
Subject: Renegade X - Pre-Release Update!

Posted by [NE]Fobby[GEN] on Sun, 30 Aug 2009 05:04:10 GMT

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We've got an exciting update for you guys!

List of Update Items:

1. Release date information available!
2. Nod Obelisk
3. GDI Advanced Guard Tower
4. Refinery
5. Chaingun
6. Nuclear Strike Beacon
7. Gunner
8. Purchase Terminal System Layout
9. Nod Buggy
10. GDI Weapons Factory
11. Nuclear Missile

The first Renegade X beta will be released September 30th 2009!

That's right! Renegade X is coming soon to a computer near you. The Renegade X open beta will begin on September 30th of this year! We, Totem Arts, have been working hard on getting this mod to its followers for the past couple years, and the time is finally drawing near. As of now, all of our first release content has been finished, and the team is going forward with polishing this project.

And let me tell you, it plays beautifully. Earlier today our team, testers and VIPs got together to play a game of Renegade X's current build. The testers were astonished, as the mod runs smoothly and almost perfectly, with intense gameplay and action. There are still a series of glitches that need to be fixed, features to be adjusted and assets that must be looked over within the next month, but we believe the mod has reached the point in which our fans must playtest and give appropriate feedback.

The beta will feature all of the following:

Teams:

The Global Defense Initiative: A globalized and multinational military task force, colloquially known and referred to as GDI, the Global Defense Initiative originated from a secret military alliance between the most industrialized and advanced countries under the United Nations umbrella.

The Brotherhood of Nod: An ancient and secret society that allegedly predates most of civilization's recorded history, the Brotherhood of Nod represents a globalized as well as a futuristic cult, and a network of militant cells worldwide.

Buildings:

GDI Advanced Guard Tower: The main GDI defense tower, armed with four machine guns and Tomahawk missiles

GDI Barracks: This allows you to purchase higher classes of infantry

GDI Weapons Factory: This allows you to purchase vehicles

GDI Refinery: This structure sends out an automated Harvester to collect Tiberium resources and return to refine it into usable credits for the team.

Nod Obelisk: The main Nod defense tower, armed with a powerful laser

Nod Turrets: A turret fires tank shells at enemies within range

Hand of Nod: This allows you to purchase higher classes of infantry

Nod Airstrip: This allows you to purchase vehicles

Nod Refinery: This structure sends out an automated Harvester to collect Tiberium resources and return to refine it into usable credits for the team.

-Powerplant coming soon!

Vehicles:

GDI Humvee: GDI's basic scout vehicle, armed with a heavy machine gun.

GDI APC: An Armoured Personnel Carrier with room for five passengers and a heavy machine gun.

GDI MRLS: A Mobile Rocket Launcher System that can provide long ranged firepower.

GDI Medium Tank: An M1A1 Medium Tank with a large anti-tank cannon and heavy armour

GDI Mammoth Tank: A massive tank with dual cannons and dual tusk-missile launchers

Nod Buggy: The Brotherhood's basic scout vehicle, armed with a heavy machine gun.

Nod APC: An Armoured Personnel Carrier with room for five passengers and a heavy machine gun.

Nod Artillery: A long-ranged G6 Howitzer capable of providing heavy artillery.

Nod Flame Tank: A dual-barreled flame vehicle.

Nod Light Tank: Nod's basic combat tank, both fast and effective

Nod Stealth Tank: A stealthed vehicle armed with dual short-ranged homing missiles per clip

-Orca, Apache, Chinook helicopter, and more coming soon!

Infantry:

All of the following are armed with a pistol and at least one timed C4.

GDI Soldier: Basic rifle infantry.

GDI Shotgunner: Basic infantry armed with a shotgun.

GDI Grenadier: Basic infantry armed with an automatic grenade launcher.

GDI Engineer: Armed with a repair gun and remote explosives.

GDI Officer: Special character armed with a heavy chaingun

GDI Sniper: Special character armed with a sniper rifle

GDI Gunner: Dead 6 Commando armed with a heavy rocket launcher

GDI Personal Ion Cannon Havoc (temporary): Havoc the Commando is back, but with this build he will be carrying the PIC until our Sydney is done

GDI Hotwire: Special engineer unit armed with an additional timed C4, proximity mines, and an advanced repair gun

Nod Soldier: Basic rifle infantry

Nod Shotgunner: Basic infantry armed with a shotgun.

Nod Flamethrower: Basic infantry armed with a flamethrower

Nod Engineer: Armed with a repair gun and remote explosives.

Nod Officer: Special character armed with a heavy chaingun

Nod Black Hand Sniper: Special character armed with a sniper rifle

Nod Stealth Black Hand: A stealth trooper armed with a laser-rifle

Nod Railgun (Sakura, temporary): Sakura is back, but with this build she will be carrying the Railgun

Nod Technician: Special engineer unit armed with an additional timed C4, proximity mines, and an advanced repair gun

10 more infantry coming soon!

Superweapons:

Ion Cannon beacon: A giant beam shot by a space-based satellite at a selected target.

Nuclear Strike beacon: A tactical nuclear blast at a selected target.

Maps:

Islands: A beautiful group of islands linked by land bridges on a clear-blue-skied setting, with no automated defenses.

