
Subject: Renegade X - September '09 Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 27 Sep 2009 00:47:06 GMT

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Welcome to the second pre-release Renegade X update. Here we are, only a few days away from our first release.

Are you ready?

This update contains a lot of important pre-release information. I would recommend reading it in its entirety - it's a bit lengthy, but definitely worth your time if you are interested in this mod!

Contents in this update:

1. Renegade X: Beta Version 0.35
2. September '09 Podcast
3. Renegade X Ingame Screenshots
4. "How to Play" information post available!
5. Guest Event Feedback
6. List of Content to be added after first release
7. Unreal Tournament 3 Sales

September 30th is quickly approaching!

That's right! As we announced in our previous update, the first release will be available on September 30th 2009, which is just a few days away. For future reference, the incoming beta version will be referred to by us as both the Renegade X Beta 1 or Renegade X Beta Version 0.35. The expression "0.35" is the version number, and it is there to emphasize that the first release is an early version of the mod - about "35%" of what our final release will be in terms of content.

If you're wondering what kind of content we're planning on adding, there is a list later in this post. After the 0.35 release, we will be steadily adding more weapons, vehicles, maps, modes, animations, and more! We also plan on fixing any possible glitches and unbalances we may run into as the mod is played in its beta state.

September '09 Podcast:

We've got a new podcast for you guys. In this edition, Fobby, Havoc89, and Avalanche discuss several topics, including:

- September 30th Release
- Future Releases
- Renegade X Server Client
- Work opportunities for animators and character artists
- And of course, our usual jokes here and there

Download the podcast today by clicking the following link!

http://www.renegade-x.com/staff/RenX_Sept09_Podcast.rar

Screenshots!

Here's some screenshots our beta testers have taken throughout testing the mod:
Toggle Spoiler

How to Play

We'll be releasing a video tutorial on release day, but for those of you who don't know too much about Renegade X's game mode Command & Conquer mode, or are simply rusty, the following "how to play" walk-through will definitely help you on your way.

<http://www.renegade-x.com/Forums/index.php?showtopic=2909>

Guest Event Feedback!

Last week, the Renegade X invited some special guests from around the community for an opportunity to try an early version of the Renegade X v0.35 beta build. Some of these guests that came included 2POC, who is the "second in command" community manager at EALA, RyanTheHeretic from Planet CNC, Arnyswart of Exodus, and Chris Pham from FilePlanet. Fortunately, these three special guests gave positive feedback after trying Renegade X. Here's what some of them had to say:

2POC (www.commandandconquer.com): I was very impressed with how detailed the maps were, and how true they were to the originals. I think that's going to make modding people very excited... I'm sure a lot of people haven't played Renegade in a while and I know they're going to boot this game up and they're going to remember everything from the original. They'll get that nostalgic feeling, only a lot better, because the graphics for this are ten times better... I'm gonna try to definitely get a lot of them [EA] to play it, because I know a lot of them were Renegade fans, so if

we get time when we're not working, I'm sure we can get some of them to play. That would be awesome. I've been looking forward to this mod for a while, I mean it's the only reason why I bought Unreal Tournament I'm sure there are others that work here that are excited as well.

Chris Pham (www.fileplanet.com): Gameplay was fun, and when we had 8-9 people on each side playing it was exciting... I must say Totem Art's mod creation not only matches the original game studio but even surpasses it in some departments...Renegade-X just looks banging. This mod is leaps and bounds much better looking than the original game with all the vehicle, units, weapons, and maps looking and feeling like the genuine deal but with a good facelift. The special effects, physics, and sounds of the vehicles, gun fire, and explosions are all upgrade and make a definite impact. Renegade-X has no problem making a good first impression.

RyanTheHeretic (www.planetcnc.gamespy.com): I've been waiting to play Renegade X ever since it was announced. Thankfully, the wait has been worth it. Sure, it's not the finished deal, but it's a damn good recreation of Renegade and an extremely well put together piece of work. The graphics are fantastic (have I mentioned how SWEET the MLRS looks when it fires?) and the gameplay is just as good as Renegade was, if not better thanks to the Unreal engine. It's updated enough to feel like a good use of my HDD space, but classic enough to remind me why I loved Renegade so much to begin with. Consider me impressed.

Arnyswart (www.exoduscommunity.com): The Renegade X developers have recreated the "feel" of renegade but with an advanced gameplay engine which gives it the edge of modern games. Players can "rush" and destroy buildings, drive vehicles and battle it out on the field or grab a sniper and have some infantry action. The possibilities of this game are endless.I just have two words, "Brilliant Job".

