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Subject: Renegade X - April Update: Serious Business!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 01 Apr 2009 20:50:51 GMT  
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[/center]

Hey all. It's been a while since you've heard from us. Just a small update for all of you!

### Extremely Serious Demonstration Video

We present to you another video that takes you behind the scenes as Fobby explains the reasons behind the mod, and questions that boggle the mind are finally answered as the mod gets ever closer! Featuring exclusive footage never before seen and a look into what is to come; making this a whopping 10 minute long video that will keep you on the edge of your seat!

### Streaming

<http://www.youtube.com/watch?v=efn83qO8QpU>

<http://www.moddb.com/mods/renegade-x/videos/renegade-x-april-fools-demonstration>  
#imagebox

### Download

Standard Definition: [http://borgamers.com/RenX/RenX\\_AprilFools\\_SD.avi](http://borgamers.com/RenX/RenX_AprilFools_SD.avi)

High Definition (Recommended): [http://borgamers.com/RenX/RenX\\_AprilFools\\_HD.avi](http://borgamers.com/RenX/RenX_AprilFools_HD.avi)

That's all folks!

Be sure to keep an eye open for more updates coming soon!

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [ErroR](#) on Wed, 01 Apr 2009 21:00:06 GMT  
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ur link are always dead

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [Reaver11](#) on Wed, 01 Apr 2009 21:04:50 GMT  
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I just went to moddb and I must say the lastest clip is the best

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Subject: Re: Renegade X - April Update: Serious Business!

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Posted by [danpaul88](#) on Wed, 01 Apr 2009 21:11:53 GMT

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You realise the url's you posted have the word april fools in them, right? Bit of a giveaway

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 01 Apr 2009 21:17:48 GMT

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danpaul88 wrote on Wed, 01 April 2009 16:11 You realise the url's you posted have the word april fools in them, right? Bit of a giveaway

Well it's not a "seriously presented" video, it's just a silly preview we decided to do as we test the latest build of Renegade X.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [bobiuh](#) on Wed, 01 Apr 2009 21:20:18 GMT

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Where do i buy renegade x

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Starbuzzz](#) on Wed, 01 Apr 2009 23:29:15 GMT

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I lol'ed

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [u6795](#) on Wed, 01 Apr 2009 23:43:15 GMT

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This is really awesome.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Lone0001](#) on Thu, 02 Apr 2009 01:19:54 GMT

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Red vs Yellow FTW!

EPIC APC!

PS. We can dance, we can dance, everything's out of control

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [R315r4z0r](#) on Thu, 02 Apr 2009 02:09:00 GMT

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danpaul88 wrote on Wed, 01 April 2009 17:11 You realise the url's you posted have the word april fools in them, right? Bit of a giveaway  
Download it, it is 10 min of epic.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Di3HardNL](#) on Thu, 02 Apr 2009 07:15:55 GMT

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Its fucking hilarious I love the last scene with the apc ^^

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Dethdeath](#) on Thu, 02 Apr 2009 07:43:55 GMT

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Amazing!

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [ChewML](#) on Thu, 02 Apr 2009 13:47:22 GMT

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The head exploding shit is awesome. No more n00bs wondering why they died in one shot!

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Starbuzz](#) on Thu, 02 Apr 2009 18:04:25 GMT

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I don't see how it will KILL Renegade given how C&C Mode works just as well as it would in Ren X. It will most certainly split the community as a lot of current Ren players look set to stop playing Renegade, and some would altogether stop playing Renegade due to lack of hardware and such.

Probably takes away a huge chunk of current Renegade players but result in less servers but full servers...that would be my guess.

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 02 Apr 2009 18:13:26 GMT  
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Quote:I don't see how it will KILL Renegade given how C&C Mode works just as well as it would in Ren X. It will most certainly split the community as a lot of current Ren players look set to stop playing Renegade, and some would altogether stop playing Renegade due to lack of hardware and such.

Probably takes away a huge chunk of current Renegade players but result in less servers but full servers...that would be my guess.

The whole "killing Renegade" thing was just a joke The real plan of the mod is to make it better than ever by porting the innovative idea of C&C mode onto Unreal Engine 3. There will probably be plenty of people that will prefer the old game for whatever reason.

