
Subject: Renegade X - 0.40 Launch!

Posted by [NE]Fobby[GEN] on Sat, 14 Nov 2009 18:38:51 GMT

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Welcome to the third Renegade X release version. Renegade X is the Command & Conquer mod for Unreal Tournament 3 and, as promised, we opened the doors of our 0.35 beta to the public on September 30th. Since then, we've released the 0.36 beta, and today we are opening our doors to the third phase of Renegade X. The 0.40 beta is now available!

Download the Renegade X 0.40 build today!

Renegade-X.com Mirror: http://renegade-x.com/Staff/RenegadeX_Beta_v040.exe

Borgamers Mirror: http://borgamers.com/RenX/RenegadeX_Beta_v040.exe

IMPORTANT NOTE!!!!: You do NOT need any previous version of Renegade X to play the 0.40 beta! It is a totally new build, and it doesn't depend on any older betas or patches.

If you would like to play Renegade X version 0.40, it is important that you consider the following:

1. You must have a legal copy of Unreal Tournament 3. If you don't have it yet, it can be found for extremely reasonable prices on Steam and most game stores.
2. You must have the latest Unreal Tournament 3 patch applied to your game. If you have UT3, and have not yet patched it with the latest UT3 patch, then please download it here: <http://udn.epicgames.com/Files/UT3/UT3patch5.exe> NOTE: If you bought the Unreal Tournament 3 Black Edition from Steam you do NOT need this patch (it's already included).
3. You must remove any previous versions of Renegade X from your computer. Go to your "My Documents\My Games\Unreal Tournament 3" folder, and delete the "Renegade" folder before you install Renegade X 0.40.
4. Download the Renegade X 0.40 beta.
5. Run the installation to fully install this version of Renegade X.
6. Create a shortcut to the mod. If you are unable to launch the Frontend (Server Client) application, the reason is because you do not have .NET frame work 3.5 installed. However, you can still run the mod by creating an Unreal Tournament 3 shortcut, and in the Properties target line, simply add " -mod=..\Renegade -solomod" minus the quotes at the end. Playing the mod in "Instant Action" also requires this same short cut.

Renegade X 0.40 Changelist

Below is a link to the current changelist from the 0.36 to 0.40 builds. Notable changes include the new radio command system, a new map, a new infantry class, and oh so much more. Check it

out!

<http://borgamers.com/RenX/RenX%20ChangeList.htm>

Renegade X November Launch Trailer!

It's been a while since we've released an epic gameplay trailer. This short 1 minute and 18 second trailer sums up the action and excitement that is Renegade X. What are you waiting for?!?!?

Mirrors:

Streaming:

ModDB (Recommended):

http://www.moddb.com/mods/renegade-x/videos/renegade-x-november-launch-trailer#i_magebox

YouTube: <http://www.youtube.com/watch?v=x8F1rVasH1U>

HD (Recommended): http://borgamers.com/RenX/RenX_Nov_LaunchTrailer_HD.avi

SD: http://borgamers.com/RenX/RenX_Nov_LaunchTrailer_SD.avi

Volcano

Toggle Spoiler

A new map featured in Renegade X 0.40 is our remake version of Volcano. Check it out!

Unreal Development Kit

As some of you are now aware, Epic has released the new Unreal Development Kit (or "UDK"). This is HUGE news.

The UDK is essentially a free version of the Unreal Engine 3, available for developers worldwide. The kit includes the most updated version of the award-winning engine, with all of the necessary editors and tools to create standalone games. Everything from the ease of use and flexibility of the engine, all the way up to the visual elements have been greatly enhanced in almost every possibly manner.

With the UDK, any developer can make standalone games, without paying a cent. There is also a commercial version of the UDK: simply pay \$99 USD, and you can create and sell your own games. The first \$5,000 will go straight to the developer - after that, 25% of the proceeds will go to Epic Games. Not only is this great for small developers, but it's a very intelligent business move on Epic's behalf.