Field: A dark grassland setting with a waterfall, river and a barn, with a large field for action

Many more maps coming soon!

And of course, this being our first beta release, it will be a very early version of Renegade X, and will in no way, shape, or form, represent the full release. The mod will be released in three main 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.

On September 30th, I will be rereleasing this build's information as well as providing a "to be added later" list. This version won't have very much on the custom server-side options front, but we do plan on adding many more features, game modes, vehicles, and a plethora of server side options in later releases. Just be patient as you always have been, and the patches and betas will get to you.

Nod Obelisk:

The main Nod defense tower, armed with a powerful laser.

Toggle Spoiler

Advanced Guard Tower:

The main GDI defense tower, armed with four machine guns and Tomahawk missiles.

Toggle Spoiler

Refinery:

This structure sends out an automated Harvester to collect Tiberium resources and return to refine it into usable credits for the team. It also provides 2 credits per second to each player when operational.

Toggle Spoiler

Chaingun:

The chaingun is a 500-clip weapon carried by the Nod and GDI Officers.

Toggle Spoiler

Nuclear Strike Beacon:

A tactical nuclear blast at a selected target. Simply deploy a beacon and watch the fireworks.

Toggle Spoiler

Gunner

As a member of the Dead 6, Gunner has seen a fair bit of action in his life. Carrying a rocket launcher which is both anti-vehicle and anti-infantry, this Gunner can kick serious ass!

The Gunner image will be available very soon!

Purchase Terminal Layout

One of the core pieces of C&C mode is the purchase terminal, where you can purchase

characters, vehicles, and superweapons. Below is the new and improved PT layouts for GDI and Nod:

Toggle Spoiler

Toggle Spoiler

Nod Buggy

The Nod Buggy is the Brotherhood's basic two passenger scouting unit. Armed with a machine gun, it can run down enemy infantry and provide quick attacks on the enemy base.

Toggle Spoiler

GDI Weapons Factory

The GDI Weapons Factory provides a GDI player the ability to purchase five different vehicles as long as it is operational.

Toggle Spoiler

Nuclear Missile

Probably the most important missile in the mod, the Nuclear Missile is a tactical weapon with the capability of wiping out an entire structure with just one.

<http://ric3d.com/ren07/nuke03.jpg>

In conclusion...

You can look forward to seeing more updates, podcasts, events, and possibly interviews as the exciting month of September progresses.

The release date has been locked in. If you do not have UT3 yet, get it before your time runs out. We hope you're ready.

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

Subject: Re: Renegade X - Pre-Release Update!

Posted by [YazooGang](#) on Sun, 30 Aug 2009 05:13:49 GMT

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FIRST TO POST!!!

Very exciting guys. Cant wait!!!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [nikki6ixx](#) on Sun, 30 Aug 2009 05:14:34 GMT
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That picture with the Obelisk and HON is so beautiful that I think I'm going to cry.

Gorgeous visuals.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [kill](#) on Sun, 30 Aug 2009 05:17:53 GMT
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dude the ob made me go out and buy ut3 and the nuke pic dont work and the ref and wf to die for but i hope u guys will put smoke on the wf to make it more relastic if not thats cool
overall THIS IS GUNA BE FREAKING SWEET

p.s is there a place i can download ut3?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [slosha](#) on Sun, 30 Aug 2009 05:18:36 GMT
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Oh my fucking god. You guys are fucking gods.

This is the most beautiful video game I have ever seen. You guys have exceeded my expectations, and my expectations were pretty high.

I wish I could play it. I think I will buy a new computer some day just to play this. Outstanding fantastic amazing job.

OMG it's so unbelievable how much detail you guys put into this!!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [YazooGang](#) on Sun, 30 Aug 2009 05:19:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

kill wrote on Sun, 30 August 2009 00:17dude the ob made me go out and buy ut3 and the nuke pic dont work and the ref and wf to die for but i hope u guys will put smoke on the wf to make it more relastic if not thats cool
overall THIS IS GUNA BE FREAKING SWEET

p.s is there a place i can download ut3?

Using that version of ut3 wont make you able to play multiplayer so it will be boring for you to play by your self. Go buy the game like other people did.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [nopol10](#) on Sun, 30 Aug 2009 05:25:05 GMT
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You are fucking joking!

This is simply amazing, looking forward to one month later.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [R315r4z0r](#) on Sun, 30 Aug 2009 05:36:29 GMT
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kill wrote on Sun, 30 August 2009 01:17]p.s is there a place i can download ut3?
You can get it off of Steam.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [kill](#) on Sun, 30 Aug 2009 06:02:51 GMT
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R315r4z0r wrote on Sun, 30 August 2009 00:36kill wrote on Sun, 30 August 2009 01:17]p.s is there a place i can download ut3?
You can get it off of Steam.
but can i play online with it? cause ith out online its like no point in buying it

