
Subject: Renegade X - July Update!

Posted by [NE]Fobby[GEN] on Thu, 30 Jul 2009 07:01:57 GMT

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To our fellow renegades!

It has been a couple months since you've heard from the team. Your friends over at Renegade X have been busy working on the mod and producing quality work for our summer updates.

Summer '09 Trailer!

But if I were to say that the team has only been working in the past two months wouldn't be the full truth. The fact of the matter is, the Renegade X dev team and the VIPs have also been busy testing the mod. In other words, we've been playing a lot of Renegade X. And before we bring you one of our usual art updates, which you will see later this summer, we at Renegade X thought it would be great if we released some of the gameplay footage that has been recorded, alongside ingame screenshots of the mod.

The mod has developed quite a bit since our last couple updates. Since then, we've worked on our HUD & created a new bounding-box system, rigged new vehicles, weapons, and characters, and we've taken more steps towards completing our highly anticipated Command & Conquer mode. But don't take my word for it.

Check out the Renegade X Summer '09 Trailer yourself!

Downloads:

Renegade X Summer '09 Trailer (HD) (Recommended):

http://www.renegade-x.com/staff/RenX_Summer_09_Trailer_HD.avi

Renegade X Summer '09 Trailer (SD):

http://www.renegade-x.com/staff/RenX_Summer_09_Trailer_SD.avi

Streaming:

Mod DB (Recommended): <http://www.moddb.com/mods/renegade-x/videos>

YouTube: YouTube link to the trailer added!:

<http://www.youtube.com/watch?v=TZzX6oXLpxQ&fmt=18>

NOTE: The build shown in the trailer above does not represent the final version of Renegade X.

Renegade X July Podcast

The development team has not released a podcast since September 2008. Until now. Listen along as Renegade X Founder Fobby and Lead Artist Havoc89 address important mod issues, including:

State of the Renegade-X.com site
The team's direction for the mod
Renegade X's art and gameplay style
New Features
The First Release
Custom Content
Recruitment

And of course our usual witty jokes and exciting talk!

Download and listen today:

Renegade X July Podcast download: http://www.renegade-x.com/staff/RenX_Podcast_July.mp3

Screenshots!

For those of you who would like to see more heart-stopping mind-blowing ass-spanking action (without the ass spanking of course!), we have provided screenshots for those who want to see more (and, I guess, those who prefer still pictures over HD videos of the action).

Check out our finalized versions of Islands, Under, and Field below!

That's all for now. We've got another awesome update heading for you in the coming weeks.

Hang on kids - we are almost there! Enlist today at <http://www.renegade-x.com> and be sure to check out more shots and videos at <http://www.moddb.com/mods/renegade-x>

Subject: Re: Renegade X - July Update!
Posted by [_SSnipe_](#) on Thu, 30 Jul 2009 07:07:23 GMT
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SO....FUCKING.....BEAUTIFUL....

Subject: Re: Renegade X - July Update!
Posted by [Goztow](#) on Thu, 30 Jul 2009 07:29:08 GMT
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Thumbnails, plz?

VERY recognizable, looks very much like Renegade. LIKE!

Subject: Re: Renegade X - July Update!
Posted by [Boofst0rm](#) on Thu, 30 Jul 2009 08:20:16 GMT
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i jizzed so much i broke my screen

Subject: Re: Renegade X - July Update!
Posted by [DarkKnight](#) on Thu, 30 Jul 2009 11:35:06 GMT
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that looks incredible. thank you now i have new backgrounds for work pc

Subject: Re: Renegade X - July Update!
Posted by [Jamie or NuneGa](#) on Thu, 30 Jul 2009 12:09:41 GMT
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wheres the ob and agt on under and field?

Subject: Re: Renegade X - July Update!
Posted by [Nightma12](#) on Thu, 30 Jul 2009 12:48:11 GMT
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I hate to moan about such a great mod... But there were some things that really stuck out to me in that video.

- 1) no ob + agt on field (been mentioned above - although an option to enable/disable base defences on those maps would be pretty neat?)
- 2) Infantry running - It looks to me liek they are bunny hopping and skipping across. It just looks retarded and dousnt look natural at all.
- 3) All the units hold their guns out WAY to far away from their bodies (the SBH stuck out the mose to me on there)

and the following is jsut me being picky

4) instead of the reticle selected thing that we have in ren at the moment, we had an outline of the character/unit. Maybe im just used to the ren way of doing it, but it just seemed a lil strange to me.

5) The nod APC is unreconisable from the current version we have. Perhaps thats for the best though as the current nod APC sucks badly lol.

6) Under looks a bit too bright/white?

7) The top of the hand of nod does not appear to be gripping the globe properly!

Subject: Re: Renegade X - July Update!

Posted by [LeeumDee](#) on Thu, 30 Jul 2009 12:57:00 GMT

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Nightma12 wrote on Thu, 30 July 2009 07:48

Infantry running - It looks to me liek they are bunny hopping and skipping across. It just looks retarded and dousnt look natural at all.

I strongly agree on this. It's still very ut3 like and won't feel like Renegade. But needless to say when released I will still try it, if anything it'll just make UT3 better

Subject: Re: Renegade X - July Update!

Posted by [DutchNeon](#) on Thu, 30 Jul 2009 13:06:14 GMT

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Woah. The water flows fast on Field! Under seems to be missing shadows (of buildings) too.