The usage of the UDK is totally free, and Renegade X, like many other mods, plans to take advantage of this great kit.

Since this is all new to us, we can't quite say much yet. But what I can say, is, there is a great chance Renegade X will become a standalone game in the future. Still freeware, obviously, this isn't going commercial due to its C&C themes, but a standalone Renegade X means you will no longer need UT3 to play it.

The process could take months, so our plan is to release one or two more versions of Renegade X for Unreal Tournament 3 in the near future (so don't worry, C&C fans, your UT3 did not go to waste). We will then spend as much time as it takes trying to port everything to the UDK and building some of the coding from scratch. It may take some time, but in the end, a standalone version of Renegade X is entirely possible, and by the time that happens, you can expect a lot of new, cool features.

Havoc

The rough n' tough Commando is back and ready to rock and roll! Some of you may have noticed that we're using a temporary "Havoc model" ingame in the past few versions of Renegade X. We are happy to present to you the recreated concept of the main character, Captain Nick "Havoc" Parker!

Toggle Spoiler

We will unveil the model when it is complete.

Rocket Officers

The GDI and Nod Rocket Officers are back, and now available for use in Renegade X 0.40.

Dev Night

We will be hosting a Dev Night next weekend. On November 21st and 22nd, the developers of Renegade X (Totem Arts) will be joining the 0.40 public servers for a game. The projected time for both days, which are next Saturday and Sunday, is 3:00pm EST. You're all invited - if you'd like to take part in this event, keep your eyes open for more news, and be sure to get the 0.40 beta up and running.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [slosha](#) on Sat, 14 Nov 2009 19:00:27 GMT

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Fucking awesome! I still wish I could play

Subject: Re: Renegade X - 0.40 Launch!
Posted by [YazooGang](#) on Sat, 14 Nov 2009 19:04:04 GMT
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Lol yay!

Subject: Re: Renegade X - 0.40 Launch!
Posted by [HaTe](#) on Sat, 14 Nov 2009 19:40:35 GMT
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Nice.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [YazooGang](#) on Sat, 14 Nov 2009 20:26:36 GMT
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Damn it. I join a server and it plays for 1 second then the game freezes. My computer is ok, i run task manager and exit ut3.exe

Whats the problem?

Subject: Re: Renegade X - 0.40 Launch!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 14 Nov 2009 20:31:39 GMT
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YazooGang wrote on Sat, 14 November 2009 15:26: Damn it. I join a server and it plays for 1 second then the game freezes. My computer is ok, i run task manager and exit ut3.exe

Whats the problem?

Hmm. It's a common UT3 bug according to a colleague of mine. Is it only with multiplayer or are you able to play in instant action mode? Try a few more times, if it keeps happening, post again.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [YazooGang](#) on Sat, 14 Nov 2009 21:27:55 GMT
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Quote:ScriptWarning: Renegade_Controller
Renegade-Islands.TheWorld:PersistentLevel.Renegade_Controller_0 (Function
RenXGame.Renegade_Controller:RetryRPRI:0043) Acc
ed None 'Game'
ScriptLog: ninja955 CustomChar - Load Arms:

Log: Begin Async loading packages for Family "":
Log: - CH_IronGuard_Arms
Log: Flushing async loaders.
Log: Family Asset Package Loaded: CH_IronGuard_Arms_SF
Log: CONSTRUCTIONING: LoadFamilyAsset () Took: 1.01 secs
ScriptLog: Finished creating custom characters in 0.2592 seconds
ScriptWarning: RenX_MedTank Renegade-Islands.TheWorld:PersistentLevel.RenX_MedTank_0
(Function RenXGame.RenX_Vehicle_Treaded:TeamChanged:0036) Accessed None
'Vehicles'
Log: FSTUNClient test timeout, NAT is strict.
Error: Unknown remote talker specified to UnmuteRemoteTalker()
Error: Unknown remote talker specified to UnmuteRemoteTalker()
Log: Missing cached shader map for material M_CH_Crusader_MainBase
Log: Missing cached shader map for material M_CH_Cx_Savior_MainBase
Log: Missing cached shader map for material M_CH_Skeleton_Gibs01
Log: Missing cached shader map for material M_CH_Skeleton_MainBase
Log: Missing cached shader map for material M_CH_Skeleton_GibsHead01
Log: Missing cached shader map for material M_CH_Zombie_MainBase

