
Subject: Renegade X - December Update!

Posted by [NE]Fobby[GEN] on Wed, 30 Dec 2009 08:58:30 GMT

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Hello hello!

Lots of news to go through, so let's do it!

ModDB.com annual Mod of the Year voting!

It's that time of year again!

In 2007, Renegade 2007 was nominated for the Top 100 upcoming mods of the year. In 2008, Renegade X won 3rd place and received the Upcoming Mod of the Year Award.

Now, in 2009, we call on you again. On September 30th, 2009, Renegade X made its first release for Unreal Tournament 3. There have since been two more release candidates, and the fourth release is coming soon. Renegade X is eligible for the Best Released Mod of the Year 2009.

The first phase of the voting has begun. From December 20th to January 5th, you will vote for the Top 100 mods of the year. On January 6th, a second phase of voting will begin for Mod of the Year. We will need you to vote in both phases, and we need every vote we can get!

To vote for Renegade X, simply visit: <http://www.moddb.com/mods/renegade-x>

Scroll down, and hit the vote button. Every vote counts, so get your friends and family help this cause

You can vote for as many mods as you want, so be sure to check out and vote for other C&C mods such as Red Alert: A Path Beyond, Red Alert: Apocalypse Rising, Command & Conquer Reborn, and check out UT3 mods such as the Ball, Planetstorm: Angels Fall First, the Haunted, and Warm Gun.

Happy voting!

0.50 Release coming up!

Renegade X's fourth release candidate will make its appearance on Sunday, January 10th, 2010!.

While you're waiting, if you haven't tried the Renegade X 0.40 beta, what are you waiting for? Try it here: <http://www.renegade-x.com/forums/index.php?showtopic=3536>

Not only has the team been having a blast with the 0.40 beta, but we've been hard at work on the new build. This release will be a great way to propagate the mod for the annual Mod of the Year

contest, as it will include a substantive amount of new content and fixes.

0.50 will include the following:

Buildings:

- GDI Powerplant
- Nod Powerplant

Weapons:

- Ramjet Rifle
- Volt Autorifle
- New & improved Repair Gun
- New & improved Sniper Rifle

Characters:

- New & improved Havoc

Maps:

- Walls
- Under

Features:

- IRC Server Bot (thanks to Buzzer at MP Gaming)
- New server client version
- Scoreboard for end of game
- PLENTY of glitch fixes
- Renegade X Map Editor

0.50 will be Renegade X's last Unreal Tournament 3 beta, so we are trying to pack it with as much content as possible. With the map editor, one will be able to make his or her own Renegade X maps.

We will then take some time to develop the standalone version of Renegade X for the Unreal Development Kit. We don't know how long it will be until the standalone version of Renegade X is available, but we're already hard at work on it. Until then, we will be organizing several events with the 0.50 version, and you will be hearing about them in later updates.

Renegade X Contest Results!

The results of our best screenshot, video, and wallpaper contests are in!

Best Screenshot! Congratulations to cubera
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Best Video! Congratulations to zurr

<http://vimeo.com/8186760>

Best Wallpaper! Congratulations to kenz3001
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Each of these winners will be receiving a Command & Conquer 4 beta key, courtesy of EA.

We're sending a Commando!

The witty, rough n' tough commando is back! Captain Nick "Havoc" Parker has finally made it into the remake. As the most badass Commando to ever join the Global Defense Initiative, Havoc wields the terrifying Ramjet rifle, threatening all who decided to join Nod.
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Powerplants are back!

The new Powerplants are back for version 0.50. A powerplant supplies power to its respective base - when destroyed, all main defenses go offline, credit flow is reduced by 50%, and all weapon and vehicle prices increase by 200%. Better keep an eye on that Powerplant, losing it can mean losing your base!
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Wallpaper!

We've prepared a new wallpaper, enjoy!
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Subject: Re: Renegade X - December Update!
Posted by [ErroR](#) on Wed, 30 Dec 2009 09:55:41 GMT
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Holy shit this is awesome! but why doesn't havoc have a EVA on his hand. Also the face (the eyes more particular) don't look quite right (looks younger and has no scars).

Subject: Re: Renegade X - December Update!

Posted by [GEORGE ZIMMER](#) on Wed, 30 Dec 2009 11:32:51 GMT

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FUCK YEAH. Wish I had a comp that could handle UT3... but in the meantime, I can always jizz to screenshots and videos.

Oh, one little criticism: Havoc and Sakura don't look right. Havoc's face, as stated, seems a little young, or at least not nearly as battle-worn. I dunno, he doesn't look right in general.

Sakura was Asian if I recall, too. Not a HUGE deal, as she still looks fine as it is, but y'know.

Subject: Re: Renegade X - December Update!

