never a right opinion.

I like the other maps though.

Subject: Re: Renegade X Colossal July Update!
Posted by [Lone0001](#) on Wed, 16 Jul 2008 02:09:38 GMT
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Good job with the video it's good, I like the new Hand of Nod it looks sweet, keep up the good work!

/me uses the hon desktop background

EDIT: and yea what Chuck Norris said Imageshack is pretty slow use photobucket!

Subject: Re: Renegade X Colossal July Update!
Posted by [a000clown](#) on Wed, 16 Jul 2008 12:46:49 GMT
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Why not just host the images on the official website? I can understand the vids could use a lot of bandwidth and put a strain on the server but images wouldn't be a huge problem.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Wed, 16 Jul 2008 17:50:06 GMT
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IMPORTANT QUESTION TO FOBBY

I have not played UT3 and don't understand the gameplay. Since so, I don't know if the game can be played AND enjoyed in both the first and third person view. Watching YouTube videos don't help since I am not actually playing it.

So, can you please tell if Ren X can be played EFFECTIVELY in both first and third person views? Or does the third person view gives the usual obvious advantages so much so that the first person view is overlooked?

I await your reply.

-pawky

Subject: Re: Renegade X Colossal July Update!
Posted by [cmatt42](#) on Wed, 16 Jul 2008 17:53:02 GMT
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You can go get the UT3 beta demo and try it out. I'm sure they can always tweak the FOV and camera views anyway if need be.

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 16 Jul 2008 18:06:09 GMT
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To answer the question, we're making our own third person camera angle, which will be like Renegade's. So if you deem Renegade's 3rd person playable (it is), then so is ours.

As for advantage and disadvantage, both views have both. Not everyone in Renegade plays in 3rd person or vice versa, so I think it's more of a preference. I think though the one advantage with third person is that you'll probably be able to see past corners. Hope that answers the question.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Wed, 16 Jul 2008 22:41:31 GMT
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Thanks a lot...that answers my question.

Subject: Re: Renegade X Colossal July Update!
Posted by [trooprm02](#) on Thu, 17 Jul 2008 15:25:05 GMT
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dermmmm.....I just busted a nut over this Wow....looks much better and similiar to renegade than I would have thought possible (considering it is the ut3 engine).

Subject: Re: Renegade X Colossal July Update!
Posted by [bisen11](#) on Thu, 17 Jul 2008 16:19:31 GMT
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Are you guys gonna do any changes like making the Rocket launcher more useful by maybe being able to lock onto aircraft and such? And maybe giving the ramjet a smaller clip?

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Jul 2008 17:20:33 GMT
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bisen11 wrote on Thu, 17 July 2008 12:19Are you guys gonna do any changes like making the Rocket launcher more useful by maybe being able to lock onto aircraft and such? And maybe giving the ramjet a smaller clip?

The standard rocket launcher that the GDI and Nod Rocket Officers carry (225 credits) will have a lock on vehicles, aircraft, and infantry if your reticle is aimed tightly on the target for 3 seconds. So

there's strategy involved, either shoot rockets at a normal pace, or wait a couple seconds to get a good hit on a steady target. This will make the rocket officers usable, as they were pretty useless in C&C Renegade.

As for the Ramjet, we've been trying to find a way to satisfy both the people who think the Ramjet should stay the same, and the people who say it's overpowered. So the solution we brought forth is, it will keep its 4 bullets per clip, and will have the same damage in Renegade, but the reload time will be a bit longer (2 seconds to be exact).

This way it's still affective and indifferent against infantry, but it won't kill Orcas or Arties as fast.

Subject: Re: Renegade X Colossal July Update!
Posted by [Gen_Blacky](#) on Thu, 17 Jul 2008 19:59:41 GMT
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I think ramjet and 500 sniper should stay how they are. Maybe change the damage area like if you get shot in the foot not as much damage.

Subject: Re: Renegade X Colossal July Update!
Posted by [cheesesoda](#) on Thu, 17 Jul 2008 20:26:25 GMT
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I know this is the post-apocalyptic world, but no soldier is going to be able to wield around a ramjet and fire it as they do in Renegade. You should have to prone before you can use it with the same damage and reload time.