List of Content to be added after first release:

As you all know, the September 30th release is a new beginning for the Renegade X mod. It is the first of hopefully many public updates to the current build. That also means it does not have everything. So, what could you expect for the next releases? I've prepared a quick list, and let me tell you, there is much more to see for Renegade X in the future.

NOTE: This list is not final, and does not represent our official plan for future builds. This is just meant to give you all an idea of what we want in the mod in the future.

Vehicles:

- Orca
- Apache Helicopter
- Transport Helicopters
- Surface to Surface Missile Launcher (custom map and/or server side option)
- Recon Bike (custom map and/or server side option)
- GDI Gunboat (custom maps)
- A-10 (custom maps)

Weapons:

- Basic Rocket Launcher (rocket officer)
- Chem Sprayer
- Tiberium Autorifle
- Sniper Rifle (basic)
- Laser chaingun
- Tiberium Flechette
- Volt Autorifle
- Ramjet
- Railgun model
- Airstrike beacon (server side option)

Maps:

- Many more remakes, such as Under, Walls, and Volcano, coming soon!
- Custom Renegade X maps that we plan on creating. Our own original designs with special features!

Buildings:

- Powerplant
- Silos
- Repair Pads
- More!

Game Modes:

- C&C mode will be expanded as more and more of the mod is released
- Command & Capture (C&C/CTF hybrid)
- World Domination
- Assault

Features to Come:

- Free Aim
- Radio Commands
- Customizable mine limit
- Customizable vehicle limit
- Tech levels
- Drivable Harvesters
- Growing Tiberium & Tiberium Trees (custom maps)
- Passenger chainguns on transport choppers
- Server bot
- Ingame AI specialized for C&C mode
- Visual Dirt & Damage accumulation system for heavily used or heavily damaged vehicles
- Crates (customizable for server hosts)
- Jukebox for Renegade X music
- And much more!

We thank you all for following the mod for so long, but keep in mind, we're not done! The Renegade X development team will be here, pumping out patches and release candidates as time passes by. There's still quite a bit left to do on our part, but we plan on continuing the fulfillment of our promises!

Unreal Tournament 3 for cheap!

It is very important that you pick up Unreal Tournament 3 for this mod. Without it, you won't be able to play Renegade X. The good news is, you can pick it up for really cheap.

*Steam is selling Unreal Tournament 3 for as low as \$8.00 USD!

*Amazon is selling Unreal Tournament 3 for \$19.79!

*You can also buy it off eBay for just a few dollars!

Generally speaking, you can find UT3 for 9-15 USD in most local game stores. So, if you don't have the game yet, what are you waiting for? Buy one cheap game, and get the mod for free.

That's all for now. Be sure to check out <http://www.renegade-x.com> and <http://www.moddb.com/mods/renegade-x> on September 30th to pick up Renegade X Beta Version 0.35

It will be a Wednesday, so expect the mod download to go up sometime in the middle of the day eastern time (GMT -5). If you live in a timezone far ahead of EST, the mod will be available to you on the morning of October 1st.

As for servers, we will be talking about that on our release post. We will have 2 US servers available and 1 UK server on September 30th, ready for the release. We will also have at least 4 download clients available for you all.

See you on September 30th!

Subject: Re: Renegade X - September '09 Update!
Posted by [nope.avi](#) on Sun, 27 Sep 2009 01:08:11 GMT
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Just got UT3 today, everything looks awesome, can't wait man

Subject: Re: Renegade X - September '09 Update!
Posted by [Starbuzz](#) on Sun, 27 Sep 2009 01:11:21 GMT
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(NE)Fobby(GEN) wrote on Sat, 26 September 2009 19:47Features to Come:

-Free Aim

ttheheheee

edit: will you have different reticles for different vehicles/weapons? The current reticle you have seems good for tanking but too bulky for sniping. If not planned can you please consider this?

Subject: Re: Renegade X - September '09 Update!
Posted by [ArtyWh0re](#) on Sun, 27 Sep 2009 12:31:00 GMT
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Got UT3 a few days ago. This is going to be awesome.

Subject: Re: Renegade X - September '09 Update!
Posted by [Omar007](#) on Sun, 27 Sep 2009 14:53:08 GMT
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Final Countdown

3 Days left

Subject: Re: Renegade X - September '09 Update!
Posted by [Prulez](#) on Sun, 27 Sep 2009 15:53:08 GMT
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Absolutely amazing.

Subject: Re: Renegade X - September '09 Update!
Posted by [RadioactiveHell](#) on Sun, 27 Sep 2009 17:03:58 GMT
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I bought UT3 on Tuesday. I'm pretty pumped.