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [Scrin](#) on Thu, 02 Apr 2009 18:30:40 GMT  
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HAI! GAIS! AM FOBYYYYYYYGENN !!! A IM KILLLLL!!! RANEGAD!!!!  
THAT RITE! KILIIII RENGAD!!!!

p.s. put the .wav into data and play few maps

more MoBbY[FeN] replys

i just can't stop laughing after that video.... i freaking love when some retards recorded his real voice by microphone  
<http://www.divshare.com/download/6995184-15b>

#### File Attachments

1) [fobby\\_reply.mp3](#), downloaded 436 times

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 02 Apr 2009 19:12:57 GMT  
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Wow you're so hilarious Scrin, you should do stand up!

So, basically, you hate the Renegade X project because I wouldn't give you our asset(s) a couple weeks ago. When you asked for me to give you our Ramjet model for your own personal use in C&C Renegade, did you really expect me to give it to you?

Here's your fucking Ramjet:



Why do we even ban people here anymore, anyways? Sheesh.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [u6795](#) on Thu, 02 Apr 2009 19:37:52 GMT

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You have a hell of a dick way to say "I dislike your Ramjet model," Scrin.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 02 Apr 2009 19:38:24 GMT

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Quote:i just hate that ugly ramjet what your team made (or maybe you have only 1 weapon's modeller dude...and he haven't imagenation?) i dont like that ugly,small square scope with damned black hole in it! why your team didn't create some awesome-animated scope?

Ha. You're not only retarded, but you're also a liar.

Your buddy added me on MSN, and said that you had really liked our Ramjet. He begged me to have it so he could give it to you, and even after I had said no several times, he continued to plead me. Why would you want our Ramjet if you think it's ugly? Either your logic absolutely fails, or you're lying.

Quote:HAIII GAIS! AM FOBYYYYYYGENN In Love In Love !!! A IM KILLLLLL!!! RANEGAD!!!!!!  
THAT RITE! KILIIIII RENGAD!!!!!!

p.s. put the .wav into data and play few maps Sarcasm

more MoBbY[FeN] replays

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [u6795](#) on Thu, 02 Apr 2009 19:42:38 GMT

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[NEFobby[GEN] wrote on Thu, 02 April 2009 15:38]Quote:i just hate that ugly ramjet what your team made (or maybe you have only 1 weapon's modeller dude...and he haven't imagenation?) i dont like that ugly,small square scope with damned black hole in it! why your team didn't create some awesome-animated scope?

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THAT RITE! KILIIIII RENGAD!!!!

p.s. put the .wav into data and play few maps Sarcasm

more MoBbY[FeN] replys

Baww, you removed the epic funny part of the post. Whatever, still lol'd.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Scrin](#) on Thu, 02 Apr 2009 19:58:05 GMT

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[NEFobby[GEN] wrote on Thu, 02 April 2009 13:38]Quote:i just hate that ugly ramjet what your team made (or maybe you have only 1 weapon's modeller dude...and he haven't imagenation?) i dont like that ugly,small square scope with damned black hole in it! why your team didn't create some awesome-animated scope?

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p.s. put the .wav into data and play few maps Sarcasm

more MoBbY[FeN] replys

ok, i see you didn't read my last post, so i'll repeat!

DONT MESS WITH THE BUSINESS RAMJETSS!

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [u6795](#) on Thu, 02 Apr 2009 20:12:10 GMT

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Mr. Selfish wrote on Thu, 02 April 2009 15:58[NEFobby[GEN] wrote on Thu, 02 April 2009 13:38]Quote:i just hate that ugly ramjet what your team made (or maybe you have only 1 weapon's modeller dude...and he haven't imagination?) i dont like that ugly,small square scope with damned black hole in it! why your team didn't create some awesome-animated scope?

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more MoBbY[FeN] replys  
ok, i see you didn't read my last post, so i'll repeat!

DONT MESS WITH THE BUSINESS RAMJETSS!

Do you do heroine?

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [JeepRubi](#) on Thu, 02 Apr 2009 21:28:08 GMT  
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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [TD](#) on Thu, 02 Apr 2009 21:32:34 GMT  
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Fobby, your mods and snipers is bad, and you the bighead, just you create Pornogade X.

How dare you upset Scrin, the one that abuses skinning to create and use so many advantage models for a nearly dead video game, that wallhack and bighead ain't got shit on his Renegade.

