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Subject: UDK from Epic Games

Posted by [YazooGang](#) on Thu, 05 Nov 2009 20:24:14 GMT

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Unreal Engine 3 is now free. Anyone can download it and use it legally.

<http://udk.com/> <-Download here!

look

Hey, the UDK is awesome! It doesn't take that use a lot of CPU speed and memory.

This is a regular task manager with out The UT3 Editor or the UDK:

This is with UT3 Editor:

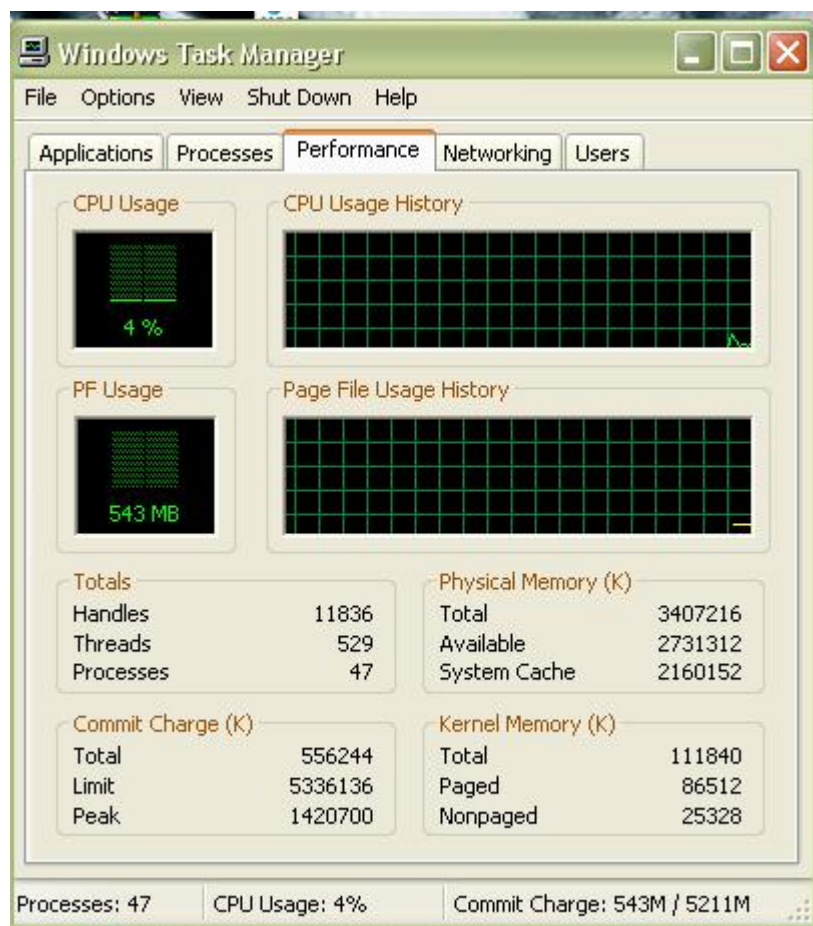
And this is with the new, UDK! :

You see the CPU usage and the memory usage. There is a big difference between UDK and regular UT3 Editor.