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Homey](#) on Sun, 30 Aug 2009 06:40:05 GMT
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I need new pants. Excellent work! Hopefully UT3 will go on sale on steam, currently \$15USD, I've seen it for less. Regardless I'll have it by Sept 30th.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [RadioactiveHell](#) on Sun, 30 Aug 2009 06:40:46 GMT
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Wow...you guys are amazing! I'm going to pick up UT3 asap!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [-Xv-](#) on Sun, 30 Aug 2009 07:12:48 GMT
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kill wrote on Sun, 30 August 2009 02:02R315r4z0r wrote on Sun, 30 August 2009 00:36kill wrote on Sun, 30 August 2009 01:17]p.s is there a place i can download ut3?
You can get it off of Steam.
but can i play online with it? cause ith out online its like no point in buying it

uh.. do u know what steam is? Of course u can play online, its the full game.

as for renx... lot sooner then I expected. Great work guys. I'm pretty sure this will pick up in more then just the Ren community, giving Ren the attention it deserves.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [R315r4z0r](#) on Sun, 30 Aug 2009 07:29:37 GMT
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kill wrote on Sun, 30 August 2009 02:02R315r4z0r wrote on Sun, 30 August 2009 00:36kill wrote on Sun, 30 August 2009 01:17]p.s is there a place i can download ut3?
You can get it off of Steam.
but can i play online with it? cause ith out online its like no point in buying it
I'm one of the testers and I got my version of UT3 off of Steam. Works 100% the way it should.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [kill](#) on Sun, 30 Aug 2009 08:16:38 GMT
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R315r4z0r wrote on Sun, 30 August 2009 02:29kill wrote on Sun, 30 August 2009 02:02R315r4z0r wrote on Sun, 30 August 2009 00:36kill wrote on Sun, 30 August 2009 01:17]p.s is there a place i can download ut3?
You can get it off of Steam.
but can i play online with it? cause ith out online its like no point in buying it
I'm one of the testers and I got my version of UT3 off of Steam. Works 100% the way it should.
can u post a link so i seeit for myself

Subject: Re: Renegade X - Pre-Release Update!
Posted by [havoc9826](#) on Sun, 30 Aug 2009 08:18:15 GMT
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<http://store.steampowered.com/>

Subject: Re: Renegade X - Pre-Release Update!
Posted by [reborn](#) on Sun, 30 Aug 2009 08:35:38 GMT

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Holy shit man! Glad I just got my new PC!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Kimb](#) on Sun, 30 Aug 2009 09:09:37 GMT

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reborn wrote on Sun, 30 August 2009 03:35Holy shit man! Glad I just got my new PC!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Omar007](#) on Sun, 30 Aug 2009 10:02:17 GMT

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Glad i bought a brand new UT3 a few days ago for only €7,-

Sadly i don't have a time machine to jump to the 30th of september ^^

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Majiin Vegeta](#) on Sun, 30 Aug 2009 10:59:54 GMT

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and i just ordered my new Pc so i can play this will full res and max settings

Subject: Re: Renegade X - Pre-Release Update!
Posted by [ErroR](#) on Sun, 30 Aug 2009 11:11:45 GMT

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what's with the old yellow logo, the other one was better

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Reaver11](#) on Sun, 30 Aug 2009 11:21:14 GMT

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w00tems this is amazing!!

I bet this takes me back to the early days when I started playing Ren. Its probably gona have the same feeling.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Di3HardNL](#) on Sun, 30 Aug 2009 11:39:02 GMT
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Very nice! Im looking forward to play it

Subject: Re: Renegade X - Pre-Release Update!
Posted by [ArtyWh0re](#) on Sun, 30 Aug 2009 12:22:30 GMT
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Outstanding guys. I love the obelisk and AGT, their designs look way better than the normal Renegade ones.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Carrierll](#) on Sun, 30 Aug 2009 12:23:33 GMT
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Oh... My.. God.

Beautiful. Aboslutely, totally, amazingly, beautiful.

I'm going to have to get a job, so I can get a second graphics card, to really ramp up the settings.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [cmatt42](#) on Sun, 30 Aug 2009 13:57:34 GMT
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Aww, I was like 2 and a half weeks off guessing the date.

But this is fantastic! I'll be looking forward to this all month!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [dr3w2](#) on Sun, 30 Aug 2009 14:52:55 GMT
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Oh my

I think this makes the new pc I just got worth it !

Subject: Re: Renegade X - Pre-Release Update!
Posted by [ErroR](#) on Sun, 30 Aug 2009 15:03:34 GMT
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this is totally gonna kill renegade

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Omar007](#) on Sun, 30 Aug 2009 15:07:07 GMT
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ErroR wrote on Sun, 30 August 2009 17:03his is totally gonna kill renegade

Subject: Re: Renegade X - Pre-Release Update!
Posted by [DarkKnight](#) on Sun, 30 Aug 2009 15:23:05 GMT
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ErroR wrote on Sun, 30 August 2009 10:03his is totally gonna kill renegade

How do you figure?

if people love it they will be playing renegade, if people hate it then they will be back to playing.
umm renegade.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [ErroR](#) on Sun, 30 Aug 2009 15:30:55 GMT
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it's definitely a must for a person who loves renegade, but it will, no doubt, decrease the player counts