Nice update by the way

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [TD](#) on Thu, 02 Apr 2009 21:36:29 GMT

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JeepRubi wrote on Thu, 02 April 2009 23:28

Seriously, if that is one of his skin screenshots, he hasn't got the rights to criticise X.

Let's turn Advanced Guard Tower into a Circus Clown Tower and complain about someone else's Ramjet with like almost no noticable addition at all.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [thefile](#) on Thu, 02 Apr 2009 21:55:07 GMT

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Mr. Selfish wrote on Thu, 02 April 2009 13:28[NEFobby[GEN] wrote on Thu, 02 April 2009 13:12]Wow you're so hilarious Scrin, you should do stand up!

So, basically, you hate the Renegade X project because I wouldn't give you our asset(s) a couple weeks ago. When you asked for me to give you our Ramjet model for your own personal use in C&C Renegade, did you really expect me to give it to you?

Here's your fucking Ramjet:

```
|_____( ) _____  
|-----|-----| ( ) |  
| ( ) |  
|-----|-----|_____  
|||  
||
```

No, i'm didn't hate the project, i just hate that ugly ramjet what your team made (or maybe you have only 1 weapon's modeller dude...and he haven't imagenation?) i dont like that ugly,small square scope with damned black hole in it! why your team didn't create some awesome-animated scope? like i will doing on my weapons? (im sure new scope with some deep ambient lights will get better looks on that engine)

and why you have posted your old quote again with that dots and lines thing? I just get bored and have asked my mate to pwn you with that request because you are SeLfIsH, why? you posted only videos and screenshots

<http://xxlimg.com/images/yic0lrz6wx8gfun40lfi.jpg>

<http://xxlimg.com/images/68q0xilui9egqwd0579.jpg>

OMG!!!! Is that me or does Walls actually look like a REAL GOOD map!! BTW if I donate can I get mod status when the mod comes out?.

---

Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [DarkKnight](#) on Thu, 02 Apr 2009 23:05:03 GMT  
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it looks very nice. cant wait to play it

---

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [Starbuzz](#) on Fri, 03 Apr 2009 00:57:30 GMT  
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Mr. Selfish wrote on Thu, 02 April 2009 13:28

Agreed.

---

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [Omar007](#) on Fri, 03 Apr 2009 09:45:44 GMT  
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pawky wrote on Fri, 03 April 2009 02:57Mr. Selfish wrote on Thu, 02 April 2009 13:28  
Toggle Spoiler

Agreed.

I agree too. It's anoying

---

---

Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [u6795](#) on Fri, 03 Apr 2009 10:30:59 GMT  
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Well, they're there for a legitimate purpose. If you've ever held or seen a hunting rifle with a scope, most of them have covers for their lenses to prevent them from getting broken or shit up. That'd be even more necessary on a battlefield.

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [TD](#) on Fri, 03 Apr 2009 11:20:58 GMT  
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Last time I used the ramjet I didn't even 'feel' that addition to it. It's nothing bad, really.

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [ArtyWh0re](#) on Fri, 03 Apr 2009 18:03:08 GMT  
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OMG that video was awesome! Very good job.  
1 thing I've always liked about Renegade is that its not gory.

---

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [danpaul88](#) on Fri, 03 Apr 2009 18:54:07 GMT  
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Renegade X is shaping up pretty well... I know you will probably hit me for asking, but do you have any timeframe for releasing this? (And I still didn't remember to buy UT3 )

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Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [R315r4z0r](#) on Fri, 03 Apr 2009 19:04:21 GMT  
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Mr. Selfish wrote on Thu, 02 April 2009 15:28

It's called a lens cap. It protects the lens from taking any damage when not in use. It's just a piece of plastic...

Scopes don't need to be all overly-fancy. What point is there for a scope to have scrolling text, a bunch of flashy lights, and a bunch of other useless garbage?

You use a scope to magnify your view, not hack the mainframe at the Pentagon. Get over it.

---

---

Subject: Re: Renegade X - April Update: Serious Business!  
Posted by [ArtyWh0re](#) on Fri, 03 Apr 2009 19:50:34 GMT  
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---

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You use a scope to magnify your view, not hack the mainframe at the Pentagon. Get over it.  
Guess im going to have to join in this debate. Im with Scrin on this as I like things which look cool.

If this was based on a real life simulation then yes everything would have to be as realistic as

possible (in this case the lens caps).