Subject: Re: Renegade X Colossal July Update!
Posted by [Herr Surth](#) on Thu, 17 Jul 2008 22:34:16 GMT
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REALISM = FTL

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Jul 2008 23:34:02 GMT
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Yeah C&C Renegade isn't a realistic game, nor is Renegade X. No need for things like prone, getting tired, rebounding reticles, dying very quickly etc. because the concept of C&C mode is to be fast, fluid and fun, and having to do things like prone with a ramjet is just too slow for Renegade.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Fri, 18 Jul 2008 00:34:52 GMT
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[NEFobby[GEN] wrote on Thu, 17 July 2008 12:20]As for the Ramjet, we've been trying to find a way to satisfy both the people who think the Ramjet should stay the same, and the people who say it's overpowered. So the solution we brought forth is, it will keep its 4 bullets per clip, and will have the same damage in Renegade, but the reload time will be a bit longer (2 seconds to be exact).

This way it's still affective and indifferent against infantry, but it won't kill Orcas or Arties as fast.

I think MANY won't like these changes. The Ramjet is perfectly fine the way it is.

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Jul 2008 01:12:32 GMT
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Changes? The only change is the reload time, which is a grand total of two seconds longer (Renegade's was 3, ours is 5). That's to compensate for the fact that 6 ramjet bullets can kill an Orca - so instead of killing one in 9 seconds, you'll kill it in 11.

It gives Orca and Apache pilots an extra couple seconds to get away, because right now, one single ramjet (with no help from his team) can kill an Orca on Walls Flying before it can even travel from the base to the cliff.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Fri, 18 Jul 2008 02:23:32 GMT
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[NEFobby[GEN] wrote on Thu, 17 July 2008 20:12]Changes? The only change is the reload time, which is a grand total of two seconds longer (Renegade's was 3, ours is 5). That's to compensate for the fact that 6 ramjet bullets can kill an Orca - so instead of killing one in 9 seconds, you'll kill it in 11.

[NEFobby[GEN] wrote on Thu, 17 July 2008 20:12]It gives Orca and Apache pilots an extra couple seconds to get away,.

N00b pilots don't deserve their vehicles and deserve to be shot down and do something more useful to their team.

[NEFobby[GEN] wrote on Thu, 17 July 2008 20:12]because right now, one single ramjet (with no help from his team) can kill an Orca on Walls Flying before it can even travel from the base to the cliff.

If an Orca/Apache can't handle 1 single Ramjet, then the player does not deserve that vehicle. It is

FAR too easier to get out of your base on Walls_Flying in a Apache/Orca if enemy ramjets have the mesa. You just fly low and creep out thru the sides. I killed 3 Havocs on the mesa once this way.

The way Walls_Flying is set up in W3D Renegade now, it brings out only the best pilots. Also, City_Flying has TOO MANY places to duck from enemy ramjets and even a slight disadvantage leveraged on the Ramjet will lead to imbalance.

Also, the reload times (no matter how small) will be a big advantage to seasoned pilots when it is Orca/Apache VS Havoc/Sakura...this is when quick aiming skill matters. The Ramjet shots are slow compared to the Pierce and to further downgrade the reload times is doing inexperienced n00bs a favor.

There is really NO excuse for a Apache/Orca pilot to take out a Ramjet. It is too easy...if the Ramjet is on the bridge, you go under it and pop out and gun him down. Sure, multiple Ramjets are always a challenge but it will be difficult to accept any downgrading the Ramjet.

All I am saying is to set a standard or draw a line when it comes to balance (as similar to W3D Ren as possible). Those who can play and play well will eventually reach the line. Those who can't reach the line should not be in the receiving end of favors...favors that may not bode well for a remake of arguably the best game ever made.

EDIT:

Of course u can always argue that Ren X is a brand new clean slat and blah blah so it needs a new balance. But this may turn off those who are looking for a complete remake. And also, who knows...maybe UT3 physics will bode well with the changes.