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Xylaquin](#) on Sun, 30 Aug 2009 15:56:15 GMT
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Subject: Re: Renegade X - Pre-Release Update!
Posted by [havoc9826](#) on Sun, 30 Aug 2009 16:12:35 GMT
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ErroR wrote on Sun, 30 August 2009 04:11 what's with the old yellow logo, the other one was better
Maybe it's just because they've just gone gold

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Nightma12](#) on Sun, 30 Aug 2009 16:24:59 GMT
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I just bought this game

In future releases.. (ovb not till everything else is done) - is it possible to add all the mutant and hidden W3Ds from single player etc to the mod too? Would be great for server side mods on this game

Subject: Re: Renegade X - Pre-Release Update!
Posted by [renalpha](#) on Sun, 30 Aug 2009 16:29:20 GMT
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please get your unreal tournament 3 copy of the following website.

http://www.gamekeydistrict.com/product_info.php?cPath=33&products_id=122

I buy my games on that website, you can pay with paypal over there.

You only get a cd key. no discs or any. i Cant tell its reliable, i bought counterstrike source with half life 2 for Reaver @ renz0r final exams for his school over there. also BF2142 and command and conquer 3 tiberium wars for 14 USD.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [renalpha](#) on Sun, 30 Aug 2009 16:30:11 GMT
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just bought a copy anyways, FYI

cant wait for the game, awesome work guys!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [DeadX07](#) on Sun, 30 Aug 2009 16:34:46 GMT
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Simply, amazing.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Gen_Blacky](#) on Sun, 30 Aug 2009 16:36:56 GMT
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WIN

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Kimb](#) on Sun, 30 Aug 2009 16:44:44 GMT
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renalpha wrote on Sun, 30 August 2009 11:29 please get your unreal tournament 3 copy of the following website.

http://www.gamekeydistrict.com/product_info.php?cPath=33&products_id=122

I buy my games on that website, you can pay with paypal over there.

or just steam, instant access (after dl ofc) and CDkey ofc is there too

Subject: Re: Renegade X - Pre-Release Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 30 Aug 2009 17:13:07 GMT
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Gunner added:

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Ethenal](#) on Sun, 30 Aug 2009 18:05:01 GMT
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ErroR... shut up!

This is fucking amazing. I only wonder if my computer can handle this even at the lowest settings.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Carrierll](#) on Sun, 30 Aug 2009 18:07:55 GMT

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Hmm, you can run the demo on a P4 (Socket 478!) 2.0Ghz with 2GB of RAM (133 Mhz) and a Radeon 9550 Pro. (on an AGP 4X bus). (steady 30 FPS unless everything happens at once)

No, really. If your PC is better than that, it'll probably run.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Majiin Vegeta](#) on Sun, 30 Aug 2009 18:09:53 GMT
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nice!

CarrierII wrote on Sun, 30 August 2009 19:07Hmm, you can run the demo on a P4 (Socket 478!) 2.0Ghz with 2GB of RAM (133 Mhz) and a Radeon 9550 Pro. (on an AGP 4X bus). (steady 30 FPS unless everything happens at once)

No, really. If your PC is better than that, it'll probably run.

like you shoot your gun and jump at the same time? lol

Mod edit - made double post into one post.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [renalpha](#) on Sun, 30 Aug 2009 18:21:28 GMT
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give gunner a red bandana and one on his right pocket and im really sold.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [TORN](#) on Sun, 30 Aug 2009 18:37:00 GMT
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I've had UT3 for months now waiting for this.
It looks great,can't wait to play it.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Try_lee](#) on Sun, 30 Aug 2009 19:19:07 GMT
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Why is the AGT staring at me in my nightmares?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [DL60](#) on Sun, 30 Aug 2009 19:28:28 GMT
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He's staring at you with his thermo- and nightvision optics I gave him. Brotherhood be afraid...

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Ryan3k](#) on Sun, 30 Aug 2009 20:06:36 GMT
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looks so good i wouldnt even care even if the gameplay sucked balls

Subject: Re: Renegade X - Pre-Release Update!
Posted by [rrutk](#) on Sun, 30 Aug 2009 20:14:07 GMT
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Fantastic news!!!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [LeeumDee](#) on Mon, 31 Aug 2009 00:12:33 GMT
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time to get myself another 9400GT and sli up!
Cannot wait! Awesome

Subject: Re: Renegade X - Pre-Release Update!
Posted by [slosha](#) on Mon, 31 Aug 2009 01:11:52 GMT
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Fobby, this mod you guys have created is one of the main reasons I am going to invest in a high-end computer. You should be very proud

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Chuck Norris](#) on Mon, 31 Aug 2009 01:44:53 GMT
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Fobby, I can't seem to PM you because of the flawed forum software thinking your account

doesn't exist due to characters in your name, but I want to ask if I can copy this post on another forum (it's a heavy gaming/emulation/PC enthusiast community). I will, of course, link back here to the source. LeeumDee wrote on Sun, 30 August 2009 20:12 time to get myself another 9400GT and sli up!