However since this game (Renegade) is just another game based on warfare it does not have to be bound by the limitations that a simulation would have.

Infact since this is a game we want it to look as cool as possible so therefore there is nothing wrong with having flashy looking things being used as long as they don't look rediculus.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Troopzor](#) on Fri, 03 Apr 2009 19:58:16 GMT

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m00nLiTe wrote on Fri, 03 April 2009 20:50R315r4z0r wrote on Fri, 03 April 2009 13:04Mr. Selfish wrote on Thu, 02 April 2009 15:28

IMAGE!

It's called a lens cap. It protects the lens from taking any damage when not in use. It's just a piece of plastic...

Scopes don't need to be all overly-fancy. What point is there for a scope to have scrolling text, a bunch of flashy lights, and a bunch of other useless garbage?

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Infact since this is a game we want it to look as cool as possible so therefore there is nothing wrong with having flashy looking things being used as long as they don't look rediculus.

I see what you're saying, but the thing is, ingame in Ren-X you seriously do not notice it at all. The whole time you're like "OMFG IT'S SO BEATIFUL!!!! \* Burst into tears\*".... Ok not that much, but pretty close....

---

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [R315r4z0r](#) on Fri, 03 Apr 2009 20:09:48 GMT

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---

m00nLiTe wrote on Fri, 03 April 2009 15:50

However since this game (Renegade) is just another game based on warfare it does not have to be bound by the limitations that a simulation would have.

Infact since this is a game we want it to look as cool as possible so therefore there is nothing wrong with having flashy looking things being used as long as they don't look rediculus.

Not true. Renegade isn't realistic in terms of physics and the like, not in style or detail. The science fiction Tiberium universe is heavily realistic and Renegade is IN that universe.

That's why it is important for things to look like they would exist in the real world. They don't have to perform realistically (i.e. stealth tank, flame tank, no weapon recoil, ect), but they have to look the part.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Prulez](#) on Fri, 03 Apr 2009 21:53:23 GMT

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JeepRubi wrote on Thu, 02 April 2009 23:28

You took those words right out of my mouth.

---

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [havoc9826](#) on Sat, 04 Apr 2009 03:31:10 GMT

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Awesome video. You forgot to credit "Push it to the Limit" in the credits, but aside from that I was laughing the whole way through.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Scrin](#) on Sat, 04 Apr 2009 04:00:24 GMT

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JeepRubi wrote on Thu, 02 April 2009 15:28

its ok for your mod? or i have to get more TeXtUrE SkILlZ?

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Goztow](#) on Sat, 04 Apr 2009 08:14:43 GMT

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I really liked the video, nice stuff! Nice sarcasm as well!

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [JeepRubi](#) on Sat, 04 Apr 2009 13:38:58 GMT

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Mr. Selfish wrote on Fri, 03 April 2009 22:00JeepRubi wrote on Thu, 02 April 2009 15:28Toggle Spoiler  
its ok for your mod? or i have to get more TeXtUrE SkillZ?

Toggle Spoiler

It's better, much better, but I think it looked best before you used you're mad TeXtUrE SkillZ on it.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [liquidv2](#) on Sat, 04 Apr 2009 15:26:39 GMT

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danpaul88 wrote on Fri, 03 April 2009 13:54Renegade X is shaping up pretty well... I know you will probably hit me for asking, but do you have any timeframe for releasing this? (And I still didn't remember to buy UT3 )

i would like to ask the moderators of this forum to please execute a forum ban on the people who continuously ask for a release date of this project

it really hurts my feelings

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 04 Apr 2009 17:11:39 GMT

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Quote:

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It's absolutely fine to ask questions, I am willing to repeat answers.

Quote:

Renegade X is shaping up pretty well... I know you will probably hit me for asking, but do you have any timeframe for releasing this? (And I still didn't remember to buy UT3 Sad )

While other mods are busy calculating release dates for their betas, Renegade X is busy doing what is necessary to get the project done in the best possible manner. The reality is, Renegade X is being developed on our free time, and it's not plausible to have a consistent amount of free time every day. Therefore, giving out time frames and release dates would be misleading guess-work, and we don't do that. We simply work towards the goal, providing internal deadlines (which aren't met 100% of the time) and consistently showing the public everything we've done.