Looks good (as usual), although I still wish the engine would support AA and AF. I'm aware that pretty much everyone can force AA and AF through their GPU driver though.

Edit: Is the "going stealth" acting normal? It kinda seems the stank litterly goes invisible, and then it gets it's stealth "skin" afterwards.

Subject: Re: Renegade X - July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 30 Jul 2009 15:39:13 GMT

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Quote:

Edit: Is the "going stealth" acting normal? It kinda seems the stank litterly goes invisible, and then

it gets it's stealth "skin" afterwards.

Still a work in progress, you will see an animation for the transition shortly

Quote:

1) no ob + agt on field Wink (been mentioned above - although an option to enable/disable base defences on those maps would be pretty neat?)

Unless the two haven't noticed, we're not actually done the AGT and Obelisk and therefore it's not in the map yet

Quote:

2) Infantry running - It looks to me liek they are bunny hopping and skipping across. It just looks retarded and dousnt look natural at all.

Well this is because in many cases they were jumping around. People do the same thing in C&C Renegade in an effort to dodge more hits. But anyway, we do plan on making new character animations eventually, but since these "work" for now we will probably keep them for the first beta release, and then go on to changing them.

Quote:

3) All the units hold their guns out WAY to far away from their bodies (the SBH stuck out the mose to me on there)

Will be fixed.

Quote:

4) instead of the reticle selected thing that we have in ren at the moment, we had an outline of the character/unit. Maybe im just used to the ren way of doing it, but it just seemed a lil strange to me.

We feel that it is more of a modern, sleek design rather than a square box around a person.

Quote:

5) The nod APC is unreconisable from the current version we have. Perhaps thats for the best though as the current nod APC sucks badly lol.

Well as we said in the last update and this podcast, we feel that the new Nod APC design is a lot better than the van with the two-cylinder gun we had in Renegade.

Quote:6) Under looks a bit too bright/white?

I think the lighting is not totally finished - personally I liked it the way we had it in our previous build, but the final product will be up to the artist.

Subject: Re: Renegade X - July Update!
Posted by [slosha](#) on Thu, 30 Jul 2009 18:08:30 GMT

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This mod looks amazing. I just wish it could make its way onto consoles so I can play it. I hope you guys are charging a price for this mod

Subject: Re: Renegade X - July Update!
Posted by [zunnie](#) on Thu, 30 Jul 2009 18:31:33 GMT
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Looks nice, can't wait till this is finally released.

Subject: Re: Renegade X - July Update!
Posted by [Majiin Vegeta](#) on Thu, 30 Jul 2009 21:57:09 GMT
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so looking forward to this! fantastic update

Subject: Re: Renegade X - July Update!
Posted by [dr3w2](#) on Thu, 30 Jul 2009 23:27:48 GMT
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wow i'm so glad i've already purchased UT3

This looks amazing.

Subject: Re: Renegade X - July Update!
Posted by [cmatt42](#) on Thu, 30 Jul 2009 23:55:35 GMT
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Just finished watching the trailer- you guys deserve all sorts of nice things with this kind of progress. I see some of my concerns have already been addressed, except for the outline thing. It looks neat, but I liked the old green box; it was reminiscent of the RTS, and this one looks like it gets in the way.

Also, releasing this year is very exciting!

Subject: Re: Renegade X - July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 31 Jul 2009 02:42:20 GMT
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YouTube link to the trailer added!: <http://www.youtube.com/watch?v=TZzX6oXLpxQ&fmt=18>

Subject: Re: Renegade X - July Update!
Posted by [kill](#) on Fri, 31 Jul 2009 02:56:15 GMT
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my god

Subject: Re: Renegade X - July Update!
Posted by [Tupolev TU-95 Bear](#) on Fri, 31 Jul 2009 08:33:15 GMT
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omg those pictures are epic -

and i see stealth tanks in unders picture

on fields was that a fainted weapons factory?

Subject: Re: Renegade X - July Update!
Posted by [ArtyWh0re](#) on Fri, 31 Jul 2009 10:10:39 GMT
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Nice update, this is looking better each time. 1 thing that has always seemed a bit odd to me is that the pictures of Under almost look black and white apart from the tiberium.

Subject: Re: Renegade X - July Update!
Posted by [kill](#) on Fri, 31 Jul 2009 22:54:27 GMT
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on fields was that a fainted weapons factory? [/quote]

i think thats the barn cause i c no wf

Subject: Re: Renegade X - July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 31 Jul 2009 23:33:20 GMT
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That's an unfinished version of the Weapons Factory we're using temporarily.

Subject: Re: Renegade X - July Update!
Posted by [Cunin](#) on Sun, 02 Aug 2009 19:48:57 GMT
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Amazing job as always, Fobby and all the RenX members!

This looks like the best mod ever made for any game

Subject: Re: Renegade X - July Update!
Posted by [Player](#) on Mon, 03 Aug 2009 00:42:10 GMT
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Cunin wrote on Sun, 02 August 2009 14:48Amazing job as always, Fobby and all the RenX members!

This looks like the best mod ever made for any game

Subject: Re: Renegade X - July Update!
Posted by [Boofst0rm](#) on Mon, 03 Aug 2009 07:03:44 GMT
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i got a question

ive never played ut3 on computer (only ps3) but will you still be able to play with people from different countries or will it be really hard because of the lag?

just curious what the lags like on ut3

Subject: Re: Renegade X - July Update!
Posted by [nopol10](#) on Mon, 03 Aug 2009 07:51:38 GMT
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Lag can be a killing factor in UT3. I find it hard to kill anyone on servers with 300+ ping and the only method I can use is by squishing with a vehicle.