I get that on the log when the game freezes.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 14 Nov 2009 21:40:31 GMT
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Just a quick question - did you delete the previous version of Renegade X before installing this?

Subject: Re: Renegade X - 0.40 Launch!
Posted by [Sladewill](#) on Sat, 14 Nov 2009 21:40:35 GMT
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I would try and play it, but first i dont got UT3 and dont intend to get it, and its not the real renegade, how ever much it looks like its, its not based on the ren engine forthwith making it not renegade.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [Speedy059](#) on Sat, 14 Nov 2009 21:49:03 GMT
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TORRENT: http://www.renegade-x.com/RenX/RenegadeX_Beta_v040.torrent

Subject: Re: Renegade X - 0.40 Launch!
Posted by [R315r4z0r](#) on Sat, 14 Nov 2009 21:54:26 GMT
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Sladewill wrote on Sat, 14 November 2009 16:40I would try and play it, but first i dont got UT3 and dont intend to get it, and its not the real renegade, how ever much it looks like its, its not based on the ren engine forthwith making it not renegade.

..So you'd prefer a Renegade mod on the W3D engine that doesn't change, fix, or enhance anything at all? Basically a Renegade mod of Renegade on Renegade? Or, to put it another way, a completely pointless and redundant mod?

Subject: Re: Renegade X - 0.40 Launch!
Posted by [YazooGang](#) on Sat, 14 Nov 2009 22:00:24 GMT
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[NEFobby[GEN] wrote on Sat, 14 November 2009 16:40]Just a quick question - did you delete the previous version of Renegade X before installing this?

Quote:3. You must remove any previous versions of Renegade X from your computer.

Since it said it, i did it.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 14 Nov 2009 22:01:19 GMT
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R315r4z0r wrote on Sat, 14 November 2009 16:54Sladewill wrote on Sat, 14 November 2009 16:40I would try and play it, but first i dont got UT3 and dont intend to get it, and its not the real renegade, how ever much it looks like its, its not based on the ren engine forthwith making it not renegade.

..So you'd prefer a Renegade mod on the W3D engine that doesn't change, fix, or enhance anything at all? Basically a Renegade mod of Renegade on Renegade? Or, to put it another way, a completely pointless and redundant mod?

I think he's trying to say he wouldn't want to play any other game other than W3D C&C Renegade. That includes Renegade X apparently.

And yeah Yazoo, that's the right thing to do, so that's not the problem. I guess I'll see if the problems comes up with anyone else, this is the first time we're hearing it.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [YazooGang](#) on Sat, 14 Nov 2009 22:18:46 GMT
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It works fine now.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [Sladewill](#) on Sun, 15 Nov 2009 01:08:39 GMT
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Im just saying ren cant ever be replaced the w3d engine is unique and i find it annoying trying to make it seam like you can rewrite it on unreal engine

Subject: Re: Renegade X - 0.40 Launch!
Posted by [GEORGE ZIMMER](#) on Sun, 15 Nov 2009 01:12:09 GMT
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Sladewill wrote on Sat, 14 November 2009 19:08Im just saying ren cant ever be replaced the w3d engine is unique and i find it annoying trying to make it seam like you can rewrite it on unreal engine

hey guys let's play streetfighter I, streetfighter II sucks nothing can beat the original because it's the original!1

