Good day, fine people! Just two days ago, something magnificent occured. I am, of course, talking about the release of the Renegade X beta.

FobbyRenegade X (formerly known as Renegade 2007) is a mod dedicated to recreating C&C Renegade in the new generation engine, the Unreal Engine 3. We all believe the Command and Conquer series is a very special one, and its fans have been following its games for over a decade now. C&C has been one of the most successful videogame series in the RTS Genre. Our modding team believes that C&C Renegade is truly a hidden gem in the FPS genre.

The world is changing, advancing. And Renegade 40,000 shall advance too. This is why I would like to announce the change of Renegade 40,000 to the first Total Conversion Modification for Renegade-X. The mod will be renamed Renegade-X 40,000, or RenX40k, but will still maintain the same ModDB page and website.

I contacted [NE]Fobby[GEN] about this just the other day, and he was more than happy for us to base our mod off his. So, I guess that makes RenX40k a mod for a mod!

This move to the UT3 engine is a brilliant improvement, allowing much better detail. Higher quality textures, higher poly models, better code, and much much more options. We hope to work somewhat close with Fobby and his team as Renegade-X updates over time until and maybe even after RenX's full release, so we can really make a great 40k mod.

We hope to make great progress now, since there are more people willing to mod new engines and games than there are for the Renegade engine, which was and still is unfortunate...

Now, to a small update. Most of this month has been spent discussing the pros and cons of moving to this new engine, but Eeevil has also made the Predator Tank's mesh, and will soon edit the Rhino's mesh to be less wide, matching the Predator's. Here's a screencap:

Most of the progress from Ren40k will be kept, but now that we've gone one step up, most of the things you guys have seen have become obsolete. However, I'll soon release all the fully rigged weapons, ready for Renegade!

Lastly, the logo is based (very heavily) off the Renegade X one, to honour their mod, but I assure you it was made nearly from scratch; I needed to cut the normal Renegade logo off of a quick google search.

Thanks for tuning in!

[Thought for the Day: Vigilance is the brother of Truth]

Subject: Re: Renegade X 40,000
Posted by YazooGang on Fri, 02 Oct 2009 18:48:23 GMT
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Glad to hear!

Subject: Re: Renegade X 40,000
Posted by ErroR on Fri, 02 Oct 2009 19:51:02 GMT
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good luck starting it
EDIT: let me rephrase that

Subject: Re: Renegade X 40,000
Posted by nope.avi on Fri, 02 Oct 2009 21:14:42 GMT
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a mod for a mod, cool

Subject: Re: Renegade X 40,000
Posted by Goztow on Fri, 02 Oct 2009 21:17:11 GMT
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bakerrrr wrote on Fri, 02 October 2009 23:14a mod for an unfinished mod
Fixed!

Subject: Re: Renegade X 40,000
Posted by Starbuzzz on Fri, 02 Oct 2009 22:07:03 GMT
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Dreg, is this C&C 3 for Renegade X?

Subject: Re: Renegade X 40,000
Posted by YazooGang on Fri, 02 Oct 2009 22:17:22 GMT
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pawkyfox wrote on Fri, 02 October 2009 17:07Dreg, is this C&C 3 for Renegade X?
Not at all, its just using the same game concept as renegade but different units and stuff.

Subject: Re: Renegade X 40,000
Posted by IronWarrior on Fri, 02 Oct 2009 23:31:08 GMT
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Ah very nice to hear you guys are making moves forwards.

Be nice to play Renegade with 40k weapons.

Boltgun if you please!

Subject: Re: Renegade X 40,000
Posted by Gen_Blacky on Sat, 03 Oct 2009 00:37:17 GMT
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Goztow wrote on Fri, 02 October 2009 16:17bakerrrr wrote on Fri, 02 October 2009 23:14a mod
for an unfinished mod
Fixed!

Renegadex will be finished before he is done with his mod

Subject: Re: Renegade X 40,000
Posted by Goztow on Sat, 03 Oct 2009 09:26:47 GMT
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Gen_Blacky wrote on Sat, 03 October 2009 02:37Goztow wrote on Fri, 02 October 2009
16:17bakerrrr wrote on Fri, 02 October 2009 23:14a mod for an unfinished mod
Fixed!

Renegadex will be finished before he is done with his mod
While this is probably true, he can only move on as fast as RenX moves on, no?

Subject: Re: Renegade X 40,000
Posted by Sladewill on Sat, 03 Oct 2009 10:53:08 GMT
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this is more of a renegade killer than saviour.

With it moving of the renegade westwood engine it kills the whole point of renegade.

Subject: Re: Renegade X 40,000
Posted by LeeumDee on Sat, 03 Oct 2009 11:16:30 GMT
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So now the success of this mod is dependent on the success of Renegade X......

Subject: Re: Renegade X 40,000
Posted by Dreganius on Sat, 03 Oct 2009 14:21:47 GMT
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Not necessarily. As this mod is a total conversion, it's essentially a different game. The success of Renegade X, although it does impact the mod a small amount, is almost irrelevant, as Warhammer 40,000 is a completely different universe with another fanbase.

EDIT: Slade, the point of this mod is not to save Renegade, it's to (to put it in really short terms) make a first/third person Dawn of War, of sorts.

Subject: Re: Renegade X 40,000
Posted by Sladewill on Sat, 03 Oct 2009 16:49:22 GMT
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its taking ppl away from renegade, coz this mod looks like renegade it aint renegade.