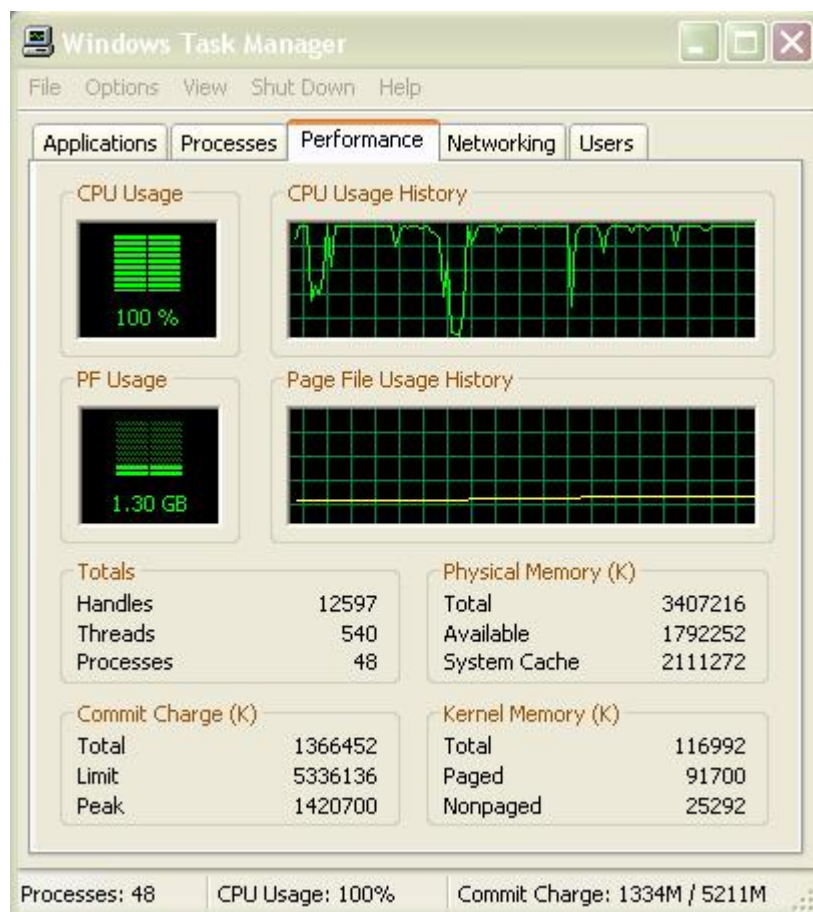
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### File Attachments

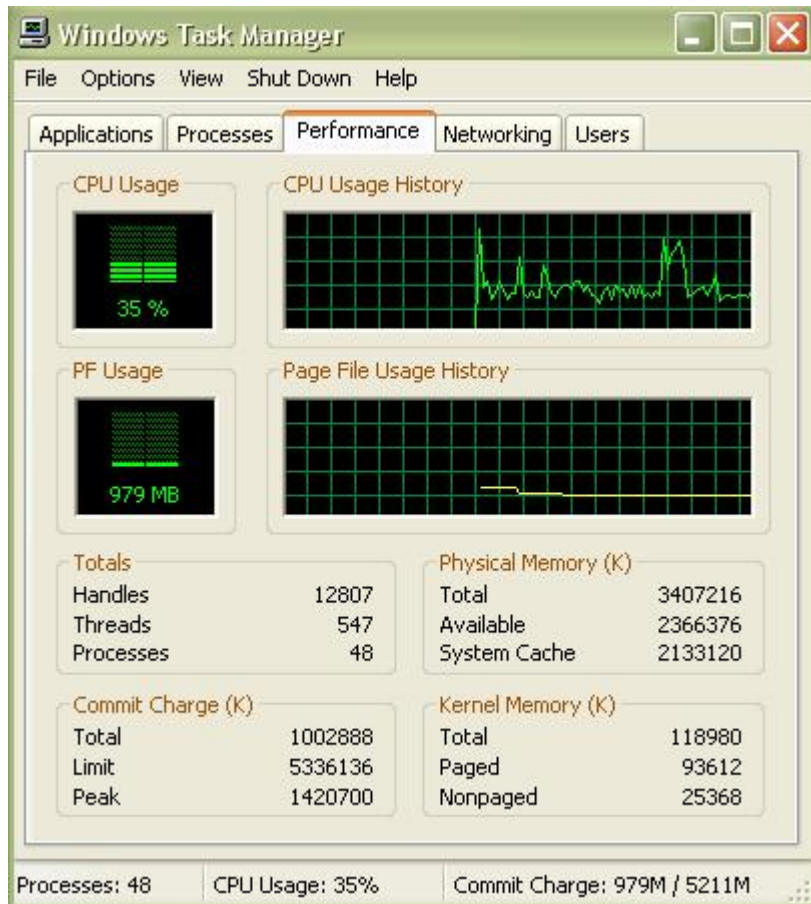
1) [regu.JPG](#), downloaded 692 times



2) [ue3.JPG](#), downloaded 681 times



3) [udk.jpg](#), downloaded 697 times



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Subject: Re: UDK from Epic Games  
Posted by [slosha](#) on Thu, 05 Nov 2009 21:27:42 GMT  
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So could the Renegade X team make it a stand-alone?