Subject: Re: Renegade X - September '09 Update!
Posted by [Romaner](#) on Sun, 27 Sep 2009 18:15:12 GMT
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just bought unreal tournament 3, from ebay with shipping for 12.80\$USD

Subject: Re: Renegade X - September '09 Update!
Posted by [Gen_Blacky](#) on Sun, 27 Sep 2009 19:43:33 GMT
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lol i got ut3 when the mod was first announced.

renegadeX site down ?

Subject: Re: Renegade X - September '09 Update!
Posted by [luv2pb](#) on Sun, 27 Sep 2009 21:18:04 GMT
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[NEFobby[GEN] wrote on Sat, 26 September 2009 19:47]List of Content to be added after first release:

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I've kept my mouth shut till now but are you kidding me? So really what you guys did was make a few maps look pretty, copy a few of the basic infantry and some tanks and make a pretty HUD? At least I don't have to worry about you guys splitting the Ren community after hearing about this.

Let me rush out and buy my copy of UT3!!!

Subject: Re: Renegade X - September '09 Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 27 Sep 2009 22:49:50 GMT
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Quote:

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few maps look pretty, copy a few of the basic infantry and some tanks and make a pretty HUD?

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Subject: Re: Renegade X - September '09 Update!
Posted by [Homey](#) on Mon, 28 Sep 2009 00:31:02 GMT
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Don't worry, some people don't know what a beta is. From the looks of it you've got the basic game platform down, enough to start making the progress people can actually see. Hopefully I'll have a computer ready for this within a week or two.

Subject: Re: Renegade X - September '09 Update!
Posted by [JohnDoe](#) on Mon, 28 Sep 2009 00:50:44 GMT
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luv2pb wrote on Sun, 27 September 2009 16:18[NEFobby[GEN] wrote on Sat, 26 September 2009 19:47]List of Content to be added after first release:

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Let me rush out and buy my copy of UT3!!!

Subject: Re: Renegade X - September '09 Update!
Posted by [nikki6ixx](#) on Mon, 28 Sep 2009 00:56:51 GMT
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First, people were saying this mod would never come to fruition. Now that it's well on its way, all the naysayers can dredge up is that Ren-X will 'kill' Renegade. And now they're saying that it's a copy of Renegade, like that's supposed to be some kind of surprise or fault?! Gee Whiz!

It's not Renegade-X that will kill Renegade... it's stupidity that will.

Subject: Re: Renegade X - September '09 Update!
Posted by [Altzan](#) on Mon, 28 Sep 2009 01:01:24 GMT
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nikki6ixx wrote on Sun, 27 September 2009 19:56it's stupidity that will [kill Renegade].

If that were true, Renegade would be dead by now

Subject: Re: Renegade X - September '09 Update!
Posted by [LeeumDee](#) on Mon, 28 Sep 2009 01:15:25 GMT
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Awesome guys, very nice work
Cannot wait for the 30th. Going to have to reinstall UT3, which I bought a few months ago in anticipation of this.

Quick question to the beta testers. I see a screenshot of the map field there, are obelisk walks possible? As in the 'legal' ones; using rocks for cover etc.

Subject: Re: Renegade X - September '09 Update!
Posted by [Gen_Blacky](#) on Mon, 28 Sep 2009 02:02:50 GMT
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Altzan wrote on Sun, 27 September 2009 20:01nikki6ixx wrote on Sun, 27 September 2009 19:56it's stupidity that will [kill Renegade].

If that were true, Renegade would be dead by now

It would of died years ago.

Subject: Re: Renegade X - September '09 Update!
Posted by [dr3w2](#) on Mon, 28 Sep 2009 02:05:03 GMT
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Looking forward to this

Subject: Re: Renegade X - September '09 Update!
Posted by [luv2pb](#) on Mon, 28 Sep 2009 03:38:50 GMT
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[NEFobby[GEN] wrote on Sun, 27 September 2009 17:49]Quote:
I've kept my mouth shut till now but are you kidding me? So really what you guys did was make a few maps look pretty, copy a few of the basic infantry and some tanks and make a pretty HUD?

What did you expect? This is a remake of C&C Renegade and an expansion of C&C mode, not a sequel. Of course we're going to use the same Renegade buildings, infantry and vehicles. That's the whole idea of the mod - C&C Renegade with a better engine, and a lot more server side options & features.

What ever works for you guys. I'm just stunned that after 3 years of work and hype this is what you have. I just don't understand why some are so excited to play what amounts to a pretty looking two thirds incomplete Renegade for \$8.

I know what a Beta is and a Beta shouldn't be missing 2/3 of it's core components.

I do have a question though that I can't seem to find an answer to. Does RenX have cloaking in it?