Subject: Re: Renegade X 40,000
Posted by Dreganius on Sat, 03 Oct 2009 16:56:32 GMT
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Must I repeat myself? This mod's purpose is not to save Renegade.

Subject: Re: Renegade X 40,000
Posted by cnc95fan on Sat, 03 Oct 2009 17:08:35 GMT
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.... He is simply using Renegade-X as a platform to develop his own mod; There will be nothing 'Renegadey' about it

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Subject: Re: Renegade X 40,000
Posted by Dreganius on Sat, 03 Oct 2009 17:22:58 GMT
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Other than the Base Destruction mode.

Subject: Re: Renegade X 40,000
Posted by R315r4z0r on Sat, 03 Oct 2009 18:42:28 GMT
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Goztow wrote on Sat, 03 October 2009 05:26
While this is probably true, he can only move on as fast as RenX moves on, no?
Only if he catches up to Renegade X's current position in the mod. (Which I doubt will happen because the Renegade X team is large, fast, and very efficient.)

If this mod's staff is as good as the Renegade X staff is, then there would still be ample work because the engine/mode progress would increase steadily above 40k's mod progress.

Meaning, unless the 40k's mod team is downright fast in their mod production and outworks the RenX team, they wont have to worry about having to wait for RenX to progress before they can do any work.

Subject: Re: Renegade X 40,000
Posted by JeepRubi on Thu, 15 Oct 2009 03:11:27 GMT
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sorry to burst your bubble, but:
http://www.moddb.com/mods/ut40k-the-chosen
you might just want to consider joining that mod.

Subject: Re: Renegade X 40,000
Posted by Dreganius on Thu, 15 Oct 2009 06:19:31 GMT
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Well, there's no point in joining with that mod because they seem to be making a mod for UT3, we're making a mod for Renegade-X

Subject: Re: Renegade X 40,000
Posted by SeriousCat on Thu, 15 Oct 2009 12:00:25 GMT
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I still prefer Renegade than RenegadeX current Version, hope i will change...

Subject: Re: Renegade X 40,000
Posted by GEORGE ZIMMER on Fri, 16 Oct 2009 05:11:58 GMT
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It is an unusual idea, but seems interesting nonetheless. However, maybe you could offer to join

up with the pre-existing UT3 WH40k mod but on the condition that you get to work on a base destruction mode? I think that'd be a hell of a lot cooler.

Subject: Re: Renegade X 40,000
Posted by Dreganius on Fri, 16 Oct 2009 08:55:29 GMT
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GEORGE ZIMMER wrote on Fri, 16 October 2009 15:11It is an unusual idea, but seems interesting nonetheless. However, maybe you could offer to join up with the pre-existing UT3 WH40k mod but on the condition that you get to work on a base destruction mode? I think that'd be a hell of a lot cooler.

That's a pretty good suggestion. I'll message the Lead Developer when I have time.

Subject: Re: Renegade X 40,000
Posted by OWA on Mon, 19 Oct 2009 02:23:41 GMT
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Good luck with this. From experience I know that things will be a lot easier to do on the Unreal Engine than they are on the w3d engine.

Subject: Re: Renegade X 40,000
Posted by YazooGang on Mon, 19 Oct 2009 02:27:33 GMT
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One Winged Angel wrote on Sun, 18 October 2009 21:23Good luck with this. From experience I know that things will be a lot easier to do on the Unreal Engine than they are on the w3d engine. Make AR for ut3 then

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Subject: Re: Renegade X 40,000
Posted by SeriousCat on Mon, 19 Oct 2009 19:23:25 GMT
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I would love to see APB in Unreal Engine III

Subject: Re: Renegade X 40,000
Posted by Dreganius on Thu, 31 Dec 2009 00:24:52 GMT
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I would like to announce a MASS of updates. Man, we've gotten so much done now that it's a

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hassle to post this!

Here, have a look at just a few of our new images and models!

Leman Russ Battle Tank

Bolter

Lasgun

Astartes Predator

Chaos Spawn (WIP)

And lastly, this will be shown on our ModDB page after New Years, but for you guys you can see it a little earlier, our own Tirean Pattern MkIII Lasgun, also nicknamed the SLG (Sub-Lasgun) after its SMG influences! It still has a little way to go, but it's almost done!

SLG

Now, it is that time of year again. I am of course talking about the ModDB 2009 Mod Of The Year award.

RenX40k plans to go all out in getting support! Of course, we would love to win an award, but our real objective is to get into the top 100 mods, so we can get that little extra publicity. So I would like to ask for help from all the people here at Renegadeforums. Come and vote for us over at:

http://www.moddb.com/mods/renegade-40000

All your votes would be so much help and would be very much appreciated!
Our team is working hard to give everyone a release within this year, and by the looks of things we might just get there!

Have a great New Year!

~Dreganius

Subject: Re: Renegade X 40,000
Posted by HaTe on Thu, 31 Dec 2009 01:06:14 GMT

Very impressive, the update deserves it's own topic.

Subject: Re: Renegade X 40,000
Posted by ErroR on Thu, 31 Dec 2009 10:43:40 GMT

pretty sexy!

Subject: Re: Renegade X 40,000
Posted by Raptor RSF on Wed, 20 Jan 2010 19:16:51 GMT

very nice