Then again, it could be due to my location that most servers appear to have high pings.

Subject: Re: Renegade X - July Update!
Posted by [Boofst0rm](#) on Mon, 03 Aug 2009 08:05:37 GMT
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nopol10 wrote on Mon, 03 August 2009 17:51 Lag can be a killing factor in UT3. I find it hard to kill anyone on servers with 300+ ping and the only method I can use is by squishing with a vehicle.

Then again, it could be due to my location that most servers appear to have high pings.

yeh thats the thing im worried about

i live in Australia and if most of the servers are in America ill prob get the same ping

Subject: Re: Renegade X - July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 03 Aug 2009 15:05:44 GMT

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Something like this would be beyond our control. But who knows, there may be an Eastern server for those who play in Australia, New Zealand or elsewhere.

Subject: Re: Renegade X - July Update!

Posted by [BHEXSNiP3](#) on Sun, 09 Aug 2009 02:32:23 GMT

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the update looks good!! ive been playing renegade for 4 years until my computer gave out but i have no longer been able to get on renegade online because of the name thing but i know there have been some websites to let me make a new name. ive tryed to find out what i have to do to start kicking ass in renegade for one more time but i have NO idea what do do now ive tryed everything i asked my bro Ionos1989 former BlackCell "BC" and he has forgottin he website haha. i just got a new computer and i have been waiting for this time to come. i know this may not be the right spot to post but i just hope you guys will take this name thing into great thought.

BHEXSNiP3

Subject: Re: Renegade X - July Update!

Posted by [Gen_Blacky](#) on Sun, 09 Aug 2009 02:42:56 GMT

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i think ut3 engine runs smoothly barely ever have high pings and get better fps then ren. nice update

Subject: Re: Renegade X - July Update!

Posted by [Chuck Norris](#) on Sun, 09 Aug 2009 05:52:36 GMT

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Awesome update.

I realize this is a work in progress, but a few things I don't like.

1. The outlines. I hate them for two main reasons.

a. the box was such a throwback to the classic C&C games, and it made it feel part RTS.

b. the outline doesn't "keep up" with the rest of the game, so it makes it look odd. It also looks odd when you target a building up on a hill (like in the part showing the WF being targeted on Field). You see the outline through the ground.

The outline also seems to remain on vehicle shells after the vehicle is destroyed. That will lead to confusion amid fast paced battle.

That's not even counting the "getting used to it" bit.

2. The sounds the infantry make (when hit) sound like the Unreal Tournament 3 ones. These will change though, I'm guessing?

3. The vehicles remain after being destroyed, ala, as in Unreal Tournament 3. Is this staying? Again, it was such a throwback to the old C&C games to have the vehicle you destroyed sometimes have an infantry come out. It also looks like the character within dies as in unreal Tournament 3 when the tank does. That makes me think that surely this must change? Even having the vehicle shell remain for a few seconds changes gameplay a bit.

4. The engineers beam "homes" in on it's target, so you can be shooting 45 degrees away from a vehicle you're repairing, and it'll still hit it. Surely this too must change?

5. As was said before, Under is too unsaturated. Ice should be Blue. The level is almost devoid of any color. If I picture that in a Blue tone, it looks as beautiful as the rest.

6. The Health bars looked better as the C&C boxes, not the one Unreal Tournament 3 uses (I think that's what those are, it's been a while since I played Unreal Tournament 3).

P.S. The Airstip is called "NOD Strip"?

Subject: Re: Renegade X - July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 09 Aug 2009 17:40:10 GMT

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Quote:

1. The outlines. I hate them for two main reasons.

a. the box was such a throwback to the classic C&C games, and it made it feel part RTS.

The silhouette is really just a modernized, sleek design and a definite improvement over a box

around the character or vehicles. There really is no difference to it than a box, other than it looks a lot cleaner and more defined.

I could understand buildings as those are a lot bigger and the outline around a structure could look strange, which is why we are removing the outlines for structures and replacing it with a simple health bar, as it will be less distracting.

Quote:b. the outline doesn't "keep up" with the rest of the game, so it makes it look odd. It also looks odd when you target a building up on a hill (like in the part showing the WF being targeted on Field). You see the outline through the ground.

That's already being fixed, the outline will keep up with the game 100%, and it is already being made thinner than originally in the video.

Quote:

The outline also seems to remain on vehicle shells after the vehicle is destroyed. That will lead to confusion amid fast paced battle.

This will also be removed for destroyed vehicles.

Quote:

That's not even counting the "getting used to it" bit.

Well it is almost an entirely new game if you take things like physics and graphics into account, there is a lot more to get used to. I think I got used to the outline from the very first day it was implemented, other than of course its obvious bugs, which will be fixed.

Quote:

2. The sounds the infantry make (when hit) sound like the Unreal Tournament 3 ones. These will change though, I'm guessing?

Yeah. We've already made new "damage sounds" to infantry, as we can all agree that UT3 grunts sound very out of place.

Quote:3. The vehicles remain after being destroyed, ala, as in Unreal Tournament 3. Is this staying?

Yes, the vehicle remains stays for about five seconds after destruction.