Subject: Re: Renegade X Colossal July Update!
Posted by [Renerage](#) on Fri, 18 Jul 2008 02:26:10 GMT
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Two jets dedicated on your ass and your done. I dont care how good you are.
Those snipers must suck ass.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Fri, 18 Jul 2008 02:28:06 GMT
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Renerage wrote on Thu, 17 July 2008 21:26Two jets dedicated on your ass and your done. I dont care how good you are.
Those snipers must suck ass.

Reread my post please and no one bragged about how good they are. Just weighing pros and cons. We are talking about 1 Ramjet vs chopper.

If these changes were made in W3D, it will be a HUGE advantage. But I don't know how the UT3 physics will work with it...maybe it will turn out OK.

EDIT:

@ Renegade: I already talked about what you just said (quote above) when I said this:
pawkyfox wrote on Thu, 17 July 2008 21:23 Sure, multiple Ramjets are always a challenge but it will be difficult to accept any downgrading the Ramjet.

Subject: Re: Renegade X Colossal July Update!
Posted by [cmatt42](#) on Fri, 18 Jul 2008 02:28:07 GMT
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pawkyfox wrote on Thu, 17 July 2008 22:23 words
So, a n00b who can't handle the longer reload time on the Ramjet doesn't deserve to use it and need to do something more useful for the team?

See what I did there?

Subject: Re: Renegade X Colossal July Update!
Posted by [Renegade](#) on Fri, 18 Jul 2008 02:30:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tbh, All it takes for an Orca to beat a Sniper is timing.

Pawky, Good Sniper Vs Good Orca:

Sniper wins.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Fri, 18 Jul 2008 02:32:26 GMT
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cmatt42 wrote on Thu, 17 July 2008 22:28 pawkyfox wrote on Thu, 17 July 2008 22:23 words
So, a n00b who can't handle the longer reload time on the Ramjet doesn't deserve to use it and need to do something more useful for the team?

See what I did there?

My roflcopters just took off...I see what you did there but you merely (and wrongly) assume I am one of those Ramjet touting players.

Don't be a dork. I never use Ramjets but Ramjets SHOULD be the way they are. If people think they are overpowered, then they should suck it up.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Fri, 18 Jul 2008 02:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renerage wrote on Fri, 18 July 2008 12:30Tbh, All it takes for an Orca to beat a Sniper is timing.

Pawky, Good Sniper Vs Good Orca:

Sniper wins.

There are so MANY things wrong with this statements. Contradictions FTL

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Jul 2008 03:05:04 GMT
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All in all though, through a 2 second longer reload time you're probably only going to miss 1 shot on an Orca. Not enough to make a huge difference, but enough to make you as an Orca pilot narrowly escape losing all your health to one single sniper.

Right now you could be one of the worst snipers in the world and still be able to shoot down Orcas on City Flying at any given time. Even good Orca pilots; it doesn't take any skill or teamwork to do this.

An Orca really only has a chance against a Sakura if it's flying near her. But if there's any distance between the Ramjet and the Orca, the Ramjet has practically infinite range and the Orcas stands no chance.

Subject: Re: Renegade X Colossal July Update!
Posted by [R315r4z0r](#) on Fri, 18 Jul 2008 03:29:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Thu, 17 July 2008 19:34]Yeah C&C Renegade isn't a realistic game, nor is Renegade X. No need for things like prone...
Please reconsider this! I've been bugging different people in different mods about adding the ability to prone.

Don't make it a requirement for snipers.. just make it a valid ability for all infantry. Not that it will make a difference in how it effects how the weapon fires like other games... just there for looks and added immersion in the game.

Say you are a SBH and your health is low and some GDI soldier is following you and firing. You duck behind a corner and see a patch of tall grass. So you jump into it and prone and hope to god he doesn't see you.

Or maybe you are a sniper in a nice location and want to stay low on visibility. Why not go prone?

It would add a whole new layer to the game without really changing much of the basic Renegade gameplay. PLEASE reconsider adding this feature in! And if you think about it, infantry in Tiberian Dawn went prone when they were under fire! So why not correct what Renegade failed to convey?