Subject: Re: Renegade X - September '09 Update!
Posted by [R315r4z0r](#) on Mon, 28 Sep 2009 03:46:30 GMT
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luv2pb wrote on Sun, 27 September 2009 17:18
I've kept my mouth shut till now but are you kidding me? So really what you guys did was make a few maps look pretty, copy a few of the basic infantry and some tanks and make a pretty HUD? At least I don't have to worry about you guys splitting the Ren community after hearing about this.

Let me rush out and buy my copy of UT3!!!
There's all that, plus the fact that it's on an entirely different game engine.

If all that stuff was done on the W3D engine, then it wouldn't be worth anyone's effort because it would have been an immense waste of time. But Renegade X is on a NEW game engine. They had to code C&C mode into the game as well as many of Renegade's current features. Then they

re-designed, from scratch, all the units and maps and weapons you see. As well as a lot of textures and effects were made by them as well.

It's not a "What? You had all this time and you only did that?!" It's more of a "How the hell did you get so much crap done in such a short time with such a relatively small team?"

Subject: Re: Renegade X - September '09 Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 28 Sep 2009 04:09:46 GMT
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Like R3 pointed out, it's a lot more work than you think. We've had the engine for about a year and nine months, and in that time we were able to code C&C mode (buildings systems, purchase terminals, credits, points, weapon and vehicle coding, stealth effects, and oh so much more) the HUD, complete 11 vehicles, 9 buildings, 9 characters (which really take a month each), 15 weapons, about seven maps (only two fully complete though), 12 audio tracks, sounds for everything, and just so many details that I can't simple babble on about endlessly.

Game development is a long and tiresome journey, and the fact that we're doing this all for free is an epic on its own.

Most professional game studios have twice the members we do, get paid, and finish their game after two years. We do this on our spare time for free, and were able to pump something out in less than two years. Most mods don't even get done.

Sure it's not the full mod, but it's enough of it to have a good time and build over it. And plus, we're doing a lot that wasn't in the original game - the list I posted gave a good idea, but it isn't all we've got in store.

And the reason why this is "0.35" is not because we have 1/3rd of Renegade's core components, but because it is 35% of our fully planned mod. Essentially our first few releases are going to be playing catch-up with where Renegade is at now (we are building it from the ground-up after all) and fixing bugs as we encounter them. After that we're going to go straight ahead with 3 new game modes, dozens of new features and server-side options, new vehicles, and just too much to put into one or two posts.

Quote:

I do have a question though that I can't seem to find an answer to. Does RenX have cloaking in it?

Of course. We've had the cloaking system working for a year now.

Subject: Re: Renegade X - September '09 Update!
Posted by [Dot`](#) on Mon, 28 Sep 2009 05:23:24 GMT
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Cannot wait!!!

Subject: Re: Renegade X - September '09 Update!
Posted by [luv2pb](#) on Mon, 28 Sep 2009 06:12:33 GMT
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NEFobbyGEN and were able to pump something out in less than two years.
A quick search gives us the initial Renegade Revived in Aug 2004, then onto Renegade2007 Update in June 2007 and finally now RenegadeX now.

Your game may be another nail in the Renegade coffin and it is very incomplete but you still get props for getting this far. Many, many, many have announced mods that never saw the light of day. As much as I hope you fail I do, in fact, appreciate the hard work and effort that you have done.

I apologise if I turned this thread negative. I was just rather stunned when presented with that information today. I will shut up and let you guys get back to beating off over this.

Subject: Re: Renegade X - September '09 Update!
Posted by [Mighty BOB!](#) on Mon, 28 Sep 2009 07:16:05 GMT
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Renegade Revived is really unrelated to this project.

Subject: Re: Renegade X - September '09 Update!
Posted by [pvtschlag](#) on Mon, 28 Sep 2009 11:58:34 GMT
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For the uninformed, UT3 was released on Nov 19, 2007. Sure they announced the mod before then, and even started work on models and textures. But it is rather difficult to get much work done if you don't have the actual game yet.

Subject: Re: Renegade X - September '09 Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 28 Sep 2009 14:04:40 GMT
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luv2pb wrote on Mon, 28 September 2009 02:12NEFobbyGEN and were able to pump something out in less than two years.

A quick search gives us the initial Renegade Revived in Aug 2004, then onto Renegade2007 Update in June 2007 and finally now RenegadeX now.

Renegade Revived was a Reneagde 2 mod I was doing for W3D with Sloth, it's completely unrelated to Renegade X. As for Renegade 2007, yes that was announced before UT3 came out, but all we were able to do at that point was build our team and get a head start on some models. Real development for the mod started when UT3 came out at the end of November 2007.