Quote:Again, it was such a throwback to the old C&C games to have the vehicle you destroyed sometimes have an infantry come out. It also looks like the character within dies as in unreal Tournament 3 when the tank does.

Nope, infantry do come out of tanks when they blow up. That's something we specifically coded.

Quote:

4. The engineers beam "homes" in on it's target, so you can be shooting 45 degrees away from a

vehicle you're repairing, and it'll still hit it. Surely this too must change?

I think 45 degrees is a bit of an exaggeration, but yes the repair beams do slightly home to what you're repairing. I don't see anything wrong with this at this point.

Quote:

6. The Health bars looked better as the C&C boxes, not the one Unreal Tournament 3 uses (I think that's what those are, it's been a while since I played Unreal Tournament 3).

Essentially they work in the exact same way (green, yellow, then red health) but I believe they will be replaced. Not for the first beta release, but later on when we have the time to go back and tweak things like this.

Quote:The Airstip is called "NOD Strip"?

Will be fixed.

Hope that answers the questions.

Subject: Re: Renegade X - July Update!
Posted by [JohnDoe](#) on Sat, 15 Aug 2009 14:30:41 GMT
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I used to hate on renegade modders for spending their days working on projects that nobody's ever going to play, but this really looks promising (and beautiful)...the red silhouette need to be replaced by the green box, tho. I makes the vehicles look retarded, takes away the skill because it's basically a wallhack and takes away some of the RTS-heritage.

Subject: Re: Renegade X - July Update!
Posted by [Ethenal](#) on Sat, 15 Aug 2009 19:18:43 GMT
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Yeah, I've gotta say the green box wins all the way. Otherwise, fantastic update.

Subject: Re: Renegade X - July Update!
Posted by [infusiOn](#) on Sun, 16 Aug 2009 02:53:48 GMT
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Looks good, have you guys managed to get a working AOW mode?

Subject: Re: Renegade X - July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 16 Aug 2009 03:38:36 GMT

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Dangles99 wrote on Sat, 15 August 2009 22:53 Looks good, have you guys managed to get a working AOW mode?

We're almost done C&C mode. Right now we're just getting Master Control Terminals working and polishing what we've got so far. You'll see a progress report in the next update, which should be within the next couple of weeks.

Subject: Re: Renegade X - July Update!

Posted by [slosha](#) on Sun, 16 Aug 2009 05:03:13 GMT

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[NEFobby[GEN] wrote on Sat, 15 August 2009 22:38] Dangles99 wrote on Sat, 15 August 2009 22:53 Looks good, have you guys managed to get a working AOW mode?

We're almost done C&C mode. Right now we're just getting Master Control Terminals working and polishing what we've got so far. You'll see a progress report in the next update, which should be within the next couple of weeks.

You guys are telling us what you are doing, yet Renegade's own update is being almost 100% secretive. Strange. Keep up the good work

Subject: Re: Renegade X - July Update!

Posted by [Carrierll](#) on Sun, 16 Aug 2009 06:25:51 GMT

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Offtopic: If TT release details, they compromise their own anti-cheat, which isn't even released yet. UT3 has Epic Games to look after it in case of nasty cheaters, so RenegadeX are quite safe...

Ontopic: Pretty! I'm waiting for the trailer to download, so I'll probably edit. (Also, I'm very glad I've got UT3 + a decent PC)

1) I do not see why the older green box and the newer red outline have to mutually exclusive, in between drooling over the graphics, I found myself visualising the green box...

2) The weapon list has moved! (Not the end of the world, but...)

3) I like the fact we now have infinity symbols, rather than "999".

4) Can I have a light tank please?

5) Yeah, the way the characters are holding their weapons is too UT3, but you said you're fixing that, so

6) Can we lose the "Head shot" text (And the "Road Rage") at the centre of the HUD?

Randoms: Video at 01:44 does not bode well for the mod. Field's bridges are now humped, I like it.

Subject: Re: Renegade X - July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 16 Aug 2009 06:28:07 GMT

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Glock~ wrote on Sun, 16 August 2009 01:03[NEFobby[GEN] wrote on Sat, 15 August 2009 22:38]Dangles99 wrote on Sat, 15 August 2009 22:53Looks good, have you guys managed to get a working AOW mode?

We're almost done C&C mode. Right now we're just getting Master Control Terminals working and polishing what we've got so far. You'll see a progress report in the next update, which should be within the next couple of weeks.

You guys are telling us what you are doing, yet Renegade's own update is being almost 100% secretive. Strange. Keep up the good work

There's still a lot that is being kept under wraps for later surprises, but like most mods, we enjoy showing off what we are doing and being open with our project. Compliments on our work motivate our team further and even gets us excited

Quote:Offtopic: If TT release details, they compromise their own anti-cheat, which isn't even released yet.

Yes, this is very important.

Subject: Re: Renegade X - July Update!

Posted by [Omar007](#) on Sun, 16 Aug 2009 17:27:42 GMT

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I bought UT3 for RenegadeX yesterday.

Only €7 in the shop and it includes patch 4 and titan pack too

TT sure is busy but we can't let them tell every detail. As CarrierII says, EG takes care of UT3 so there for they can tell every detail.

Subject: Re: Renegade X - July Update!

Posted by [Havoc 89](#) on Thu, 20 Aug 2009 00:24:19 GMT

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Good to see you guys are still commenting. I will do my best to answer all them questions.