Subject: Re: Renegade X Colossal July Update!
Posted by [Titan1x77](#) on Fri, 18 Jul 2008 03:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Thu, 17 July 2008 23:29[NEFobby[GEN] wrote on Thu, 17 July 2008 19:34]Yeah C&C Renegade isn't a realistic game, nor is Renegade X. No need for things like prone...
Please reconsider this! I've been bugging different people in different mods about adding the ability to prone.

Don't make it a requirement for snipers.. just make it a valid ability for all infantry. Not that it will make a difference in how it effects how the weapon fires like other games... just there for looks and added immersion in the game.

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Considered... might be useful for a snipers only match as well, so we may need it at some point, we'll see if this is something easy for the coders to do in as little time as possible, the coders are quite busy trying to get C&C mode going, so it might be thrown on a list for things to do.

Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Fri, 18 Jul 2008 04:03:42 GMT
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I remember flying Orcas and Apaches, and I also remember why ramjets do ridiculous damage: WS didn't have the time to balance them properly, so they just made something that could knock out aircraft quickly as a replacement for homing missiles.

Aircraft are impossible to use against snipers. Regardless of skill level. If you don't like aircraft, that's your business, but an obviously broken game mechanic needs to get fixed. Ramjets have been overpowered for a really long time.

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Jul 2008 05:09:37 GMT
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@R3

Yes we will reconsider it in that respect, I was actually replying to what was said earlier, where a poster said you should go prone just to actually shoot the gun. But we want to keep 'running and gunning' for the Ramjet, as you may. But prone itself, as you've proven, may not actually be a bad idea.

@Ack

Yes, exactly. Thanks.

I still remember the day the patch with the flying units were released, and everyone was so anxious to try them out. I'll admit that the first Apache I ever bot in Renegade was killed by the cargo plane as I was trying to figure out the controls

Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Fri, 18 Jul 2008 05:11:34 GMT
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Changing the reload time won't change the balance. You need to change the damage system and remove sniper damage from aircraft entirely.

Subject: Re: Renegade X Colossal July Update!
Posted by [Canadacdn](#) on Fri, 18 Jul 2008 05:14:19 GMT
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Aircraftkiller wrote on Fri, 18 July 2008 00:11 Changing the reload time won't change the balance. You need to change the damage system and remove sniper damage from aircraft entirely.

Am I the only one that thinks sniper damage on aircraft is perfectly acceptable? Really, what else is there in Renegade to stop the Odra/Apache besides sniper rifles, most other weapons are too slow to hit them with, or too inaccurate. If the aircraft didn't have this weakness, they would dominate the battlefield.

Subject: Re: Renegade X Colossal July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Jul 2008 05:17:50 GMT

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Yes I agree with Canadacdn, I think Ramjets have their place in Renegade, but just need some tweaks (amount of points for hitting vehicles for example).

There's really not many weapons in Renegade suitable for anti-aircraft. Like I said earlier, the Rocket Officer is getting the traceable rockets if your reticle is on the target for 3 seconds, but the unit itself is inexpensive and does not damage much, and therefore can't be used as a "main" anti-aircraft unit.

Ramjets are probably the only weakness air units have in the game at the moment, and we're keeping the Ramjet as an anti-aircraft weapon. The difference is, though, that it won't be as easy.

Subject: Re: Renegade X Colossal July Update!

Posted by [Aircraftkiller](#) on Fri, 18 Jul 2008 05:25:27 GMT

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Right, so it just takes two seconds longer to destroy an expensive aircraft. So all you really need to do is hide next to a corner, pop out for a moment, and fire your n00b cannon until you have to reload the mag. Then you wait two extra seconds and do it again. All it does is make sure that aircraft can't participate in the battlefield at all, so why even bother including them if they become worthless?

All you have to do is make rocket soldiers fire homing missiles for everything. It worked in C&C95. Add SAM Sites for Nod bases. Do something except put in a half-ass gameplay mechanic. The only reason rocket soldiers didn't do more damage and have locking was due to time constraints, not because WS' collective imagination was stuck at "hurr, ramjets are the only solution"

Subject: Re: Renegade X Colossal July Update!