Really. Just because something's on an updated engine does not mean it intends to replace the older version. It might as the older one dies, but it's either that or the old one dies and nothing replaces it at all. I'd kinda rather the former, thanks.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [slosha](#) on Sun, 15 Nov 2009 01:45:10 GMT
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GEORGE ZIMMER wrote on Sat, 14 November 2009 19:12Sladewill wrote on Sat, 14 November 2009 19:08Im just saying ren cant ever be replaced the w3d engine is unique and i find it annoying trying to make it seam like you can rewrite it on unreal engine

hey guys let's play streetfighter I, streetfighter II sucks nothing can beat the original because it's the original!1

Really. Just because something's on an updated engine does not mean it intends to replace the older version. It might as the older one dies, but it's either that or the old one dies and nothing replaces it at all. I'd kinda rather the former, thanks.

George Zimmer speaks the truth

Subject: Re: Renegade X - 0.40 Launch!
Posted by [Altzan](#) on Sun, 15 Nov 2009 03:09:37 GMT
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You can't replace that feeling you get from playing the true and original Renegade.

BUT!

That does not mean it is not enjoyable to play a Renegade-themed mod on another engine. Will it make Ren gameplay look better and cooler? Yes. Will it be fun to play? Yes. Will it replace Renegade entirely? No.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [ErroR](#) on Sun, 15 Nov 2009 12:55:58 GMT
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any more podcasts ?

Subject: Re: Renegade X - 0.40 Launch!
Posted by [EvilWhiteDragon](#) on Sun, 15 Nov 2009 16:41:55 GMT
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Altzan wrote on Sun, 15 November 2009 04:09 You can't replace that feeling you get from playing the true and original Renegade.

BUT!

That does not mean it is not enjoyable to play a Renegade-themed mod on another engine. Will it make Ren gameplay look better and cooler? Yes. Will it be fun to play? Yes. Will it replace Renegade entirely? No.

Well, what tempers `_my_` enthusiasm is the fact that they decide to implement their own opinions about balance, instead of copying it over from renegade. This is bad because renegade has a brilliant balance while both teams are actually different. In RenX teams are made more the same, which they have to be, because they're changing the balance.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 15 Nov 2009 19:40:35 GMT
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Renegade X is not a "replacement" for Renegade and was never intended to be one. It's a project for fun: it's free, you can play it for fun, and we make it out of our own interest. I won't name names, but for some reason, before our release, some people got paranoid and said "OMG THEY'RE GOING TO KILL RENEGADE! HEATHENS!!!!" until they realize that we didn't do anything to Renegade's numbers. If anything, we're drawing in people who either haven't heard of the game, or have left the game years ago.

No doubt the balance is different, WhiteDragon, because we believe MRLS and Arty should be balanced, rather than making the MRLS worse and the GDI soldier better. You don't have to play it you know, nor do you have to get "tempered" over something this silly.

We're in it to make the best mod we can without paying a cent, to build up our portfolios and do something we've wanted to do for years. Anyone who thinks we're trying to do anything other than

that needs to get checked.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [ArtyWh0re](#) on Sun, 15 Nov 2009 20:15:33 GMT

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The guys who are ripping Renegade X need to chill out. So what if it is not the same as Renegade, it is still unique compared to all the other FPS as it has the C&C mode.

I just like to play this mod to see how much work has gone into it.

I also agree that the MRLS should be equal to the Arty and both rifle men being equal as well. It makes more sense since the Arty and MRLS are more significant than the rifle men.

By the way good job 0.40

Subject: Re: Renegade X - 0.40 Launch!

Posted by [Carrierll](#) on Sun, 15 Nov 2009 20:25:36 GMT

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Crimson some time ago

The game has a rock-paper-scissors balance that we all know and love...