So that's a year and 9 months with the engine, and some time before that for building the team and some basic assets. Believe me, what we were able to produce in this amount of time is very fast by any mod's standards, and even somewhat by retail game standards. And plus, UE3 is waaaaay more complicated than W3D, so development takes a lot more time with the engine, and despite that we are still putting out a release before many other prominent W3D projects.

Quote:As much as I hope you fail

That's very nice of you. We're a free project, not making any profits off of this, building up something really cool from scratch and giving it to you all for free. "I hope you fail!" No one is even forcing you to play this mod - if you don't like it, then don't play it, it's as simple as that. There's no reason why you should hope that our mod fails, if you don't care about it, then your feelings should be indifferent.

Quote:Your game may be another nail in the Renegade coffin and it is very incomplete but you still get props for getting this far

Another nail in the Renegade coffin? Like we helped kill Renegade or something? Our mod has 0 to do with the C&C Renegade community growing or dying. It's not like we're out pulling out prominent players, crashing servers and slashing people. We're an Unreal Tournament 3 mod. The dying Renegade communities and clans in the game in the past two years have nothing to do with our mod, and things would be exactly the same if our mod didn't exist

It's absurd to think our mod will somehow split the community either. It's like people think half the Renegade community will just disappear overnight. I do PR, and I've never seen anyone who said they'll somehow be exclusively playing Renegade X and leaving the original game. Even I'm going to be playing both. Visit our forums and you'll see that most of our fans are either people who quit Renegade a long time ago, or people who don't know too much about the game.

And yes although our mod is incomplete, we're firing out more patches and content releases this year. The whole point of the beta release was so the eager fans don't have to wait another year for us to finish all of the planned Renegade X content and game modes. Instead, you could try the mod from now (we've still got all the ground vehicles, all free infantry, more than half the characters, and all the buildings except for the powerplant) give input and ideas, and we could add content and fixes on top of that as time passes by. It worked for APB for example, it could definitely work for Renegade X.

Subject: Re: Renegade X - September '09 Update!
Posted by [Goztow](#) on Mon, 28 Sep 2009 14:10:36 GMT
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I think it's realistic to say everyone has limited gaming time, so if people play a 2nd game they'll

play less of the first game.

I also think that it's fair to say that people who play UT3 only and discover the mod will not start playing Renegade because they'll probably find it "looking very old".

But hey, who knows. I wish you the best of luck anyway. I hope you get the gameplay right eventually...

Subject: Re: Renegade X - September '09 Update!
Posted by [LeeumDee](#) on Mon, 28 Sep 2009 14:22:39 GMT
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LeeumDee wrote on Sun, 27 September 2009 20:15
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My question is getting out shadowed

Subject: Re: Renegade X - September '09 Update!
Posted by [R315r4z0r](#) on Mon, 28 Sep 2009 15:44:29 GMT
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Goztow wrote on Mon, 28 September 2009 10:10
I think it's realistic to say everyone has limited gaming time, so if people play a 2nd game they'll play less of the first game.

People are able to play more than one game. It's not like Renegade is the only game anyone ever plays. How often do you play Renegade? How often do you play other games? Do you have some sort of schedule for playing Renegade and other games? Who's to say that Renegade X won't take time away from playing a different game?

And you know.. come to think of it, what is so bad about "splitting" the community anyway? Everyone would still come to this forum, just maybe less people would play Renegade (there are plenty that play now.) I don't think something like that would happen, but if it did, the effects would be minuscule.

LeeumDee wrote on Sun, 27 September 2009 20:15
Quick question to the beta testers. I see a screenshot of the map field there, are obelisk walks possible? As in the 'legal' ones; using rocks for cover etc.
The buggy one where you walk a certain way and the obelisk misses you, no. But running from cover to cover works fine. It's much easier too as it's a lot less guess and run like Renegade is.

In Renegade, the Obelisk charged up, but when you got into cover, you wouldn't know if the charge was still active. You would run into the open to get to the next cover but the ob would beam you instantly.

In RenegadeX, it's a little more convenient. When the Obelisk charges up, the crystal on top starts to glow a bright neon red. Whenever the crystal is bright red, that means the Obelisk is fully charged and if it sees you in the open, even for an instant, you're going to get shot. The charge will dissipate over time, thus allowing you to plan your movements.

Subject: Re: Renegade X - September '09 Update!
Posted by [Altzan](#) on Mon, 28 Sep 2009 15:46:58 GMT
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Goztow wrote on Mon, 28 September 2009 09:10| also think that it's fair to say that people who play UT3 only and discover the mod will not start playing Renegade because they'll probably find it "looking very old".