Posted by [Canadacdn](#) on Fri, 18 Jul 2008 05:28:09 GMT

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Aircraftkiller wrote on Fri, 18 July 2008 00:25: Right, so it just takes two seconds longer to destroy an expensive aircraft. So all you really need to do is hide next to a corner, pop out for a moment, and fire your n00b cannon until you have to reload the mag. Then you wait two extra seconds and do it again. All it does is make sure that aircraft can't participate in the battlefield at all, so why

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Or you could kill the Barracks/HON and then use aircraft all you like.

Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Fri, 18 Jul 2008 05:35:25 GMT
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There's no other vehicle in the game besides hum-vees, buggies, and artillery that are destroyed so ridiculously easily. Those slightly make sense, but a \$900 aircraft? A team shouldn't have to destroy a building in order to field a unit for more than two seconds against ONE person. That's called bad gameplay.

Subject: Re: Renegade X Colossal July Update!
Posted by [Canadacdn](#) on Fri, 18 Jul 2008 06:16:29 GMT
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Aircraftkiller wrote on Fri, 18 July 2008 00:35: There's no other vehicle in the game besides hum-vees, buggies, and artillery that are destroyed so ridiculously easily. Those slightly make sense, but a \$900 aircraft? A team shouldn't have to destroy a building in order to field a unit for more than two seconds against ONE person. That's called bad gameplay.

It's more than one person, if your team has no defence against aircraft, you are all going to get seriously raped by machineguns and missiles. Tanks are too slow to do any decent amount of damage to an aircraft, and most other vehicles won't get the job done quick enough before they are destroyed.

Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Fri, 18 Jul 2008 06:42:53 GMT
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My point was that an Orca is destroyed by a ramjet. Given equal ground, the ramjet will win every time unless there's a freak accident. You should be able to field aircraft for more than a few seconds, as it stands right now you can't do that because there's at least one ramjet on the field. The moment you fly out, your big lights give you away and you're instantly shot at. It takes five shots, they all hit instantaneously, and the ramjet has to reload only once to destroy you. That isn't balance, and the Orca's machine gun barely makes up for the ramjet's immense advantage.

So prudence would dictate removing the machine gun from the Orca and removing the missiles

from the Apache. C&C95's balance was spot on, Renegade's is far from it. Here's the solution:

Remove Orca's MG
Remove Apache's missiles
Remove sniper damage to vehicles
Improve rocket soldiers so they lock on everything they fire at (soldiers getting little damage from anything but a direct hit)
Add SAM Sites

Problem solved.

Subject: Re: Renegade X Colossal July Update!
Posted by [Spoony](#) on Fri, 18 Jul 2008 06:51:37 GMT
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aircraftkiller, are you aware of the 'pointsfix' since coming back? because with that, aircraft and ramjets are completely balanced now, regardless of game size.

fyi, you simply cannot nerf ramjets' damage without completely fucking up small games, which a patch has no right to do.

Subject: Re: Renegade X Colossal July Update!
Posted by [Renerage](#) on Fri, 18 Jul 2008 07:13:10 GMT
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pawkyfox wrote on Thu, 17 July 2008 22:34Renerage wrote on Fri, 18 July 2008 12:30Tbh, All it takes for an Orca to beat a Sniper is timing.

Pawky, Good Sniper Vs Good Orca:

Sniper wins.

There are so MANY things wrong with this statements. Contradictions FTL

No there arent.

Many factors come into play. Map, Terrain, Timing.

Even a good sniper, if he sees an orca going down under the bridge on City Flying, he should run his ass back to a better spot.

Subject: Re: Renegade X Colossal July Update!
Posted by [thrash300](#) on Fri, 18 Jul 2008 07:23:35 GMT
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[NEFobby[GEN] wrote on Tue, 15 July 2008 12:42]Quote:
I think am gonna order UT4 next week.