CarrierII wrote on Sun, 16 August 2009 02:25

1) I do not see why the older green box and the newer red outline have to be mutually exclusive, in between drooling over the graphics, I found myself visualising the green box...

Give it time. I highly recommend that you wait to try it. It is really not that noticeable and annoying as you guys so claim. It actually blends in game very nicely so you don't have to worry. Also you guys claim that we changed it from green to red when actually it was the same in ren where green was friendly, and red was enemy.

CarrierII wrote on Sun, 16 August 2009 02:25

2) The weapon list has moved! (Not the end of the world, but...)

It didn't move because it never existed in the first place. The top weapon bar will return but these are all very small things which we are not focusing on because we're finishing and polishing the game mode which is far more important.

CarrierII wrote on Sun, 16 August 2009 02:25

3) I like the fact we now have infinity symbols, rather than "999".

Makes more sense that way no?

CarrierII wrote on Sun, 16 August 2009 02:25

4) Can I have a light tank please?

Soon.

CarrierII wrote on Sun, 16 August 2009 02:25

5) Yeah, the way the characters are holding their weapons is too UT3, but you said you're fixing that, so

Right as we said it will be fixed. The reason why it is like that currently is because we are using the Unreal Tournament 3 character rig. Now if you noticed, UT3 characters are big and bulky so their skeletons are disproportionate and need to use more exaggerated animations. So eventually we will create our own character rig that will have even more enhancements than just the new animations

CarrierII wrote on Sun, 16 August 2009 02:25

6) Can we lose the "Head shot" text (And the "Road Rage") at the centre of the HUD?

That's just stock UT3 stuff that we haven't yet bothered to move or get rid of. Again it's not a major priority so we're not focusing on such things atm.

Subject: Re: Renegade X - July Update!
Posted by [Carrierll](#) on Thu, 20 Aug 2009 07:21:01 GMT
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Yay for LT soon!

Once again, nice work.

Subject: Re: Renegade X - July Update!
Posted by [Starbuzz](#) on Thu, 20 Aug 2009 23:52:14 GMT
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The mods looks fantastic. Only thing is the green outline instead of the box.

I only feel it gets in the way of the model...distracts from the model. I watched one of your guys videos where you were mammny stacking in Ren X:

<http://www.youtube.com/watch?v=maHdAjTw814>

And I think I can get used to the green outline but I feel it distracts from the model and slightly takes away a realism...in Ren, the box does not interefere that closely with the model...so you are actually fighting against a real tank and not just aiming inside it's outlines which the outlines help you do.

edit: typo

Subject: Re: Renegade X - July Update!
Posted by [Chuck Norris](#) on Fri, 21 Aug 2009 08:51:32 GMT
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pawkyfox wrote on Thu, 20 August 2009 19:52so you are actually fighting against a real tank and not just aiming inside it's outlines which the outlines help you do.

edit: typoGood point. I think I unconsciously realized this without actually being aware of it when I made my post, but now that you bring it up, it solidifies what I was thinking of this change all along.

Subject: Re: Renegade X - July Update!
Posted by [Carrierll](#) on Fri, 21 Aug 2009 10:11:41 GMT
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I didn't realise that either, well pointed out.

Subject: Re: Renegade X - July Update!
Posted by [infusi0n](#) on Fri, 21 Aug 2009 21:46:50 GMT
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What about flying vehicles? Will we see the orca/apache and transport heli's?

Subject: Re: Renegade X - July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Aug 2009 22:46:12 GMT
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infusi0n wrote on Fri, 21 August 2009 17:46: What about flying vehicles? Will we see the orca/apache and transport heli's?

We'll be doing that for the second major release. The first beta will have all of the stock ground vehicles.

Subject: Re: Renegade X - July Update!
Posted by [Renx](#) on Mon, 24 Aug 2009 03:54:47 GMT
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Chuck Norris wrote on Sun, 09 August 2009 02:52: Awesome update.

I realize this is a work in progress, but a few things I don't like.

1. The outlines. I hate them for two main reasons.

a. the box was such a throwback to the classic C&C games, and it made it feel part RTS.

b. the outline doesn't "keep up" with the rest of the game, so it makes it look odd. It also looks odd when you target a building up on a hill (like in the part showing the WF being targeted on Field). You see the outline through the ground.

The outline also seems to remain on vehicle shells after the vehicle is destroyed. That will lead to confusion amid fast paced battle.

That's not even counting the "getting used to it" bit.

2. The sounds the infantry make (when hit) sound like the Unreal Tournament 3 ones. These will change though, I'm guessing?

3. The vehicles remain after being destroyed, ala, as in Unreal Tournament 3. Is this staying? Again, it was such a throwback to the old C&C games to have the vehicle you destroyed sometimes have an infantry come out. It also looks like the character within dies as in unreal Tournament 3 when the tank does. That makes me think that surely this must change? Even having the vehicle shell remain for a few seconds changes gameplay a bit.

4. The engineers beam "homes" in on it's target, so you can be shooting 45 degrees away from a vehicle you're repairing, and it'll still hit it. Surely this too must change?

5. As was said before, Under is too unsaturated. Ice should be Blue. The level is almost devoid of any color. If I picture that in a Blue tone, it looks as beautiful as the rest.

6. The Health bars looked better as the C&C boxes, not the one Unreal Tournament 3 uses (I think that's what those are, it's been a while since I played Unreal Tournament 3).

P.S. The Airstip is called "NOD Strip"?