Cannot wait! Awesome Why waste your time? Just get a better graphics card. GeForce 9400GTs in SLi aren't even as strong as a GeForce 8800GT/9800GT, or even the GeForce 9600GT, both of which can be had very cheap. A GeForce 9600GT beats two GeForce 9500GTs in SLi, so don't think you'll gain much by adding another 9400GT. Just get another card. Even a GeForce 9600GT would be okay.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [DarkKnight](#) on Mon, 31 Aug 2009 03:00:38 GMT
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Chuck Norris wrote on Sun, 30 August 2009 20:44 Fobby, I can't seem to PM you because of the flawed forum software thinking your account doesn't exist due to characters in your name

lol i had the same problem. i just went to the ren x forums and pm'd him there.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 31 Aug 2009 03:19:33 GMT
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Yes, feel free to share the contents of this thread on any other forum.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [infusi0n](#) on Mon, 31 Aug 2009 03:23:40 GMT
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Has the points system been worked out and is it a direct copy of renegades?

What has been done about the HUD/building bars/etc?

Can you post an ingame SS of the latest build?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Homey](#) on Mon, 31 Aug 2009 04:05:58 GMT
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Chuck Norris wrote on Sun, 30 August 2009 21:44 Fobby, I can't seem to PM you because of the flawed forum software thinking your account doesn't exist due to characters in your name, but I

want to ask if I can copy this post on another forum (it's a heavy gaming/emulation/PC enthusiast community). I will, of course, link back here to the source. LeeumDee wrote on Sun, 30 August 2009 20:12time to get myself another 9400GT and sli up!

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Agreed. GTS 250 for \$100 as well. Even an 8600GT would suffice.

Subject: Re: Renegade X - Pre-Release Update!

Posted by [Chuck Norris](#) on Mon, 31 Aug 2009 07:31:53 GMT

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I'd aim a little higher than the 8600GT. While I agree the hate against the card was, in my opinion, a little overdone (it was expensive, but it was still an "okay" card), the 9500GT is basically the 8600GTS (it's not the same card, but performance is almost identical). I'd therefore think the 9400GT was about the same performance as the 8600GT, maybe a little weaker.

There's a big gap between the 8600GTS/9500GT and the 9600GT/8800GT/9800GT and up though. I'd spring for a one of those three at the worst, but a GTS 250 (which is essentially a GeForce 9800GT+), or a Radeon HD4850/4870 are also very cheap (~\$130 or less typically) and will be perfectly fine.

By the way, I have done a 8600GTS OC to 8800GT OC upgrade (both MSI, both factory overclocked), and it was a REALLY big upgrade across the entire board. A 9400GT to a 8800GT would be an even bigger upgrade, let alone a 9400GT to a GTS 250 or higher. Remember, all of these cards are ~\$130 or less, so they're not exactly expensive.

Subject: Re: Renegade X - Pre-Release Update!

Posted by [ErroR](#) on Mon, 31 Aug 2009 09:06:13 GMT

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Will there be different running , weapon holding etc. animations in the beta? or you'll keep the ut3 ones for it

Subject: Re: Renegade X - Pre-Release Update!

Posted by [Starbuzz](#) on Mon, 31 Aug 2009 13:41:52 GMT

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Can you shed some light on specific gameplay changes and how it plays out in the mod?

For example in Ren, during tank battles, using terrarin and also just jumping out of the tank for quick repairs made the difference between you dying or killing the enemy tank during a 1v1 battle.

How does this play out in the mod?

Another thing is the pistol. In Ren the pistol is valuable tool and you really need to know how to use it. So pistol skills matter a lot. Will this reflect too in the mod? I hope.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [JeepRubi](#) on Mon, 31 Aug 2009 16:29:18 GMT
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I think 4-5 headshots with a pistol kills a free character, so if you can land them then it's very effective. From what I've seen so far, most people aren't that accurate

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Carrierll](#) on Mon, 31 Aug 2009 16:33:21 GMT
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Pistol damage = 10. HS multiplier = 5 therefore $200 / (10 * 5) = 200 / 50 = 4$ Headshots w/ pistol to kill a basic character.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [slosha](#) on Mon, 31 Aug 2009 19:56:01 GMT
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JeepRubi wrote on Mon, 31 August 2009 11:29 I think 4-5 headshots with a pistol kills a free character, so if you can land them then it's very effective. From what I've seen so far, most people aren't that accurate
So does this mean health has been reduced?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 31 Aug 2009 20:19:06 GMT
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Glock~ wrote on Mon, 31 August 2009 15:56 JeepRubi wrote on Mon, 31 August 2009 11:29 I think 4-5 headshots with a pistol kills a free character, so if you can land them then it's very effective. From what I've seen so far, most people aren't that accurate
So does this mean health has been reduced?

No, as you can see in Carrier's post, it is the same in Renegade.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Dover](#) on Tue, 01 Sep 2009 00:05:16 GMT
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[NEFobby[GEN] wrote on Sun, 30 August 2009 10:13]imageGunner added:

What a badass.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [u6795](#) on Tue, 01 Sep 2009 01:10:13 GMT
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If Renegade X's gameplay lives up anywhere near the level of mind blowingly astounding beauty of its graphics, I will never play another game again.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [EvilWhiteDragon](#) on Tue, 01 Sep 2009 12:00:51 GMT
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Nightma12 wrote on Sun, 30 August 2009 18:24I just bought this game

In future releases.. (ovb not till everything else is done) - is it possible to add all the mutant and hidden W3Ds from single player etc to the mod too? Would be great for server side mods on this game

Nightma12, you know that in this game you can have the player download skins, models, maps and to some extend mods?