You mean UT3

Quote:

So basically what I'm saying is make Hourglass have more then 2 geometry textures (The brown rock and tiberium) also better lighting at least and make it a daytime map!

There's actually 7 daytime maps planned in Renegade X's stock maps, if you don't count Hourglass. So we're not desperate for one more. Also, Hourglass isn't dark or anything.

And frankly the new design brings a bigger and better atmosphere to the map. Renegade's Hourglass was very dull, and had much less detail than our version. We wanted to have at least 1 post-apocalyptic Tiberium plagued map, and we're happy with that choice. Gives the map a lot more personality.

http://media.moddb.com/images/mods/1/9/8709/RenX_Compare_03.jpg

I Believe That It Doesen't Look The Same I Believe That You Guys Went To Far Off To Make It Look Like The Original Renegade, Now I Believe That Its Kind Of Hard To Tell That They Are Supposed To Be The Same I Believe.

Subject: Re: Renegade X Colossal July Update!
Posted by [Lone0001](#) on Fri, 18 Jul 2008 07:27:39 GMT
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Aircraftkiller wrote on Fri, 18 July 2008 01:35There's no other vehicle in the game besides hum-vees, buggies, and artillery that are destroyed so ridiculously easily. Those slightly make sense, but a \$900 aircraft? A team shouldn't have to destroy a building in order to field a unit for more than two seconds against ONE person. That's called bad gameplay.

Hello??? To get a ramjet you need to buy a havoc or a Sakura(1000 Credits), maybe the ramjet could be reduced to weaker but still slightly stronger than the sniper rifle for example, but to be honest I agree with everyone else the ramjet is fine the way it is(though I would agree that the fact it can kill basic inf in one shot should be changed other than that ramjets are fine).

Subject: Re: Renegade X Colossal July Update!
Posted by [cmatt42](#) on Fri, 18 Jul 2008 16:44:13 GMT
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pawkyfox wrote on Thu, 17 July 2008 22:32
My rofcopters just took off...I see what you did there but you merely (and wrongly) assume I am one of those Ramjet touting players.

Don't be a dork. I never use Ramjets but Ramjets SHOULD be the way they are. If people think they are overpowered, then they should suck it up.
I see you've completely missed the point. Oh, well. Lost cause.

Spoony wrote on Fri, 18 July 2008 01:51 aircraftkiller, are you aware of the 'pointsfix' since coming back? because with that, aircraft and ramjets are completely balanced now, regardless of game size.

fyi, you simply cannot nerf ramjets' damage without completely fucking up small games, which a patch has no right to do.

The points fix is fine and dandy for Renegade, but don't forget we're talking about the Renegade X mod. They'll be able to change the balance, and honestly what Aircraftkiller is saying is logical (though I'd actually have the Ramjet do just enough damage to make the player think twice about using it against aircraft instead of infantry).

Subject: Re: Renegade X Colossal July Update!
Posted by [R315r4z0r](#) on Fri, 18 Jul 2008 18:56:03 GMT
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Well, ramjets do destroy aircraft rather quickly in Renegade currently... but really almost 70% of the time I'm flying an Aircraft being shot at by ramjets I either barely make it out of the line of fire with low health or I get blown up just a few seconds before I can get into cover. An extra 2 seconds could mean all the world for this.

Not to mention it is a viable tactic to force your opponents to use ramjets when you are aircraft spamming. Then when they all have ramjets, you rank rush them out of nowhere.

They may do ridiculous amounts of damage, but they are the only thing that does.

And also there is one other thing to take into consideration. This isn't the W3D engine we are talking about. Aircraft may handle differently in this new engine. Not differently in terms of controls and functionality, but in terms of overall movement and evasive action. It won't be as precise predictable as they were in Renegade. I can see helicopters being able to sway in various directions in order to evade enemy fire. New engine means new physics.

Subject: Re: Renegade X Colossal July Update!
Posted by [Goztow](#) on Fri, 18 Jul 2008 19:03:16 GMT
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Heli's would be extremely overpowered in Ren if it wasn't for ramjets. They balance out damage nicely at the moment. They also balance out on points when the points fix is enabled.