So basically you want them to add in all the drawbacks Renegade had as features in their game?
lol

Pretty much everything in Renegade needed improvement, if they can they should.

Subject: Re: Renegade X - July Update!

Posted by [Chuck Norris](#) on Mon, 24 Aug 2009 07:04:20 GMT

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Renx wrote on Sun, 23 August 2009 23:54So basically you want them to add in all the drawbacks Renegade had as features in their game? lol

Pretty much everything in Renegade needed improvement, if they can they should.
Please back up this currently freestanding and baseless opinion with some support, thanks.

I don't think the target outline, the fact that the engineer beam is being left as the Unreal Tournament 3 default, or the vehicles instantly destroying, are things that needed changed or things that were considered Renegade's drawbacks. I never heard complaints about the C&C style target box (the outline just makes it easier to target), the engineer beam (aim for me please!), or the lack of vehicle shells (I have heard complaints about the shells being left though with the servers that tried it, and what does that say).

It's the small things that make differences. Some of the small things in this MOD are great, and the MOD overall is great, but some of the small things are, in my opinion, worse off being changed.

Edit: And I think you do the game of Renegade a bit of a disrespect by saying "everything needed improvement". Improvement is good, yes, and there were things that needed alot of it, if not an entire reworking, but the basics, and much of the execution, was actually very well done, hence the community opinion that it's one of a kind and the greatest of a kind. Some of the changes are changing things that I think should be left unchanged, and I said why, and others have some of the same things I have. The outline targeting versus the target box seems to be the biggest disagreed with change.

Subject: Re: Renegade X - July Update!
Posted by [Renx](#) on Mon, 24 Aug 2009 21:53:16 GMT
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C&C Mode was a last minute, unfinished addition to the game. These people have the opportunity to actually finish it, polish it off, then add to it. If it's made to be exactly like Renegade, then imo it will be a waste of time. Renegade is dead for a reason, without proper support it was unable to evolve like any other good game does over time. These guys have 6 years worth of "evolving" to do if they want to make a real game out of Renegade X.

Subject: Re: Renegade X - July Update!
Posted by [infusi0n](#) on Tue, 25 Aug 2009 00:45:56 GMT
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its dead? how many games are there that are 7+ years old with 10,000+ player base? Only a hand full, and the others had HUGE advertising budgets, extensive reviews, now imagine if renegade did? It could have been like WoW...

Subject: Re: Renegade X - July Update!
Posted by [Renx](#) on Tue, 25 Aug 2009 02:08:34 GMT
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Just because it could have been big doesn't make it any less dead...

Subject: Re: Renegade X - July Update!
Posted by [R315r4z0r](#) on Tue, 25 Aug 2009 03:19:03 GMT
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A game is dead when you log online and see three or four servers with either little to no players in them.

You can go into Renegade and play a 24+ player game at any time of the day.

Renegade is far from dead.

Subject: Re: Renegade X - July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 25 Aug 2009 06:10:00 GMT
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Well in terms of improvements over Renegade, the mod will be released in three major stages.

1. Less content than C&C Renegade. First couple releases won't have all the units or maps, but

will have the basic C&C mode with all ground vehicles and most infantry. They'll be updated with patches as more gets done.

2. As much content as C&C Renegade. The same vehicles, infantry, and maps as the original games, with some original ideas and levels, features, and the general Renegade X experience.

3. More content. Includes more games modes (C&C/CTF hybrid, objective-based mode, World Domination), more server side options and features, options to allow more beacons and/or vehicles, additional features and much more.

We'll be talking about all of this in detail before the end of the month. If things go as plan, we will get through stage 1 and most of stage 2 this year.

Subject: Re: Renegade X - July Update!

Posted by [Chuck Norris](#) on Tue, 25 Aug 2009 07:07:59 GMT

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Renx wrote on Mon, 24 August 2009 17:53 C&C Mode was a last minute, unfinished addition to the game. These people have the opportunity to actually finish it, polish it off, then add to it. If it's made to be exactly like Renegade, then imo it will be a waste of time. Renegade is dead for a reason, without proper support it was unable to evolve like any other good game does over time. These guys have 6 years worth of "evolving" to do if they want to make a real game out of Renegade X. I know it was forced/rushed near the end, but it still turned out pretty damn well regardless. Yeah, the game has alot of bugs, and even the simple yet great gameplay could have been made better, but my point was things like the C&C style target box, the Engineer gun not auto-targeting, and so on, aren't things that are wrong with Renegade or things that are killing it.

In any case, even these changes aren't game breaking, and the MOD is great. I was just making a list of things that I noticed. Change for it's own sake because something is flawed isn't a solution in itself. They need to consider the changes they make (and I'm sure they are). Feedback like this helps the team. I'm sure it's part of the reason they're making posts like these.

Subject: Re: Renegade X - July Update!

Posted by [Renx](#) on Tue, 25 Aug 2009 19:58:32 GMT

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[NEFobby[GEN] wrote on Tue, 25 August 2009 03:10] Well in terms of improvements over Renegade, the mod will be released in three major stages.

1. Less content than C&C Renegade. First couple releases won't have all the units or maps, but will have the basic C&C mode with all ground vehicles and most infantry. They'll be updated with patches as more gets done.

2. As much content as C&C Renegade. The same vehicles, infantry, and maps as the original games, with some original ideas and levels, features, and the general Renegade X experience.

