
Subject: Renegade X: Operation Black Dawn

Posted by [NE]Fobby[GEN] on Sun, 16 May 2010 16:35:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's been a while since our last update, but some very exciting developments have been happening behind the scenes over at Renegade X. Some secrets will be unveiled today in this update, and others will be left aside for another time, soon.

Renegade X: Operation Black Dawn

Over the past few months, the team has been busy with several things. In relation to Renegade X, we've been working on porting Renegade X over to the Unreal Development Kit (UDK), which would successfully make Renegade X into a free, standalone indie game. This process has required us to recode some basic elements, and create some new static meshes for the UDK versions. The UDK really is a new beginning in many ways.

On May 4th 2010, the team released (<http://www.renegade-x.com/forums/index.php?showtopic=4092>) a new image and mysterious riddle. After many elaborate guesses and some pretty close dissections of the riddle, some figured it out: Black Dawn.

Renegade X: Operation Black Dawn is a standalone singleplayer demo, featuring the UDK. Captain Nick "Havoc" Parker is back, and in a new original level designed from scratch by Totem Arts. The Brotherhood of Nod has captured the renowned GDI scientist Dr. Ignatio Mobius, and have taken him to an island stronghold. GDI's only hope in getting back Mobius is through the use of force!

*Capture the enemy beachhead under the covering fire of Gunboats!

*Fight in large scale and covert battles!

*Witness cinematics, A-10 strikes, cruise missiles, Ion Cannons, hovercrafts, and much more!

*See the new, improved, and standalone Renegade X visual and audio experience!

It will act as a preliminary demonstration and a first-hand experience of the new face of Renegade X on the UDK, and what it has to offer. Most of what is being made for Black Dawn will be incorporated in the later multiplayer release of Renegade X - this will act as a step-up towards that final goal.

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Operation Black Dawn Teaser Trailer!

We've prepared an exciting new teaser to showcase this demo!

Download:

HD (recommended):

http://downloads.borgamers.com/RenX/Trailers/Rx_BlackDawnTeaser_HD.avi

SD: http://downloads.borgamers.com/RenX/Trailers/Rx_BlackDawnTeaser_SD.avi

Streaming:

ModDB.com (recommended): <http://www.moddb.com/mods/renegade-x/videos>

YouTube.com: <http://www.youtube.com/watch?v=7HR2w0TcZhg>

That's it for now - and that's just the beginning. Black Dawn is coming soon to a computer near you! Be sure to keep up with Renegade X in the coming days and weeks for more exciting updates on Renegade X: Black Dawn, and the UDK multiplayer release!

Website: <http://www.renegade-x.com>

Latest version (requires Unreal Tournament 3):

<http://www.moddb.com/mods/renegade-x/downloads/renegade-x-v050-beta-full>

Mod Database: <http://www.moddb.com/mods/renegade-x>

YouTube channel: <http://www.youtube.com/user/NEfobbyGEN>

Facebook:

http://www.facebook.com/note.php?note_id=392434549220&comments#!/pages/Command-Conquer-Renegade-X/51097837430?ref=ts

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Kimb](#) on Sun, 16 May 2010 16:48:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Reaver11](#) on Sun, 16 May 2010 17:17:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice work!

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Tupolev TU-95 Bear](#) on Sun, 16 May 2010 17:35:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heh Epic job like always, is it me or am i getting a dejavu cos this looks like normandy beach being invaded?

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Kimb](#) on Sun, 16 May 2010 19:06:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Phase-transport wrote on Sun, 16 May 2010 12:35Heh Epic job like always, is it me or am i getting a dejavu cos this looks like normandy beach being invaded?
kinda reminds me of that too

Subject: Re: Renegade X: Operation Black Dawn
Posted by [ErroR](#) on Sun, 16 May 2010 19:19:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hawt

Subject: Re: Renegade X: Operation Black Dawn
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 16 May 2010 19:34:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Phase-transport wrote on Sun, 16 May 2010 13:35Heh Epic job like always, is it me or am i getting a dejavu cos this looks like normandy beach being invaded?

Or maybe the de ja vu is coming from its resemblance to the first mission in C&C Tiberian Dawn

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Tupolev TU-95 Bear](#) on Sun, 16 May 2010 19:41:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Sun, 16 May 2010 20:34]Phase-transport wrote on Sun, 16 May 2010 13:35Heh Epic job like always, is it me or am i getting a dejavu cos this looks like normandy beach being invaded?

Or maybe the de ja vu is coming from its resemblance to the first mission in C&C Tiberian Dawn
Oh yeah i see it clearly now

Subject: Re: Renegade X: Operation Black Dawn

Posted by [nikki6ixx](#) on Sun, 16 May 2010 19:45:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

How have you guys not abandoned this project and gotten yourselves hired by a developer?!

This is amazing! Great stuff, and now I have a PC able to play it!