Mostly yeah, which kind of saddens me; I'm one of those people who like revisiting old games. Example: I played Tiberian Dawn more than usual after getting introduced to Renegade. I beat FF7 and am now playing the original NES game. Many times when I play a sequel of something, I'll investigate the prequel.

Perhaps there are others like me. And perhaps for those who state they are interested in the mod but can't run UT3, then the RenegadeX team can point to Renegade as an alternative.

Subject: Re: Renegade X - September '09 Update!
Posted by [R315r4z0r](#) on Mon, 28 Sep 2009 15:51:54 GMT
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For me, I refuse to play sequels without playing the original. Unfortunately, that's why I never end up playing most good games like FF and MGS.

Renegade X, however, isn't a sequel, it's a revision. It IS Renegade, just better.

Subject: Re: Renegade X - September '09 Update!
Posted by [JohnDoe](#) on Mon, 28 Sep 2009 16:07:52 GMT
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Goztow wrote on Mon, 28 September 2009 09:10Quote:It's absurd to think our mod will somehow split the community either. It's like people think half the Renegade community will just disappear overnight. I do PR, and I've never seen anyone who said they'll somehow be exclusively playing Renegade X and leaving the original game. Even I'm going to be playing both. Visit our forums and you'll see that most of our fans are either people who quit Renegade a long time ago, or people who don't know too much about the game.

I think it's realistic to say everyone has limited gaming time, so if people play a 2nd game they'll play less of the first game.

I also think that it's fair to say that people who play UT3 only and discover the mod will not start playing Renegade because they'll probably find it "looking very old".

But hey, who knows. I wish you the best of luck anyway. I hope you get the gameplay right eventually...

The remaining Renegade community is already fragmented thanks to all of the moronic server side mods and the death of competitive gaming due to cheats...I see that trend continuing with Renegade X as it's developed by public server players for public server players who never figured out the fine nuances of vanilla Renegade gameplay to begin with. No disrespect to NE, but that was just a bunch of guys sitting in the gamespy lobby and joining public servers together...but who knows, in a few days we'll see if the foundation of Ren X is solid or not.

Subject: Re: Renegade X - September '09 Update!
Posted by [JohnDoe](#) on Mon, 28 Sep 2009 16:15:22 GMT
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Altzan wrote on Mon, 28 September 2009 10:46Goztow wrote on Mon, 28 September 2009 09:10
also think that it's fair to say that people who play UT3 only and discover the mod will not start playing Renegade because they'll probably find it "looking very old".

Mostly yeah, which kind of saddens me; I'm one of those people who like revisiting old games. Example: I played Tiberian Dawn more than usual after getting introduced to Renegade. I beat FF7 and am now playing the original NES game. Many times when I play a sequel of something, I'll investigate the prequel.

Perhaps there are others like me. And perhaps for those who state they are interested in the mod but can't run UT3, then the RenegadeX team can point to Renegade as an alternative.

You won't find those people in the UT3 community...its small enough as it is and you'll be lucky to find a handful of people from there that will give this mod a shot.

Subject: Re: Renegade X - September '09 Update!
Posted by [nope.avi](#) on Mon, 28 Sep 2009 16:16:15 GMT
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How will the drivable harvesters work btw

Subject: Re: Renegade X - September '09 Update!
Posted by [Chuck Norris](#) on Mon, 28 Sep 2009 17:19:03 GMT
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R315r4z0r wrote on Mon, 28 September 2009 11:51For me, I refuse to play sequels without

playing the original. Unfortunately, that's why I never end up playing most good games like FF and MGS. Besides a few spin-offs and one actual exception, the various main numbered series of Final Fantasy games aren't sequels to one another. You can, for example, play Final Fantasy VI not having played the previous five, and not miss anything as far as the story goes. It's always a different story and characters. Not sure, there are staples of the series, like recurring monsters, musical themes, or throwbacks to previous games, but they're not anywhere near vital or important (more like bonuses, secrets, treats, etc.). They're not sequels to one another in that sense.

Subject: Re: Renegade X - September '09 Update!
Posted by [Prulez](#) on Mon, 28 Sep 2009 20:51:09 GMT
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luv2pb wrote on Sun, 27 September 2009 23:18
I've kept my mouth shut till now but are you kidding me? So really what you guys did was make a few maps look pretty, copy a few of the basic infantry and some tanks and make a pretty HUD? At least I don't have to worry about you guys splitting the Ren community after hearing about this.

Let me rush out and buy my copy of UT3!!!
Atleast Renegade X actually releases something and has kept updating the community, something I can't say of projects like.. TT!