Different can still be balanced. Look at StarCraft. Now to the topic: Awesome news.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [Altzan](#) on Sun, 15 Nov 2009 21:27:54 GMT

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[NEFobby[GEN] wrote on Sun, 15 November 2009 13:40]Renegade X is not a "replacement" for Renegade and was never intended to be one. It's a project for fun: it's free, you can play it for fun, and we make it out of our own interest. I won't name names, but for some reason, before our release, some people got paranoid and said "OMG THEY'RE GOING TO KILL RENEGADE! HEATHENS!!!!" until they realize that we didn't do anything to Renegade's numbers. If anything, we're drawing in people who either haven't heard of the game, or have left the game years ago.

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We're in it to make the best mod we can without paying a cent, to build up our portfolios and do something we've wanted to do for years. Anyone who thinks we're trying to do anything other than that needs to get checked.

While I wish the balance was the same from Renegade, I agree with you: it hopefully will bring people in, not shut the whole community down.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [Goztow](#) on Sun, 15 Nov 2009 21:35:53 GMT
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If you make art and mrl even, then you also need to make med and light even, and then u need to make the mammy as good as flamers and stanks combined. Maybe it's better to play GDI vs GDI and Nod vs Nod then.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [GEORGE ZIMMER](#) on Sun, 15 Nov 2009 22:01:41 GMT
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Goztow wrote on Sun, 15 November 2009 15:35 If you make art and mrl even, then you also need to make med and light even, and then u need to make the mammy as good as flamers and stanks combined. Maybe it's better to play GDI vs GDI and Nod vs Nod then.
Light tank and med are on the same playing field- both MBT's etc, flame tank and stealth tank fill more specific niches, although I guess the flame tank could be considered Nod's "mammoth tank".

Do note that in TD, Artillery and MRLS's were NOT equal even... MRLS's were BETTER. But in Renegade, that order's reversed... thus, it leads to a shitton of arty whoring. If Nod had SSM's, this wouldn't a problem. Until then though, it's best if they're equal.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 15 Nov 2009 22:03:55 GMT
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I'm afraid it doesn't work like that Gozy. The Light, Flamer, and Stealth Tank all specialize in certain tasks, while the Medium Tank is a general-task vehicle. The Med balances out with those 3 Nod vehicles, and the Mammoth doesn't have any direct counterparts.

The only difference now is the MRLS/Arties are balanced, and the two soldiers are balanced. I do understand that the MRLS is now used more now (like the Arty), but that's what happens when you make a unit useful. If both the Artillery and MRLS were 450 credits, one should not be a lot better than the other. They should be relatively the same in their usefulness, but play differently.

It's not like the two vehicles play exactly the same - one shoots 6 slow missiles that collectively

damage more, and the other shoots artillery shells that travel faster, but damage less. Their reloads times are also different. Those two vehicles are still very different, they just balance out properly. That's better than making the GDI soldier better than the Nod one, both in damage and in the size of its head, because that seems a lot more like a last-minute balance adjustment than a fully planned out gameplay element. Otherwise, they would've made the guns look different.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [GEORGE ZIMMER](#) on Sun, 15 Nov 2009 22:08:54 GMT

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[NEFobby[GEN] wrote on Sun, 15 November 2009 16:03]I'm afraid it doesn't work like that Gozy. The Light, Flamer, and Stealth Tank all specialize in certain tasks, while the Medium Tank is a general-task vehicle. The Med balances out with those 3 Nod vehicles, and the Mammoth doesn't have any direct counterparts.

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Subject: Re: Renegade X - 0.40 Launch!

Posted by [R315r4z0r](#) on Mon, 16 Nov 2009 03:34:48 GMT

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Clarification:

The Artillery and MRLS are now more closely balanced in terms of power and effectiveness, but are also totally different in terms of usage and value.

The Artillery is still better well rounded than the MRLS:

-It can effectively attack vehicles, infantry, as well as structures. The MRLS mainly effective against vehicles and structures.

-It can defend against close range attackers and can win against infantry in close range combat. The MRLS is hardly effective at close range and is hopeless against infantry.

-Weapon is easier to control than the MRLS'.