Posted by [Di3HardNL](#) on Wed, 30 Dec 2009 11:40:01 GMT

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whos that guy in havoc's clothes?

good job on sakura tho, she looks pretty hot

Subject: Re: Renegade X - December Update!

Posted by [Goztow](#) on Wed, 30 Dec 2009 11:40:22 GMT

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Good to see you're progressing. I ² what's already said about Sakura and Havoc. Sakura doesn't look "sexy" either, though I donno if she should.

Subject: Re: Renegade X - December Update!

Posted by [SPIKDUM](#) on Wed, 30 Dec 2009 11:40:36 GMT

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Oh my poor parents, I came all over their computer

Subject: Re: Renegade X - December Update!

Posted by [ErroR](#) on Wed, 30 Dec 2009 11:47:07 GMT

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goztow wrote on Wed, 30 December 2009 13:40 Good to see you're progressing. I ² what's already said about Sakura and Havoc. Sakura doesn't look "sexy" either, though I donno if she should.

She looks a bit too old.

Subject: Re: Renegade X - December Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 Dec 2009 17:16:32 GMT

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I think the main thing about Havoc is his hair. The hair is still a work in progress, but the face for the most part is identical to the Renegade box. I'll see if I can get some closeups or comparisons later today.

Subject: Re: Renegade X - December Update!

Posted by [slosa](#) on Wed, 30 Dec 2009 17:51:41 GMT

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I still wish I could play

Subject: Re: Renegade X - December Update!

Posted by [ErroR](#) on Wed, 30 Dec 2009 18:24:11 GMT

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If you look take a look at all of them the on from ingame doesn't look like the render or concept. Still the ingame one's the best. He has shorter hair and a arrogant face, concept is too battle damaged.

Subject: Re: Renegade X - December Update!

Posted by [GEORGE ZIMMER](#) on Wed, 30 Dec 2009 18:49:45 GMT

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Give him that scar on his left cheek, a 5o'clock shadow, a little thicker eyebrows, and a bit more of a flat-topish hair, and he'll look fine.

Subject: Re: Renegade X - December Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 Dec 2009 23:41:02 GMT

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Here's a closeup taken from the editor.

Box art comparison:

Subject: Re: Renegade X - December Update!
Posted by [Altzan](#) on Wed, 30 Dec 2009 23:43:54 GMT
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While the Havoc and Sakura models don't look completely accurate, I must say they look really awesome, great detail!

Subject: Re: Renegade X - December Update!
Posted by [Lone0001](#) on Wed, 30 Dec 2009 23:44:28 GMT
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All I have to say is WHAT HAVE YOU DONE TO HAVOC! It looks nothing like Havoc imo, completely different person.

Subject: Re: Renegade X - December Update!
Posted by [GEORGE ZIMMER](#) on Wed, 30 Dec 2009 23:48:23 GMT
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[NEFobby[GEN] wrote on Wed, 30 December 2009 17:41]
Here's a closeup taken from the editor.

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Oh, not bad. Still, make the eyebrows a little thicker, have them angled just a liiittle bit more, and maybe give him a sort of smile in a few shots.

Hair still needs to be fixed, yeah.

Subject: Re: Renegade X - December Update!
Posted by [Havoc 89](#) on Wed, 30 Dec 2009 23:58:26 GMT
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I take it you guys dont understand why there is no expression on his face, but that is actually for a purpose. When making any character, you would always make a neutral face so that when animating the face to create expressions, it wont look as if there is already an expression on top of an animated expression. There is a reason for it, and we do have plans to have faces being animated ingame to increase the personalities of the characters, and help bring them more to life. So for example if the character gets hit, you will see that in the face that they are in pain. As opposed to having an aragont looking expression throughout that remains static.

Subject: Re: Renegade X - December Update!

Posted by [GEORGE ZIMMER](#) on Thu, 31 Dec 2009 00:01:57 GMT

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Havoc 89 wrote on Wed, 30 December 2009 17:58l take it you guys dont understand why there is no expression on his face, but that is actually for a purpose. When making any character, you would always make a neutral face so that when animating the face to create expressions, it wont look as if there is already an expression on top of an animated expression. There is a reason for it, and we do have plans to have faces being animated ingame to increase the personalities of the characters, and help bring them more to life. So for example if the character gets hit, you will see that in the face that they are in pain. As opposed to having an aragont looking expression throughout that remains static.

Oh, true, although I still think his eyebrows should be naturally angled a little bit more (as well as thicker). It might seem like a minor nitpick, but when criticizing comes down to the minor things, that means you're on the right track

Subject: Re: Renegade X - December Update!

Posted by [u6795](#) on Thu, 31 Dec 2009 03:29:38 GMT

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My only possible qualm is that Sakura's boobs were a lot bigger in Renegade. That's all.