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We'll be talking about all of this in detail before the end of the month. If things go as plan, we will get through stage 1 and most of stage 2 this year.

It's not really content I was referring to, but more so elements that effect how the game is played. Not necessarily changing the gameplay, but enhancing it. Simple things you take for granted in other games that you might not think of changing in Renegade. Like an overlay for the scores instead of sticking them in the top corner, an autorun button like in most MMOs so you can run and check stats or type at the same time... thinking along this line is the type of enhancements I'm referring to. Venture out and play some of the top games around, look for the little things that make the game more comfortable. MMOs are full of crazy inovations that would work well in typical shooters.

Subject: Re: Renegade X - July Update!
Posted by [Kimb](#) on Tue, 25 Aug 2009 21:04:03 GMT
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Renx wrote on Tue, 25 August 2009 14:58
an autorun button like in most MMOs so you can run and check stats or type at the same time...

if you had autorun in ren game itself it would fail and end that you keep runing into walls and stuff, if you wanna type, hide, or use team speak. As for the stats theres not much you need to autorun for, cause if they use the same stat stuff as renegade did, its in the corner for you to just look, change to more detailed mode, or just to show "you" for easy stat(s) viewing

Subject: Re: Renegade X - July Update!
Posted by [Renx](#) on Tue, 25 Aug 2009 21:36:50 GMT
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I don't think it was possible to miss the point anymore than you just did

Subject: Re: Renegade X - July Update!
Posted by [jimmyny](#) on Tue, 25 Aug 2009 21:59:05 GMT
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autorun would be ftw

Subject: Re: Renegade X - July Update!
Posted by [Omar007](#) on Tue, 25 Aug 2009 22:01:53 GMT
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I think more like FAIL

Subject: Re: Renegade X - July Update!
Posted by [Ethenal](#) on Tue, 25 Aug 2009 22:22:38 GMT
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infusi0n wrote on Mon, 24 August 2009 19:45its dead? how many games are there that are 7+ years old with 10,000+ player base? Only a hand full, and the others had HUGE advertising budgets, extensive reviews, now imagine if renegade did? It could have been like WoW... 10,000+ player base? Dude, have you PLAYED Renegade lately? There's maybe 500 at any given time and I think that's pushing it...

Subject: Re: Renegade X - July Update!
Posted by [R315r4z0r](#) on Tue, 25 Aug 2009 23:06:25 GMT
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Definitely more than that. But that is well more than needed to have a good match with a lot of people.

Subject: Re: Renegade X - July Update!
Posted by [Ethenal](#) on Wed, 26 Aug 2009 00:18:24 GMT
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R315r4z0r wrote on Tue, 25 August 2009 18:06Definitely more than that. But that is well more than needed to have a good match with a lot of people. Definitely more? I sure as hell don't see that...

Subject: Re: Renegade X - July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 26 Aug 2009 01:16:53 GMT
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Ethenal wrote on Tue, 25 August 2009 18:22infusi0n wrote on Mon, 24 August 2009 19:45its dead? how many games are there that are 7+ years old with 10,000+ player base? Only a hand full, and the others had HUGE advertising budgets, extensive reviews, now imagine if renegade did? It could have been like WoW... 10,000+ player base? Dude, have you PLAYED Renegade lately? There's maybe 500 at any given time and I think that's pushing it...

If there's 500 at a given time, to say only 500 people play the game would mean all 500 would have to be playing 24/7. There's definitely a lot more players than that if you take into account people who aren't playing at that given moment, people in other timezones, people who play once a while, etc.

As for autorun, it really isn't necessary. Renegade's maps weren't especially big as it usually takes about 10-20 seconds to get from your base to the field. It's not an MMO where you would literally be running forever. You will get to where you want to go or get to an enemy very quickly in C&C Renegade.

Subject: Re: Renegade X - July Update!
Posted by [infusi0n](#) on Wed, 26 Aug 2009 02:07:09 GMT
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Renx wrote on Mon, 24 August 2009 22:08 Just because it could have been big doesn't make it any less dead...

I don't think you ever played renegade seriously. Im sure you don't now, and who knows the last time you played? I agree alot of players were in your same case, and couldnt see past small glitches to understand the revolutionary game mode, and thats exactly why this game lost support by its publiser and got only decent reviews from people who played it for 30min max.

Subject: Re: Renegade X - July Update!
Posted by [Kimb](#) on Wed, 26 Aug 2009 08:17:06 GMT
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Renx wrote on Tue, 25 August 2009 16:36 I don't think it was possible to miss the point anymore than you just did
i even seen this in the MMOs...

Subject: Re: Renegade X - July Update!
Posted by [jimmyny](#) on Wed, 26 Aug 2009 13:35:30 GMT
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Omar007 wrote on Tue, 25 August 2009 17:01 I think more like FAIL

yeah cos holding down "w" for 10mins to get to where your going is fun

Subject: Re: Renegade X - July Update!
Posted by [Kimb](#) on Wed, 26 Aug 2009 13:48:29 GMT
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jimmyny wrote on Wed, 26 August 2009 08:35Omar007 wrote on Tue, 25 August 2009 17:01
think more like FAIL

yeah cos holding down "w" for 10mins to get to where your going is fun
within 10min your outside the map, or stuck in the wall, or dead, or just walking on water/air

Subject: Re: Renegade X - July Update!
Posted by [jimmyny](#) on Wed, 26 Aug 2009 16:37:32 GMT
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HavocWars wrote on Wed, 26 August 2009 15:48jimmyny wrote on Wed, 26 August 2009
08:35Omar007 wrote on Tue, 25 August 2009 17:01I think more like FAIL

yeah cos holding down "w" for 10mins to get to where your going is fun
within 10min your outside the map, or stuck in the wall, or dead, or just walking on water/air

do you even know what autorun is? why would I end up in a wall or walking on water?