But even with the obvious advantages the artillery has over the MRLS in terms of usage, the MRLS is still balanced because it is more effective at what it does than the artillery is.

- It can do sudden, powerful bursts of damage on enemies and structures.
- It can lock on and track moving targets.
- It can curve its shots around bends.

Therefore, the two vehicles are completely balanced, but through different forms of usage.

Subject: Re: Renegade X - 0.40 Launch!
Posted by [Dover](#) on Mon, 16 Nov 2009 05:28:25 GMT
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R315r4z0r wrote on Sun, 15 November 2009 19:34

-It can do sudden, powerful bursts of damage on enemies and structures.

No it doesn't. The rockets take forever to hit anything. How is that sudden. I can get from the river to the mouth of the Nod base before I'm in danger of getting hit.

R315r4z0r wrote on Sun, 15 November 2009 19:34-It can lock on and track moving targets.

It's a pretty retarded lock, and again, since the rockets take forever to get to their target, this is something they need if an MRLS driver is to hit anything. This isn't an advantage, just (shitty) compensation for a huge disadvantage.

R315r4z0r wrote on Sun, 15 November 2009 19:34-It can curve its shots around bends.

This is of dubious value.

R315r4z0r wrote on Sun, 15 November 2009 19:34Therefore, the two vehicles are completely balanced, but through different forms of usage. [/color]

The two are NOT balanced. Not even close.

You also left out how the Artillery has the huge splash radius that the MRLS sorely lacks, giving the arty a greater ability to damage repair-monkeys behind the enemy tank line. That gives the Nod side a huge advantage in breaking sieges and in tank-on-tank engagements.

Also, I believe the Artillery has a higher DPS than the MRLS (Which, if true, would make them better for attacking buildings). I'm not sure if that's correct, though. Spooky or someone could shed some light.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [F1r3st0rm](#) on Mon, 16 Nov 2009 05:34:11 GMT

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i'm pretty sure he's talking about renegade-X, genius

Subject: Re: Renegade X - 0.40 Launch!

Posted by [Goztow](#) on Mon, 16 Nov 2009 07:42:16 GMT

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In renegade, the MRL is generally used as a support vehicle, and to gain time until one can go up one tier to mediums. GDI is all about armour.

Nod generally lacks armour on all its vehicles. Therefore it has more firepower in its lower tier. The main objective, which works out just like it should with pointsfix (oh no, here we go again), for Nod is to harass GDI until they're out of money and then bring in the dead streak, usually being flamers or stanks. The main objective for GDI is to secure their economy and then bring in the dead streak, usually meds / ions.

In renegade, the difference between soldiers and mrl / art isn't just a matter of balance between those units, it's a matter of balance between different gaming styles. By "balancing" the mrl and art out to each other, you kind of break the Renegade fight for economy. The mistake you make in your reasoning is that mediums and lights/stanks/flamers balance each other out. They never do. In a fight between medium tanks and lights/stanks/flamers on standard maps, medium tanks will always win. Always. It's just a matter of keeping the playing field closed. And the more players there are in the game, the more this will be true.

But then again, as long as you don't implement pointsfix in Renegade-X, the complete economy will be broken anyway because one can gain 100's of credits by shooting a vehicle without damaging it.

I'm not trying to convince you to change Renegade-X. I understood you want it to be different than Renegade and I personally see this as a positive thing. I'm just trying to explain to you how I experience the impact of your changes.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [EvilWhiteDragon](#) on Mon, 16 Nov 2009 12:20:46 GMT

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Goztow wrote on Mon, 16 November 2009 08:42 In renegade, the MRL is generally used as a support vehicle, and to gain time until one can go up one tier to mediums. GDI is all about armour.

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I'm not trying to convince you to change Renegade-X. I understood you want it to be different than Renegade and I personally see this as a positive thing. I'm just trying to explain to you how I experience the impact of your changes.