This would for your purpose not be necessary then, it would only be "funny".

Subject: Re: Renegade X - Pre-Release Update!
Posted by [dario03](#) on Tue, 01 Sep 2009 14:19:49 GMT
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I bought UT3 last week in anticipation of this mod. Glad my timing was pretty good I actually haven't even played UT3 and didn't even plan on it.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Majiin Vegeta](#) on Wed, 02 Sep 2009 09:16:13 GMT
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u6795 wrote on Tue, 01 September 2009 02:10If Renegade X's gameplay lives up anywhere near

the level of mind blowingly astounding beauty of its graphics, I will never play another game again.

indeed if the gameplay matches and the bugs are fixed when found I shall never play another game again(apart from FFXIV and AvP)

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Xylaquin](#) on Wed, 02 Sep 2009 10:09:10 GMT
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how will RenX be installed? Do we install UT3 first then apply a RenX installation, or does RenX install UT3 in a certain way for us?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Carrierll](#) on Wed, 02 Sep 2009 11:28:22 GMT
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If it's like most UT2004 mods, you just run a RenX installer on top of your UT3 install.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 02 Sep 2009 12:13:24 GMT
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Right now the install is simply placing the Renegade folder in one of the UT3 folders and creating a shortcut. We should have an auto-installer with the beta.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [MGamer](#) on Wed, 02 Sep 2009 17:02:04 GMT
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Nice mod! now can you please do the same thing but for the source engine so i can actualy play it?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [GEORGE ZIMMER](#) on Thu, 03 Sep 2009 00:00:16 GMT
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Agh, I always think the MRLS costs more than the artillery. Still, though, it's genuinely worse than the artillery- despite the fact that in TD, the MRLS was better than it (Just cost a little bit more).

I'd say you should also improve the MRLS's missile velocity a bit, as well as the rate of fire. Granted, I haven't seen how it plays out in Renegade X, but yeah.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [RadioactiveHell](#) on Fri, 04 Sep 2009 06:53:45 GMT
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dommafia wrote on Thu, 03 September 2009 09:07can't wait for this, hopefully those that don't have ut3 will buy it. I bought on Steam for like 5\$ just for this mod

everyone should try their best to spread the word to their old renegade gaming buddies that may have moved on to other games. At least to give it a try so we can have a somewhat populated game.

shoutout to my renegade demo buddies that remember me and St0rm servers

Holy shit dom, I remember you from demo!

Subject: Re: Renegade X - Pre-Release Update!
Posted by [RTsa](#) on Fri, 04 Sep 2009 15:44:33 GMT
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EvilWhiteDragon wrote on Fri, 04 September 2009 13:59
I'm curious, as I always found it a delight that WW didn't balance out all units directly against it counterparts. Same here. I find it a bad idea to have two sides fighting that are completely the same in every single way (gameplay wise). (for example, Crysis MP)

Of course, maps make the sides varied a tad, but that's not enough, IMO.

Of course, having Ren's units in RenX makes sides differ from one another, so having the basic unit the same isn't that big of a deal, or is it?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Majiin Vegeta](#) on Sat, 05 Sep 2009 16:45:40 GMT
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Are we there yet?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [kannies](#) on Sat, 05 Sep 2009 17:02:28 GMT

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this looks amazing! Just wondered if my current computer can support it? I have a Pentium 4 3.4Ghz HT and 1500MB RAM runnin at 133mhz and a 8x Graphics card with 512 onboard mem.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [CarrierII](#) on Sat, 05 Sep 2009 17:05:50 GMT
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Yes, just.

(I've posted about this before...)

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Ethenal](#) on Sat, 05 Sep 2009 20:03:17 GMT
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Hey Fobby, nothing important but the RenX image you use in your signature is broken. Just thought I'd let you know since I noticed.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [kannies](#) on Sun, 06 Sep 2009 22:33:58 GMT
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CarrierII wrote on Sat, 05 September 2009 12:05Yes, just.

(I've posted about this before...)

Phew thx. I thought there would be summat somewhere. I checked out the unreal tournament requirements and assumed it would be something similar. Hoping for an upgrade if the bank balance allows it...

Cheers

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Goztow](#) on Mon, 07 Sep 2009 07:07:30 GMT
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As it's been split and I had no answer yet, I'll ask my question again: is the point system in Renegade-X related to the damage one does (e.g. renegade with point fix) or not?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Kuzco](#) on Mon, 07 Sep 2009 07:22:32 GMT
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Can't wait ;D

Subject: Re: Renegade X - Pre-Release Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 07 Sep 2009 15:43:21 GMT
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Goztow wrote on Mon, 07 September 2009 03:07As it's been split and I had no answer yet, I'll ask my question again: is the point system in Renegade-X related to the damage one does (e.g. renegade with point fix) or not?