Subject: Re: Renegade X - September '09 Update!
Posted by [Gen_Blacky](#) on Mon, 28 Sep 2009 23:00:57 GMT
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2 days left

Renegade X has kept the community up on update. I am surprised how much the team has accomplished with the little time they had and making the mod for fun.

Subject: Re: Renegade X - September '09 Update!
Posted by [Romaner](#) on Mon, 28 Sep 2009 23:12:57 GMT
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luv2pb wrote on Mon, 28 September 2009 00:12
I apologise if I turned this thread negative. I was just rather stunned when presented with that information today. I will shut up and let you guys get back to beating off over this.

im not usually one for flaming people or posting negative shit. However after reading all your posts in this topic i say; Great you will not be buying UT3 cause to be honest i for one hope to not see you there!

and like you yourself love to say it, if you dont care about this then why read this thread or post in it.

if you got nothing nice to say dont say anything at all.

Subject: Re: Renegade X - September '09 Update!
Posted by [Blue_Leader](#) on Mon, 28 Sep 2009 23:20:09 GMT
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I'm excited about this even though my computer won't be able to run it, I hope the best for Ren-X's success, but hopefully there will still be some players left for Westwood's ren

Subject: Re: Renegade X - September '09 Update!
Posted by [Crimson](#) on Mon, 28 Sep 2009 23:46:05 GMT
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Updates to the community don't get the job done faster or better, so what's the difference? PR is just a way to try and give you an e-boner to play with until the actual project is done. The actual released product is what matters.

Subject: Re: Renegade X - September '09 Update!
Posted by [Homey](#) on Tue, 29 Sep 2009 00:23:30 GMT
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You'll never see a movie or game suddenly appear in theaters or shelves without any previous advertising, previews or whatever.

Obviously none of this is for money, but regardless progress keeps people interested. If people aren't interested, they don't care.

Subject: Re: Renegade X - September '09 Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 29 Sep 2009 02:09:35 GMT
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Crimson's right: The TT project is almost entirely code related I think, so there's really not too much that could be said. An update or podcast every now and then would be helpful, but for the most part, not much more than that can be done.

Subject: Re: Renegade X - September '09 Update!
Posted by [Havoc 89](#) on Tue, 29 Sep 2009 04:00:03 GMT

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Though I'm not suprised, I find it sad that there are still people who wont bother to spend any time with something nor have any interest in it, but still find the time to bash it for the most pointless of reasons.

To everyone whom have been patiance, we thank you all for your support. It has been a long road for us all to get to this point, and all of the support recieved from everyone has helped us to get to this point. But we're not done yet, so dont get the impression that this is how we want the mod to be.

Remember that this is an open beta where you guys can help us to fine tweak the mod to the point where it feels just right. Also keep in mind that this version of the mod is guranteed to have bugs and glitches, so please keep an open mind about the mod as we will be patching it as fast as we possibly can.

So once again, thank you all for supporting us this far, and we hope you all will enjoy the mod.

Subject: Re: Renegade X - September '09 Update!
Posted by [RTsa](#) on Tue, 29 Sep 2009 21:44:09 GMT
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Today!

But at what time?

Subject: Re: Renegade X - September '09 Update!
Posted by [JeepRubi](#) on Wed, 30 Sep 2009 00:00:25 GMT
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it's still the 29th here for 4 more hours, and don't expect the links till about mid-day EST.

Subject: Re: Renegade X - September '09 Update!
Posted by [sterps](#) on Wed, 30 Sep 2009 02:55:51 GMT
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Quote:Goztow wrote on Mon, 28 September 2009 09:10

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FF7 and am now playing the original NES game. Many times when I play a sequel of something, I'll investigate the prequel.

Perhaps there are others like me. And perhaps for those who state they are interested in the mod but can't run UT3, then the RenegadeX team can point to Renegade as an alternative.

I am one of these people. I like the completely story, if i get into a game, i will definitely check out the older and newer prequels/sequels. I dont care if the game is more than 10 years old.

Subject: Re: Renegade X - September '09 Update!
Posted by [reborn](#) on Wed, 30 Sep 2009 08:01:56 GMT
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JeepRubi wrote on Tue, 29 September 2009 20:00it's still the 29th here for 4 more hours, and don't expect the links till about mid-day EST.

<http://wwp.eastern-standard-time.com/>

Apparantly EST is GMT-5 most of the time, however due to daylight savings, it's currently GMT-4.

At the time of this post it should be about 04:00 where you are. Meaning there's about Eight hours till we see the links.