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Subject: Re: UDK from Epic Games  
Posted by [Tupolev TU-95 Bear](#) on Thu, 05 Nov 2009 21:40:47 GMT  
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no

because they get a lawsuit from EA using the same ren material and plus they would also face a lawsuit from epic games

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Subject: Re: UDK from Epic Games  
Posted by [Omar007](#) on Thu, 05 Nov 2009 21:54:01 GMT

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Epic owns

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Subject: Re: UDK from Epic Games  
Posted by [luv2pb](#) on Thu, 05 Nov 2009 21:59:46 GMT

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1 core? People still use those?

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Subject: Re: UDK from Epic Games  
Posted by [Tupolev TU-95 Bear](#) on Thu, 05 Nov 2009 22:05:52 GMT

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idk but i know im not

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Subject: Re: UDK from Epic Games  
Posted by [YazooGang](#) on Thu, 05 Nov 2009 22:21:32 GMT

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GOL14TH wrote on Thu, 05 November 2009 15:40no

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Your so smart.

Renegade is NOT stealing any content made by EA. They are just using the idea. And, EA has enjoyment of Renegade-X being made.

Also, this was released as a FREE product. So, that means, anything made by it can be released for free. Giving credits to EA and Epic Games are apreciated but selling something made by UDK for money will make you have an issue.

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Subject: Re: UDK from Epic Games  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 05 Nov 2009 22:49:03 GMT

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With this we can definitely do a standalone mod. We'll be in talks with EA just to be sure.

More news about this soon.

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Subject: Re: UDK from Epic Games

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Posted by [slosha](#) on Thu, 05 Nov 2009 23:32:28 GMT

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[NEFobby[GEN] wrote on Thu, 05 November 2009 16:49]With this we can definitely do a standalone mod. We'll be in talks with EA just to be sure.

More news about this soon.

If this happens, I'll download it and get lulz by how shitty my computer handles it. Then I will go into my closet and cry because I can't play it.

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Subject: Re: UDK from Epic Games

Posted by [YazooGang](#) on Thu, 05 Nov 2009 23:39:46 GMT

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The most powerful editor ive ever seen before..

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Subject: Re: UDK from Epic Games

Posted by [Tupolev TU-95 Bear](#) on Fri, 06 Nov 2009 07:44:39 GMT

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Otherwise, we'd have two serious lawsuits on our hands.

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Subject: Re: UDK from Epic Games

Posted by [Goztow](#) on Fri, 06 Nov 2009 08:59:43 GMT

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My lawsuit is more serious, tbh.

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Subject: Re: UDK from Epic Games  
Posted by [Spyder](#) on Fri, 06 Nov 2009 10:21:05 GMT  
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UDK comes with some rules...

gamesindustry.biz For non-commercial and educational uses the software will be free, although terms will apply to developers making games commercially.

[source: gamesindustry.biz]

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Subject: Re: UDK from Epic Games  
Posted by [Dreganius](#) on Fri, 06 Nov 2009 11:12:28 GMT  
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This is amazing news for Ren-X AND my own mod!

We're going to make RenX40k a lot more realistic now!

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Subject: Re: UDK from Epic Games  
Posted by [YazooGang](#) on Fri, 06 Nov 2009 11:26:56 GMT  
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GOL14TH wrote on Fri, 06 November 2009 01:44 YazooGang wrote on Thu, 05 November 2009 22:21 GOL14TH wrote on Thu, 05 November 2009 15:40 no

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He posted it on: Jul 30 2009, 9:31pm

Thats like 3-4 months ago and udk was released yesrsterday.