The irony is that they claim to implement the pointbug (because 'everyone' wants it) and in the meanwhile they do the easy thing, implement renepoints with pointfix....

Subject: Re: Renegade X - 0.40 Launch!

Posted by [R315r4z0r](#) on Mon, 16 Nov 2009 16:43:11 GMT

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Dover wrote on Mon, 16 November 2009 00:28 Misread quotes and responses R315r4z0r wrote on Sun, 15 November 2009 19:34

-It can do sudden, powerful bursts of damage on enemies and structures.

No it doesn't. The rockets take forever to hit anything. How is that sudden. I can get from the river to the mouth of the Nod base before I'm in danger of getting hit.

R315r4z0r wrote on Sun, 15 November 2009 19:34 -It can lock on and track moving targets.

It's a pretty retarded lock, and again, since the rockets take forever to get to their target, this is something they need if an MRLS driver is to hit anything. This isn't an advantage, just (shitty) compensation for a huge disadvantage.

R315r4z0r wrote on Sun, 15 November 2009 19:34 -It can curve its shots around bends.

This is of dubious value.

R315r4z0r wrote on Sun, 15 November 2009 19:34 Therefore, the two vehicles are completely balanced, but through different forms of usage. [/color]

The two are NOT balanced. Not even close.

You also left out how the Artillery has the huge splash radius that the MRLS sorely lacks, giving the arty a greater ability to damage repair-monkeys behind the enemy tank line. That gives the Nod side a huge advantage in breaking sieges and in tank-on-tank engagements.

Also, I believe the Artillery has a higher DPS than the MRLS (Which, if true, would make them better for attacking buildings). I'm not sure if that's correct, though. Spooky or someone could shed some light.

I'm talking about Renegade X's version of the MRLS.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 16 Nov 2009 20:04:55 GMT

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Quote:

But then again, as long as you don't implement pointfix in Renegade-X, the complete economy will be broken anyway because one can gain 100's of credits by shooting a vehicle without damaging it.

This kind of proves that you don't play Renegade X. We implement a system very similar to pointfix. If you didn't know that, then how could you make such detailed statements as to how our mod sucks?

Subject: Re: Renegade X - 0.40 Launch!

Posted by [EvilWhiteDragon](#) on Mon, 16 Nov 2009 20:15:10 GMT

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[NEFobby[GEN] wrote on Mon, 16 November 2009 21:04]Quote:

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Because you claimed that you would implement the bugged system. Probably to get good PR with at the time the pointfix was (again) under discussion.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [The Party](#) on Mon, 16 Nov 2009 22:09:28 GMT

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The not needing UT3 to play makes this even more cool, can't wait thill this feature come out. Nice work.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 16 Nov 2009 23:06:21 GMT

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EvilWhiteDragon wrote on Mon, 16 November 2009 15:15[NEFobby[GEN] wrote on Mon, 16 November 2009 21:04]Quote:

But then again, as long as you don't implement pointfix in Renegade-X, the complete economy will be broken anyway because one can gain 100's of credits by shooting a vehicle without damaging it.

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Because you claimed that you would implement the bugged system. Probably to get good PR with at the time the pointfix was (again) under discussion.

Do you really think I pay attention to those discussions? I've never posted in any of them, especially not as we were preparing for the mod's release (I was busy for obvious reasons). I barely even visit non-General Discussion boards here.

The mod simply changed its position on the issue after an internal discussion about it.

I love how you guys picture us as these evil masterminds, overlooking everything, slaying community members at night in the goal to kill Renegade forever. It's a fucking gameplay element that won't effect anyone who doesn't play it.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [Havoc 89](#) on Tue, 17 Nov 2009 05:26:14 GMT

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We have neither the flawed points fix or the original points system, we have our own but then again people whom dont play the mod wont know that, but will only talk trash based on words.