Subject: Re: Renegade X Colossal July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Jul 2008 19:10:01 GMT

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R315r4z0r wrote on Fri, 18 July 2008 14:56 Well, ramjets do destroy aircraft rather quickly in Renegade currently... but really almost 70% of the time I'm flying an Aircraft being shot at by ramjets I either barely make it out of the line of fire with low health or I get blown up just a few seconds before I can get into cover. An extra 2 seconds could mean all the world for this.

Yes exactly. Anyone who plays Renegade often knows that on City Flying and Walls Flying, you either barely shoot down the Helicopter with the last bullet, or the Helicopter just narrowly escapes with low health.

Quote:

Not to mention it is a viable tactic to force your opponents to use ramjets when you are aircraft spamming. Then when they all have ramjets, you rank rush them out of nowhere.

They may do ridiculous amounts of damage, but they are the only thing that does.

Agreed. Remember that Ramjets are next to useless against any ground vehicle 500 credits or over. If your team has a lot of Helicopters, they will naturally get a lot of Ramjets, and then your time could just get Stealth Tanks, or Light Tanks or whatever. It's a good tactic, because they waste all their credits and they won't bother changing their character until they're dead.

Quote:

And also there is one other thing to take into consideration. This isn't the W3D engine we are talking about. Aircraft may handle differently in this new engine. Not differently in terms of controls and functionality, but in terms of overall movement and evasive action. It won't be as precise predictable as they were in Renegade. I can see helicopters being able to sway in various directions in order to evade enemy fire. New engine means new physics.

Flying in Renegade X is relatively similar to C&C Renegade's, but there's a noticeable difference in the physics. I believe it'll be a lot more fun to drive with the new engine.

Subject: Re: Renegade X Colossal July Update!

Posted by [KIRBY-098](#) on Sat, 19 Jul 2008 00:33:38 GMT

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Perhaps the answer then is to make the n00bcannons only able to seriously damage aircraft on a deadon cockpit shot or in the VTOL fans

Subject: Re: Renegade X Colossal July Update!

Posted by [Aircraftkiller](#) on Sat, 19 Jul 2008 02:55:46 GMT

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Or the solution is to implement C&C95 gameplay instead of Renegade's broken excuse for gameplay. SAM Sites would work wonders in Nod bases. Rocket soldiers would be an inexpensive deterrent to aircraft while also being good against vehicles in general. Snipers would be, gasp, snipers... they'd have to, you know, shoot at soldiers.

I'm really waiting on someone to explain why C&C95's aircraft dynamics are impossible to implement. Reloading aircraft, the ability to field a unit for more than a few moments, imagine it before you think ramjets are the only solution.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Sat, 19 Jul 2008 03:07:30 GMT

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Aircraftkiller wrote on Fri, 18 July 2008 21:55 Or the solution is to implement C&C95 gameplay instead of Renegade's broken excuse for gameplay. SAM Sites would work wonders in Nod bases. Rocket soldiers would be an inexpensive deterrent to aircraft while also being good against vehicles in general. Snipers would be, gasp, snipers... they'd have to, you know, shoot at soldiers.

I'm really waiting on someone to explain why C&C95's aircraft dynamics are impossible to implement. Reloading aircraft, the ability to field a unit for more than a few moments, imagine it before you think ramjets are the only solution.

This needs a whole game of it's own.

Subject: Re: Renegade X Colossal July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 19 Jul 2008 03:30:12 GMT

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Or just play A Path Beyond, since all of that is already implemented in the mod already.

Renegade X is a Renegade-styled mod.

Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Sat, 19 Jul 2008 03:56:17 GMT

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You do realize that Renegade would have been patched to fix these problems had WS not been liquidated? Being one of the few people to have worked with them on this game and having had a lot of contacts with the team behind it, in addition to beta testing the game, I speak with certainty that what you want to recreate is only the result of a company that doesn't have the ability to update an old game's mechanics.