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Subject: Re: UDK from Epic Games  
Posted by [Goztow](#) on Fri, 06 Nov 2009 12:06:33 GMT  
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So I bought that piece of shit game for nothing :S.

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Subject: Re: UDK from Epic Games  
Posted by [LeeumDee](#) on Fri, 06 Nov 2009 12:21:00 GMT  
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Goztow wrote on Fri, 06 November 2009 12:06So I bought that piece of shit game for nothing :S.

Well after playing the first beta, (which I appreciate is a BETA) I started playing UT3 instead, and it's not that bad.

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Subject: Re: UDK from Epic Games  
Posted by [JohnDoe](#) on Fri, 06 Nov 2009 17:24:53 GMT  
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Goztow wrote on Fri, 06 November 2009 06:06So I bought that piece of shit game for nothing :S.

Is everything moving too fast?

UT3 might be one of the last high-speed games, the classic FPS is dying out and being replaced by "tactical gameplay" (as if other games didn't involve tactics...) and rechargeable health...this new generation of gamers is so used to the Halos and Call of Dutys, they might actually catch a seizure when they watch Quake or Unreal demos, let alone play a map against some pros.

Not kidding for once, I'm genuinely interested in this...you aren't part of that generation, but playing nothing but Renegade for years will slow down your gaming senses in the same fashion.

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Subject: Re: UDK from Epic Games  
Posted by [Goztow](#) on Fri, 06 Nov 2009 17:54:53 GMT  
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JohnDoe wrote on Fri, 06 November 2009 18:24Goztow wrote on Fri, 06 November 2009 06:06So I bought that piece of shit game for nothing :S.

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If i still did LANs, I'd probably enjoy it about as much as UT2k4. But then I could have just continued playing UT2k4 as well, I suppose. But once you get a baby, the LAN'ing become history.

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Subject: Re: UDK from Epic Games  
Posted by [CarrierII](#) on Fri, 06 Nov 2009 18:00:49 GMT  
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It's not the same game, it's (for me) the same game with about 320 FPS difference. I can't get the higher graphics stuff to work. lol

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Subject: Re: UDK from Epic Games  
Posted by [Ryan3k](#) on Fri, 06 Nov 2009 18:17:24 GMT  
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i agree totally w/ johndoe, this 'rechargeable health' bullshit absolutely mystifies me

it's like, uh oh i'm hit, guys give me like 10 seconds, i'll be alright.

what the fuck?

halo sucks

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Subject: Re: UDK from Epic Games  
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 06 Nov 2009 18:54:19 GMT  
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Quote:Fobby[GEN]said on ModDB.....

There's no way we can make it standalone, because EA owns rights to C&C, and UT3 is a non-EA game. Also, Epic owns the editor, the engine, a lot of the textures, animations, etc. that we are using. In other words, we don't have a license to the engine for us to make it a standalone/not need UT3.

Otherwise, we'd have two serious lawsuits on our hands.

If you didn't realize, the UDK was released yesterday. It changes everything that we've ever said about the impossibility of standalone Renegade X.

Quote:So I bought that piece of shit game for nothing :S.

Well, I apologize for not being able to see the future.

And no, it was not for nothing. I won't comment more on this though until an official news release from the mod (which should be soon).

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Subject: Re: UDK from Epic Games  
Posted by [Omar007](#) on Fri, 06 Nov 2009 18:55:51 GMT  
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Ryan3k wrote on Fri, 06 November 2009 19:17: i agree totally w/ johndoe, this 'rechargeable health' bullshit absolutely mystifies me

it's like, uh oh i'm hit, guys give me like 10 seconds, i'll be alright.

what the fuck?

halo sucks

hmm i like Halo but all other games after it with their rechargeable health pretty much suck

---

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Subject: Re: UDK from Epic Games  
Posted by [EvilWhiteDragon](#) on Fri, 06 Nov 2009 19:12:07 GMT  
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Goztow wrote on Fri, 06 November 2009 18:54: JohnDoe wrote on Fri, 06 November 2009 18:24: Goztow wrote on Fri, 06 November 2009 06:06: So I bought that piece of shit game for nothing :S.