Really the problem is that some are so fixated on literlly everything (including the flaws) that they simply wont accept any change that improves the game, and only for the sole reason that it is different then the original.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [Goztow](#) on Tue, 17 Nov 2009 07:56:38 GMT

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Excuse me for assuming you had implemented a pointsbug based points system, when you said you would: http://www.renegadeforums.com/index.php?t=msg&goto=401989&rid=4882#msg_num_7

Subject: Re: Renegade X - 0.40 Launch!

Posted by [EvilWhiteDragon](#) on Tue, 17 Nov 2009 08:51:11 GMT

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Havoc 89 wrote on Tue, 17 November 2009 06:26We have neither the flawed points fix or the original points system, we have our own but then again people whom dont play the mod wont know that, but will only talk trash based on words.

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Basically it's just the same as the pointfixed system, just with different scaling. Unless you're giving each vehicle points unrelated to what they cost, but in that case, you're actually taking the worst of both systems.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [GEORGE ZIMMER](#) on Tue, 17 Nov 2009 15:51:59 GMT

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Havoc 89 wrote on Mon, 16 November 2009 23:26We have neither the flawed points fix or the original points system, we have our own but then again people whom dont play the mod wont know that, but will only talk trash based on words.

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That's good to hear. How exactly will the points system be set up, if you don't mind me asking?

Subject: Re: Renegade X - 0.40 Launch!

Posted by [EvilWhiteDragon](#) on Tue, 17 Nov 2009 16:50:19 GMT

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GEORGE ZIMMER wrote on Tue, 17 November 2009 16:51Havoc 89 wrote on Mon, 16 November 2009 23:26We have neither the flawed points fix or the original points system, we have our own but then again people whom dont play the mod wont know that, but will only talk trash based on words.

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That's good to hear. How exactly will the points system be set up, if you don't mind me asking? You seriously don't get it do you? Pointbug = random amount of points depending on the attacker weapon. Pointfix = pointscaling depending on the damage the attacker did, not on the weapon.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 17 Nov 2009 17:37:23 GMT

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Goztow wrote on Tue, 17 November 2009 02:56: Excuse me for assuming you had implemented a pointbug based points system, when you said you would:

http://www.renegadeforums.com/index.php?t=msg&goto=401989&rid=4882#msg_num_7

Yes, and that was before the mod came out bro

Like I said earlier, we had an internal discussion about it and we changed our mind before the first release. But the point is, just the fact that you didn't know that makes your credibility on the balance issues in Renegade X purely hypothetical rather than through experience. I mean how can you be so sure that it plays that much worse if you don't really play the mod? I'm sure you would notice something as drastic as the new point system if you've played Renegade X more than a couple times, which from your earlier posts, sounds like you have. Otherwise you couldn't go in so much detail about how our gameplay sucks

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Welcome to the RenegadeForums

Subject: Re: Renegade X - 0.40 Launch!

Posted by [Goztow](#) on Wed, 18 Nov 2009 08:59:40 GMT

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If you read carefully, you'll note that I'm commenting Renegade's economy system and not Renegade-X's. I'm indeed making an assumption that Renegade X's is different, which it seems to be from what I read and I assume indeed that an economy model based on damage will be better than an economy model based on something else from my previous experience with pointbug opposed to pointfix.

Subject: Re: Renegade X - 0.40 Launch!

Posted by [EvilWhiteDragon](#) on Wed, 18 Nov 2009 10:13:42 GMT

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[NEFobby[GEN] wrote on Tue, 17 November 2009 18:37]Goztow wrote on Tue, 17 November 2009 02:56Excuse me for assuming you had implemented a pointsbug based points system, when you said you would:

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You missed a question:

EvilWhiteDragon wrote on Tue, 17 November 2009 17:50GEORGE ZIMMER wrote on Tue, 17 November 2009 16:51Havoc 89 wrote on Mon, 16 November 2009 23:26We have neither the flawed points fix or the original points system, we have our own but then again people whom dont play the mod wont know that, but will only talk trash based on words.

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