Why not take the initiative and fix Renegade instead of cloning everything about its gameplay, most of which is obviously broken and a main reason why the game is so inactive and dead. I

mean you can keep saying it's Renegade, and go on and recreate it with all these pretty visuals, but the core gameplay's still going to be the same and it's not going to be anything except a Renegade clone. In a few weeks it'll end up echoing Renegade's demise and you'll have a few guys playing with you every so often.

Reinvent it. Make it balanced. I guarantee it will work.

Subject: Re: Renegade X Colossal July Update!
Posted by [Lone0001](#) on Sat, 19 Jul 2008 04:00:33 GMT
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I wouldn't really even go near saying renegade is dead sure not too many play it but it's still a good amount for such an old game.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Mon, 28 Jul 2008 17:33:28 GMT
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In the YouTube video, what part of Under is shown at 1:41 min?

Subject: Re: Renegade X Colossal July Update!
Posted by [R315r4z0r](#) on Mon, 28 Jul 2008 18:37:01 GMT
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That over pass on top of the Tiberium field looking out towards the spire.

As for recreating EA's version of Renegade, that is exactly the point. Westwood didn't live long enough to patch the game, and we like the version of the game that it is now. Westwood being dissolved has absolutely nothing to do with it. Just because you don't like the gameplay, doesn't mean everyone else doesn't either.

Subject: Re: Renegade X Colossal July Update!
Posted by [JoeBro](#) on Mon, 28 Jul 2008 21:56:49 GMT
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Can't wait till' it's finished! What specs do you need to play the awesome game? How do you order it (is it a different game or just download to Renegade?)? Where could I order it? WHEN COULD I ORDER IT????!!!

By the way Fobby, you are AWESOME!!!

Subject: Re: Renegade X Colossal July Update!
Posted by [cmatt42](#) on Mon, 28 Jul 2008 23:53:05 GMT
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JoeBro wrote on Mon, 28 July 2008 17:56Can't wait till' it's finished! What specs do you need to play the awesome game? How do you order it (is it a different game or just download to Renegade?)? Where could I order it? WHEN COULD I ORDER IT????!!!

By the way Fobby, you are AWESOME!!!
I would imagine the requirements to be at least as much for UT3, since it's a mod for UT3.

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Tue, 29 Jul 2008 00:09:12 GMT
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R315r4z0r wrote on Mon, 28 July 2008 13:37That over pass on top of the Tiberium field looking out towards the spire.

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Ahh thanks!! Looked like a giant wall of ice and did not see the spire clearly.

JoeBro wrote on Mon, 28 July 2008 16:56Can't wait till' it's finished! What specs do you need to play the awesome game? How do you order it (is it a different game or just download to Renegade?)? Where could I order it? WHEN COULD I ORDER IT????!!!

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Fobby is awesome!

Subject: Re: Renegade X Colossal July Update!
Posted by [JoeBro](#) on Thu, 31 Jul 2008 01:29:30 GMT
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Pawkyfox wrote

Fobby is awesome!
so are u lol

Subject: Re: Renegade X Colossal July Update!
Posted by [F1r3st0rm](#) on Thu, 31 Jul 2008 02:54:50 GMT

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are you guys buttbuddies or something?

Subject: Re: Renegade X Colossal July Update!
Posted by [Starbuzz](#) on Thu, 31 Jul 2008 10:57:45 GMT

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TehstormZ wrote on Wed, 30 July 2008 21:54are you guys buttbuddies or something?

muhahahahaha

Subject: Re: Renegade X Colossal July Update!
Posted by [renalpha](#) on Thu, 31 Jul 2008 11:32:18 GMT

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KIRBY-098 wrote on Tue, 15 July 2008 20:14To Ryu: You have GOT to be kidding.

Watch the youtube vid of this map. You will want to cry with happiness. Side by side with ren, ren x captures the tiberian plague imagery perfectly .

You also need to remember that in TS the tiberium infected areas were stormy and drew ION activity due to the Ionic discharge of the Tiberium.

Tiberium infested areas don't have sunny skies and rainbows...

Now I DARE fobby to do one that has meteor showers like in TS
i want rainbows