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If i still did LANs, I'd probably enjoy it about as much as UT2k4. But then I could have just continued playing UT2k4 as well, I suppose. But once you get a baby, the LAN'ing become history.

If you find UT2k4 and UT3 to be the same you haven't played them enough. UT3 is more of the UT classic style than 2004. I prefer UT3 or UT classic above 2004, that's for sure. They play pretty differently

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Subject: Re: UDK from Epic Games  
Posted by [YazooGang](#) on Fri, 06 Nov 2009 20:18:53 GMT  
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Quote:Fobby

Quote:So I bought that piece of shit game for nothing :S.

Well, I apologize for not being able to see the future.

And no, it was not for nothing. I won't comment more on this though until an official news release from the mod (which should be soon).

I actually love UT3. I bought it for Renegade-x and tried the game it self and its full of fun stuff. Every weapon, vehicle or what ever has its own cool feature that makes the game awesome. I love the game!

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Subject: Re: UDK from Epic Games  
Posted by [JohnDoe](#) on Fri, 06 Nov 2009 20:20:08 GMT  
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Goztow wrote on Fri, 06 November 2009 11:54JohnDoe wrote on Fri, 06 November 2009 18:24Goztow wrote on Fri, 06 November 2009 06:06So I bought that piece of shit game for nothing :S.

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So much for my theory...I ignorantly guessed you were one of those "all I ever did was play Renegade" guys. I still don't understand the UT3 hate...when I buy an Unreal game, I expect Unreal gameplay, not something drastically new. They dropped the game modes nobody played in 2K4 (Bombing Run & Assault - I believe the UT99 community is keeping Assault alive over there, which makes me feel warm and fuzzy since that's the often forgotten ancestor of the Enemy Territories and other objective-based games) and made some noticeable changes to the other modes. What pissed me off was a) releasing a game with almost as many bugs as Renegade b) the abysmal menu system, which still pisses me off. The core gameplay offers more than almost every other current game and it's the last of it's kind, which has to count for something.

I'm not a Halo/Call of Duty hater, tho. Those games offer a great campaign experience. The rechargeable health and checkpoint system that Halo pioneered makes for a far more immersive experience than having silly health packs laying around in the middle of nowhere and quick-saving at every corner. Multiplayer-wise, it just seems like we're moving backwards. Halo deathmatch is seriously dumbed-down when compared to Unreal. The movement is much slower, the guns are much easier to master and you don't have to worry about your health, so there goes half the workload of item control. This really puzzles me, because there is no other sport that evolves backwards. There are exceptional athletes in every era, but the average boxer, baller, runner, etc of today will kick yesterday's average athlete's ass. It's a funny thought that at 22, I experienced firsthand the peak of competitive gaming skill-wise in the years between UT, Q3, CS & broadband internet really kicking off the sport and the decline around the time the XBOX 360 got every developer dumbing down their games for a broader audience.

If this rant were posted by anyone else, I'd flame asap...

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Subject: Re: UDK from Epic Games  
Posted by [JohnDoe](#) on Fri, 06 Nov 2009 20:27:59 GMT  
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EvilWhiteDragon wrote on Fri, 06 November 2009 13:12Goztow wrote on Fri, 06 November 2009 18:54JohnDoe wrote on Fri, 06 November 2009 18:24Goztow wrote on Fri, 06 November 2009 06:06So I bought that piece of shit game for nothing :S.

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Movement/weapons/stuff like removal of adrenaline is definitely more UT99, but some of the game modes are closer to 2K4...I figure he wanted something fundamentally different like when 2K4 introduced Onslaught.

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Subject: Re: UDK from Epic Games

Posted by [Herr Surth](#) on Fri, 06 Nov 2009 20:29:05 GMT

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JohnDoe wrote on Fri, 06 November 2009 14:20

If this rant were posted by anyone else, I'd flame asap...

LOL YOU'RE OLD ALSO SCHIZOPHRENIC MUCH.

that said, i would like me some q3 now.

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