No, it is based off of pure C&C Renegade's point system.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [R315r4z0r](#) on Mon, 07 Sep 2009 18:05:45 GMT
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Meaning you get a lot of points for sniping tanks? Or no?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 07 Sep 2009 18:10:52 GMT
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I think specific things like that will be adjusted. In other words, Ramjets won't get 10+ points per shot on a Mammoth tank or anything like that, but for the most part the point system will stay the same.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Goztow](#) on Mon, 07 Sep 2009 18:20:01 GMT
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[NEFobby[GEN] wrote on Mon, 07 September 2009 17:43]Goztow wrote on Mon, 07 September 2009 03:07As it's been split and I had no answer yet, I'll ask my question again: is the point system in Renegade-X related to the damage one does (e.g. renegade with point fix) or not?

No, it is based off of pure C&C Renegade's point system.
So you take over an obvious bug but change the damage done by a weapon that's perfectly justifiable...

insert facepalm

Subject: Re: Renegade X - Pre-Release Update!
Posted by [JohnDoe](#) on Mon, 07 Sep 2009 19:37:47 GMT
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If you want to have a lower chance of alienating non-Renegade players from your mod, don't have them wondering why the team with only 1 building left is gaining on points even though the other team is controlling the entire map or why people on GDI are trying to get Nod to destroy the WF on Field as quickly as possible...making this mod without the pointsfix would be a HUGE mistake.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [RTsa](#) on Mon, 07 Sep 2009 20:07:55 GMT
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Goztow wrote on Mon, 07 September 2009 21:20[NEFobby[GEN] wrote on Mon, 07 September 2009 17:43]Goztow wrote on Mon, 07 September 2009 03:07As it's been split and I had no answer yet, I'll ask my question again: is the point system in Renegade-X related to the damage one does (e.g. renegade with point fix) or not?

No, it is based off of pure C&C Renegade's point system.
So you take over an obvious bug but change the damage done by a weapon that's perfectly justifiable...

insert facepalm

JohnDoe wrote on Mon, 07 September 2009 22:37If you want to have a lower chance of alienating non-Renegade players from your mod, don't have them wondering why the team with only 1 building left is gaining on points even though the other team is controlling the entire map or why people on GDI are trying to get Nod to destroy the WF on Field as quickly as possible...making this mod without the pointsfix would be a HUGE mistake.
Agreed more than I can possibly express.

The good thing is that at least the good old original Renegade might live a bit longer with its proper points (fixed) and damages (left like they were meant).

Subject: Re: Renegade X - Pre-Release Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 07 Sep 2009 20:17:26 GMT
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Goztow wrote on Mon, 07 September 2009 14:20[NEFobby[GEN] wrote on Mon, 07 September 2009 17:43]Goztow wrote on Mon, 07 September 2009 03:07As it's been split and I had no answer yet, I'll ask my question again: is the point system in Renegade-X related to the damage

one does (e.g. renegade with point fix) or not?

No, it is based off of pure C&C Renegade's point system.
So you take over an obvious bug but change the damage done by a weapon that's perfectly justifiable...

insert facepalm

If the points system that Renegade came with and exclusively used for years bothers you so much, you can create a mutator for Renegade X extremely easily. A mutator is like a server-side mod that can be downloaded by a client directly by joining the server. It's that simple. But I do find it funny how most of the people who are complaining had no plans on trying the mod in the first place.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Goztow](#) on Mon, 07 Sep 2009 20:58:48 GMT
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Actually I was very excited about the mod. I still am. I'm just trying to point out what seem to be flaws in my eyes and in the eyes of many. Obviously we haven't play ren-x, so we're basing our assumptions on how renegade works.

I don't expect that many people to play ren-x. Dividing that small number of players into servers with different mutators just seems wrong to me.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [DarkKnight](#) on Tue, 08 Sep 2009 00:28:45 GMT
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Goztow wrote on Mon, 07 September 2009 15:58: Actually I was very excited about the mod. I still am. I'm just trying to point out what seem to be flaws in my eyes and in the eyes of many. Obviously we haven't play ren-x, so we're basing our assumptions on how renegade works.

I don't expect that many people to play ren-x. Dividing that small number of players into servers with different mutators just seems wrong to me.

To many on this forum see everything as a negative. Always flaming someone or finding fault with everything.

Personally I hope the new mod brings back older players, brings in new players and brings in those who love the game now. It may be a total failure or it may be a huge hit. I think it's way to early to say. Why not atleast give it a chance before trashing it.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [R315r4z0r](#) on Tue, 08 Sep 2009 00:49:46 GMT
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There are going to be many players in Renegade X. Many of which are people who've never played Renegade.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Kimb](#) on Tue, 08 Sep 2009 06:17:19 GMT
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why can people stop complaining about stuff in a mod we should be thankful they even create, and then complain about points and stuff when WE NEVER TRYED THE GAME ITSELF so i dont see the problem, if you dont like it, just give a damn and leave it

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Goztow](#) on Tue, 08 Sep 2009 06:39:37 GMT
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Kimb wrote on Tue, 08 September 2009 08:17why can people stop complaining about stuff in a mod we should be thankful they even create, and then complain about points and stuff when WE NEVER TRYED THE GAME ITSELF so i dont see the problem, if you dont like it, just give a damn and leave it

Mod makers should be grateful that someone cares enough to actually take time to give constructive criticism. Do you think any mod has been helped by people writing down "looks awesome" but eventually maybe not even try to play it? When I create something, I'd rather have 50 people write down comments on my work than have 500 people tell me how awesome it is. The 50 first actually show me interest, the 500 others don't really show anything except for an increasing post count...