UT3 is about 10 bucks on Steam if you want to buy it.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [danpaul88](#) on Sat, 04 Apr 2009 17:33:09 GMT

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OK, well it's nice to see things are still moving along, thanks for taking the time to answer the question, especially since it's probably been asked 500 times before. We do the same at AR actually, simply keep things moving and show updates as and when things are done. Is the ModDB page still the most up to date source for news and such?

And I know UT3 is only \$10, but I still keep hoping (in vain) that it will drop even lower before Renegade X is out ^^

liquidv2 wrote on Sat, 04 April 2009 16:26danpaul88 wrote on Fri, 03 April 2009 13:54Renegade X is shaping up pretty well... I know you will probably hit me for asking, but do you have any timeframe for releasing this? (And I still didn't remember to buy UT3 )  
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1) Light blue text on a lighter blue forum background is incredibly hard to read. There's a default colour for posts for a reason.

2) Continually implies I have asked the question before, which I am fairly sure I have not. Please consult a dictionary to check the meaning of the words you are using prior to expelling your next flame post from your anus. Thank you.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Scrin](#) on Sat, 04 Apr 2009 17:47:19 GMT

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is being developed on our free time, and it's not plausible to have a consistent amount of free time every day. Therefore, giving out time frames and release dates would be misleading guess-work, and we don't do that. We simply work towards the goal, providing internal deadlines (which aren't met 100% of the time) and consistently showing the public everything we've done.

UT3 is about 10 bucks on Steam if you want to buy it.

so you will redone the ramjet? since your mod have timed c4 with the time clock screen (i dont know its animated/flashing or some, but its looks nice), i talk about this because original renegade's timed c4 got crappy single texture without any separated texture, so if you have added that on c4, why you don't want to do same with the ramjet's scope?

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 04 Apr 2009 18:04:09 GMT

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Quote:Is the ModDB page still the most up to date source for news and such?

Yes, our Mod DB page is up to date when it comes to mod updates, finished work and videos, but our forums have a Live WIP section for unfinished work.

And I think UT3 has a better chance of coming off the shelves completely than lowering its price to below what it's at now. There are some stores around here that no longer sell it.

Quote:

so you will redone the ramjet? since your mod have timed c4 with the time clock screen (i dont know its animated/flashing or some, but its looks nice), i talk about this because original renegade's timed c4 got crappy single texture without any separated texture, so if you have added that on c4, why you don't want to do same with the ramjet's scope?

Animated screen for the C4 makes sense, because of the timer. Animated Ramjet scope is unnecessary and doesn't suit the style of the weapon.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [R315r4z0r](#) on Sat, 04 Apr 2009 18:07:15 GMT

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Is that a serious question?

They gave timed C4 a countdown texture screen because in Renegade, the timer was there, but wasn't able to be physically active.

They didn't add any useless junk onto the Ramjet because none of it existed, or was remotely needed or wanted, in Renegade.



Bottom line: If Renegade had it, Renegade X does it better. If Renegade didn't have anything resembling it, then what point is there in Renegade X doing it?

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [thefile](#) on Sat, 04 Apr 2009 19:29:51 GMT

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R315r4z0r wrote on Sat, 04 April 2009 12:07Is that a serious question?

They gave timed C4 a countdown texture screen because in Renegade, the timer was there, but wasn't able to be physically active.

They didn't add any useless junk onto the Ramjet because none of it existed, or was remotely needed or wanted, in Renegade.

Bottom line: If Renegade had it, Renegade X does it better. If Renegade didn't have anything resembling it, then what point is there in Renegade X doing it?

I wonder if they will make some of the original maps have expanded building like they were originally intended be Westwood, I mean with the second floor and tunnels.

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Subject: Re: Renegade X - April Update: Serious Business!

Posted by [Havoc 89](#) on Sat, 04 Apr 2009 21:03:33 GMT

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Mr. Selfish wrote on Sat, 04 April 2009 12:47UT3 is about 10 bucks on Steam if you want to buy it.[/quote]

so you will redone the ramjet? since your mod have timed c4 with the time clock screen (i dont know its animated/flashing or some, but its looks nice), i talk about this because original renegade's timed c4 got crappy single texture without any separated texture, so if you have added that on c4, why you don't want to do same with the ramjet's scope?

I would cancel the mod before I ever see Renegade X - Scrin's I33t texturing edition.

Go bother someone else, maybe they'll actually care about what you think.

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