Subject: Re: Renegade X - July Update!
Posted by [Kimb](#) on Wed, 26 Aug 2009 17:21:19 GMT
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jimmyny wrote on Wed, 26 August 2009 11:37HavocWars wrote on Wed, 26 August 2009
15:48jimmyny wrote on Wed, 26 August 2009 08:35Omar007 wrote on Tue, 25 August 2009
17:01I think more like FAIL

yeah cos holding down "w" for 10mins to get to where your going is fun
within 10min your outside the map, or stuck in the wall, or dead, or just walking on water/air

do you even know what autorun is? why would I end up in a wall or walking on water?
if you keep runing in the same line you'll end up somewhere xD

3d1t: And autorun on a action game like that would just be anoying..
It works on MMO's because if you gota run for 30min to do a quest, but on a game like this you'll
almost neeeever use it

Subject: Re: Renegade X - July Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 26 Aug 2009 19:19:45 GMT
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jimmyny wrote on Wed, 26 August 2009 09:35Omar007 wrote on Tue, 25 August 2009 17:01

think more like FAIL

yeah cos holding down "w" for 10mins to get to where your going is fun

I don't even think there's a single Renegade map that would have you running straight for ten minutes without encountering either the enemy or the end of the map 5 times over.

Subject: Re: Renegade X - July Update!

Posted by [F1r3st0rm](#) on Wed, 26 Aug 2009 20:13:34 GMT

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Last_stand for the win

Subject: Re: Renegade X - July Update!

Posted by [jimmyny](#) on Wed, 26 Aug 2009 20:50:41 GMT

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[NEFobby[GEN] wrote on Wed, 26 August 2009 14:19]jimmyny wrote on Wed, 26 August 2009 09:35Omar007 wrote on Tue, 25 August 2009 17:01I think more like FAIL

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ok let me rephrase

"yeah cos holding down "w" for what seems like 10mins to get to where your going is fun"

Subject: Re: Renegade X - July Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 26 Aug 2009 21:21:13 GMT

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jimmyny wrote on Wed, 26 August 2009 16:50[NEFobby[GEN] wrote on Wed, 26 August 2009 14:19]jimmyny wrote on Wed, 26 August 2009 09:35Omar007 wrote on Tue, 25 August 2009 17:01I think more like FAIL

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ok let me rephrase

"yeah cos holding down "w" for what seems like 10mins to get to where your going is fun"

About 20 seconds to get to either the field, tunnels, or enemy seems a lot more accurate

Subject: Re: Renegade X - July Update!

Posted by [JeepRubi](#) on Thu, 27 Aug 2009 00:32:19 GMT

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jimmyny wrote on Wed, 26 August 2009 15:50[NEFobby[GEN] wrote on Wed, 26 August 2009 14:19]jimmyny wrote on Wed, 26 August 2009 09:35Omar007 wrote on Tue, 25 August 2009 17:01I think more like FAIL

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ok let me rephrase

"yeah cos holding down "w" for what seems like 10mins to get to where your going is fun"

We're not adding a feature to compensate for you ADHD.

Subject: Re: Renegade X - July Update!

Posted by [Ethenal](#) on Thu, 27 Aug 2009 01:02:41 GMT

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[NEFobby[GEN] wrote on Tue, 25 August 2009 20:16]Ethenal wrote on Tue, 25 August 2009 18:22infusi0n wrote on Mon, 24 August 2009 19:45its dead? how many games are there that are 7+ years old with 10,000+ player base? Only a hand full, and the others had HUGE advertising budgets, extensive reviews, now imagine if renegade did? It could have been like WoW... 10,000+ player base? Dude, have you PLAYED Renegade lately? There's maybe 500 at any given time and I think that's pushing it...

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As for autorun, it really isn't necessary. Renegade's maps weren't especially big as it usually takes

about 10-20 seconds to get from your base to the field. It's not an MMO where you would literally be running forever. You will get to where you want to go or get to an enemy very quickly in C&C Renegade.

Well I said that because I don't even really believe there's 500 a day, but many people still seem to think there's plenty of players around. One needs only to take a look at the servers on XWIS to see the truth to that.

Subject: Re: Renegade X - July Update!

Posted by [grant89uk](#) on Thu, 27 Aug 2009 01:13:36 GMT

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Recently ive looked at the RR listing and taken a few counts from xwis servers and the numbers have come up under 200 players at certain times.

This could be purely because I looked at a bad time or whatever.

But unless lots of players come out of retirement or there is another influx of players ie if EA decide to give out renegade for free like they did with CNC1. We most likely won't get much more new players.

Subject: Re: Renegade X - July Update!

Posted by [Renx](#) on Sat, 05 Sep 2009 17:24:08 GMT

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infusi0n wrote on Tue, 25 August 2009 23:07I don't think you ever played renegade seriously.

lol

Quote:We're not adding a feature to compensate for you ADHD.

I'm sure it took SK a grand total of 5 minutes to add this into his dll for Renegade, and it was well worth it.