If the game is ment to be a copy of renegade game play wise and if it uses the exact same damage / points system then I'm sorry to break the news to you but then we HAVE played the game. Then it's Renegade with nicer graphics. And after 6 years of playing it on a nearly daily basis in a clan environment, I know how Renegade's damage / points system works tbh.

Anyway, see you in October on ren-x, then. If I can get my copy of UT3 by then.

Quote:There are going to be many players in Renegade X. Many of which are people who've never played Renegade.
Yet another reason to not have them suffer from Renegade's flawed points system...

I'll leave it at this, I think I did my best to make my point.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Kimb](#) on Tue, 08 Sep 2009 06:44:15 GMT
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Goztow wrote on Tue, 08 September 2009 01:39Kimb wrote on Tue, 08 September 2009 08:17why can people stop complaining about stuff in a mod we should be thankful they even create, and then complain about points and stuff when WE NEVER TRYED THE GAME ITSELF so i dont see the problem, if you dont like it, just give a damn and leave it
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Anyway, see you in October on ren-x, then. If I can get my copy of UT3 by then.
i have to agree with the constructive criticz but really, it looks like its the same thing (pointssystem) going over and over again.. and yes, renegades point system is great but its not flawless, but theres always mutilators in UT3 you can make to change this, and yes, cu on ren-x sept 30th.. (if you cant get it, use steam)

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Gen_Blacky](#) on Tue, 08 Sep 2009 07:46:24 GMT
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I know a lot of the older players are coming back for ren x

Subject: Re: Renegade X - Pre-Release Update!
Posted by [EvilWhiteDragon](#) on Tue, 08 Sep 2009 08:21:49 GMT
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R315r4z0r wrote on Tue, 08 September 2009 02:49There are going to be many players in Renegade X. Many of which are people who've never played Renegade.
In that case it would be even more stupid to make the mod give enormous stupid amount of points when the vehicle still has armour left,and give the correct amount of points when the vehicle only has health left.

Please Fobby, make it as it was intended. So that you get number of creds you paid for the vehicle/char devided by 10.
So a 1000 cred char = 100 points, a 450 cred vehicle will give 45 points and such.....

Without pointfix I would get gazillions of points when shooting on a mammy with an apache rifle, while I wouldnt get much points for C4ing an arty (less than 45).

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Gen_Blacky](#) on Tue, 08 Sep 2009 08:33:18 GMT
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no point fix plx

Subject: Re: Renegade X - Pre-Release Update!
Posted by [Goztow](#) on Tue, 08 Sep 2009 08:50:16 GMT
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I said I wouldn't post anymore, but heck, have you tried asking the people who follow Ren-x and never played renegade what they think of the point system? I wonder how you'll explain how it works to them in the first place...

Subject: Re: Renegade X - Pre-Release Update!
Posted by [JohnDoe](#) on Tue, 08 Sep 2009 09:34:40 GMT
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Exactly, what do you think new players will think when they see the losing team is actually winning most of the time? "This game is retarded, bye."

Subject: Re: Renegade X - Pre-Release Update!
Posted by [R315r4z0r](#) on Tue, 08 Sep 2009 10:38:04 GMT
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EvilWhiteDragon wrote on Tue, 08 September 2009 04:21R315r4z0r wrote on Tue, 08 September 2009 02:49There are going to be many players in Renegade X. Many of which are people who've never played Renegade.

In that case it would be even more stupid to make the mod give enormous stupid amount of points when the vehicle still has armour left,and give the correct amount of points when the vehicle only has health left.

Please Fobby, make it as it was intended. So that you get number of creds you paid for the vehicle/char divided by 10.

So a 1000 cred char = 100 points, a 450 cred vehicle will give 45 points and such.....

Without pointfix I would get gazillions of points when shooting on a mammy with an apache rifle, while I wouldnt get much points for C4ing an arty (less than 45).
Did you even read the post I made before that?

Subject: Re: Renegade X - Pre-Release Update!
Posted by [EvilWhiteDragon](#) on Tue, 08 Sep 2009 10:39:13 GMT
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JohnDoe wrote on Tue, 08 September 2009 11:34 Exactly, what do you think new players will think when they see the losing team is actually winning most of the time? "This game is retarded, bye."

Or they are like WTF CHAETAS HOW DO YOU GET THAT MANY POINTS WITH A RAMJET WHILE I DONT!111!

Answer: we programmed it to give weird amounts of points when the vehicle has armour and normal points when the vehicle doesnt have armour anymore.

Subject: Re: Renegade X - Pre-Release Update!
Posted by [CarrierII](#) on Tue, 08 Sep 2009 13:49:02 GMT
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You're not reading - the ramjet will behave correctly.

CAN WE PLEASE LET THE BETA COME OUT BEFORE WE FLAME IT TO PEICES, THANK YOU!

-Locked, too much arguing and too little refusing to wait and see, it is a BETA, errors are there to be found and fixed!