This is great news, as I will be getting home at pretty much that exact same time! Nice

Subject: Re: Renegade X - September '09 Update!
Posted by [EvilWhiteDragon](#) on Wed, 30 Sep 2009 10:02:48 GMT
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R315r4z0r wrote on Mon, 28 September 2009 17:44Goztow wrote on Mon, 28 September 2009 10:10

I think it's realistic to say everyone has limited gaming time, so if people play a 2nd game they'll play less of the first game.

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And you know.. come to think of it, what is so bad about "splitting" the community anyway? Everyone would still come to this forum, just maybe less people would play Renegade (there are plenty that play now.) I don't think something like that would happen, but if it did, the effects would

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The obelisk charge bug is fixed on the BlackIntel servers and should be fixed in TT as well so

Subject: Re: Renegade X - September '09 Update!
Posted by [Kuzco](#) on Wed, 30 Sep 2009 14:17:14 GMT

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This looks amazing. 'tis tempting to set-up my laptop again and get UT3 xD

Nice work guys

Subject: Re: Renegade X - September '09 Update!
Posted by [R315r4z0r](#) on Wed, 30 Sep 2009 15:59:44 GMT

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EvilWhiteDragon wrote on Wed, 30 September 2009 06:02The obelisk charge bug is fixed on the BlackIntel servers and should be fixed in TT as well so

What exactly do you mean by "bug?" Do you mean the Obelisk no longer holds a charge? Or is the charge now visible to all players?

The Obelisk is supposed to hold charges, I wouldn't consider that a bug.

Subject: Re: Renegade X - September '09 Update!
Posted by [Homey](#) on Wed, 30 Sep 2009 18:42:55 GMT

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I thought it only was for like 10-20 seconds.

Subject: Re: Renegade X - September '09 Update!
Posted by [EvilWhiteDragon](#) on Wed, 30 Sep 2009 19:26:49 GMT
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R315r4z0r wrote on Wed, 30 September 2009 17:59EvilWhiteDragon wrote on Wed, 30 September 2009 06:02The obelisk charge bug is fixed on the BlackIntel servers and should be fixed in TT as well so

What exactly do you mean by "bug?" Do you mean the Obelisk no longer holds a charge? Or is the charge now visible to all players?

The Obelisk is supposed to hold charges, I wouldn't consider that a bug. IT'll now hold charge for as long as it normally does, and then discharge. Not like default ren that it can stay charged for over 30 seconds with no enemy in sight.

Subject: Re: Renegade X - September '09 Update!
Posted by [Creed3020](#) on Wed, 30 Sep 2009 20:58:36 GMT
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So is it available yet?

At least for me the Renegade X website was not working.

Subject: Re: Renegade X - September '09 Update!
Posted by [EvilWhiteDragon](#) on Wed, 30 Sep 2009 21:00:56 GMT
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Creed3020 wrote on Wed, 30 September 2009 22:58So is it available yet?

At least for me the Renegade X website was not working.

Yes and no.

Officially no, but it is already flying around the net.

Unofficially we already have a server running with currently 13 players in it. If you want, join!

Subject: Re: Renegade X - September '09 Update!
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 Sep 2009 21:17:41 GMT
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Yeah, please sit tight guys. We're making sure there are enough servers, and that they run properly. We'll be releasing the download and a lot more today, EST.

Subject: Re: Renegade X - September '09 Update!

Posted by [Omar007](#) on Wed, 30 Sep 2009 21:19:14 GMT

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I played a bit IA to test units but its already late around here and i got to go to school tomorrow...

Would have liked to join if i didn't had to ^^

Subject: Re: Renegade X - September '09 Update!

Posted by [EvilWhiteDragon](#) on Wed, 30 Sep 2009 21:44:21 GMT

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We have a server running with currently 22 players in it. It seems to behave very well, besides some needed tweaks in configuration.

Subject: Re: Renegade X - September '09 Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 Sep 2009 22:07:35 GMT

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<http://www.renegade-x.com/Forums/index.php?showtopic=2981&st=0>

Subject: Re: Renegade X - September '09 Update!

Posted by [Sir Kane](#) on Wed, 30 Sep 2009 22:14:21 GMT

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I don't wanna register for this.

Subject: Re: Renegade X - September '09 Update!

Posted by [JohnDoe](#) on Wed, 30 Sep 2009 22:38:48 GMT

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do it faggot

Subject: Re: Renegade X - September '09 Update!

Posted by [Creed3020](#) on Wed, 30 Sep 2009 22:59:00 GMT

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Sir Kane wrote on Wed, 30 September 2009 18:14I don't wanna register for this.

Looks like the both of us won't be reading that post...

Subject: Re: Renegade X - September '09 Update!
Posted by [Altzan](#) on Wed, 30 Sep 2009 23:30:21 GMT
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It leaked already? Sheesh