Subject: Re: Renegade X: Operation Black Dawn

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 16 May 2010 19:49:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

nikki6ixx wrote on Sun, 16 May 2010 15:45How have you guys not abandoned this project and gotten yourselves hired by a developer?!

This is amazing! Great stuff, and now I have a PC able to play it!

A lot of cool, top secret things are happening behind the scenes - no we haven't been hired by a developer (some members of the team however have), yes we will finish the job. That goes for both this demonstration mission, which will be fully standalone and available for everyone, and the final multiplayer release. You'll be hearing news about the latter soon.

Subject: Re: Renegade X: Operation Black Dawn

Posted by [reborn](#) on Sun, 16 May 2010 20:16:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

While I prefer to play stock ren, because renX does not "feel" like I am playing the original, I think you guys always release jaw-droppingly amazing work, of an excellent standard.

Epic!

Subject: Re: Renegade X: Operation Black Dawn

Posted by [GEORGE ZIMMER](#) on Sun, 16 May 2010 20:20:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

HI I'M GEORGE ZIMMER, FOUNDER AND CEO OF THE MEN'S WAREHOUSE

WHEN I WASN'T BUSY MAKING THE FINEST TAILORED SUITS IN THE WORLD, I CAME ACROSS A GAME CALLED RENEGADE X, AN INDIE GAME MADE TO REMAKE THE ORIGINAL COMMAND AND CONQUER RENEGADE.

MY FINELY TAILORED PANTS INSTANTLY BROKE APART UNDER THE WEIGHT OF MY MANLY PACKAGE, SEEING THIS GLORIOUS GAME IN ACTION- THE ENTIRE CITY OF NEW YORK WAS FILLED WITH MY FANTASTIC MAN PUDDING SOON AFTER.

YOU'RE GONNA LIKE THE WAY IT LOOKS, I GUARANTEE IT.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [zeratul](#) on Sun, 16 May 2010 20:21:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Renegade X: Operation Black Dawn
Posted by [ArtyWh0re](#) on Mon, 17 May 2010 20:59:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is amazing, a Command & conquer beachhead mission at NIGHT!
I am really looking forward to this.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [crisis992](#) on Tue, 18 May 2010 14:56:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Orca234 wrote on Mon, 17 May 2010 15:59 This is amazing, a Command & conquer beachhead mission at NIGHT!
I am really looking forward to this.

Yep its rly awesome

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Hypnos](#) on Tue, 18 May 2010 19:09:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Whoever mentioned D-Day landings, got it in one.

Looking good Fobby.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 18 May 2010 21:48:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hypnos wrote on Tue, 18 May 2010 15:09 Whoever mentioned D-Day landings, got it in one.

Looking good Fobby.

It's actually heavily inspired by this: <http://www.youtube.com/watch?v=DUgqDK1UQ-4>

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Gen_Blacky](#) on Wed, 19 May 2010 04:34:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Tue, 18 May 2010 14:48]Hypnos wrote on Tue, 18 May 2010 15:09Whoever mentioned D-Day landings, got it in one.

Looking good Fobby.

It's actually heavily inspired by this: <http://www.youtube.com/watch?v=DUgqDK1UQ-4>

good

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Chuck Norris](#) on Wed, 19 May 2010 09:15:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now it's free without requiring a separate game, and will have a, even if one, single player mission!?

You guys are doing the impossible, the pipe dream, the fans vision of a perfect C&C FPS without it being total fan service.

Every...

Single...

Damn...

Update...

Is a new shock as big as the last. We've all seen this grow to what it is today. Shame the series came to this, but this might even be better than what EA would have done if they did it "right".

You guys should work on marketing and advertising. That's over half the battle. You DEFINITELY have the product. Now get it known! Stuff like this deserves to get big if mediocre stuff like Modern Warfare 2 and such are breaking records. This deserves to be the biggest and most hyped free game ever. Only problem is it still needs a "decent" PC to run, but anyone gaming on the PC will already have that, and this is free, so why not.

Chuck Norris gives you his seal of approval.

Edit: Would like to have seen the logo more "Command & Conquer-esque", but that's a small gripe grabbing at straws. I'm not sure how you'd do it with the "X" there, so I can sort of see why it was done that way.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [R315r4z0r](#) on Wed, 19 May 2010 12:09:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, they could put

"Command
____&
_Conquer"

on top of the X.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Chuck Norris](#) on Wed, 19 May 2010 15:25:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not sure if EA would allow that though, despite what they've allowed them so far. Even if they could, the current logo, at least the "Black Dawn" one, looks too long to fit under it and look right. The logo looks good. I was just grabbing at straws, which shows how little is wrong with everything else.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 19 May 2010 15:58:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chuck Norris wrote on Wed, 19 May 2010 05:15 Now it's free without requiring a separate game, and will have a, even if one, single player mission!?

The singleplayer mission will be coming out first, and soon, before we start sharing news on the multiplayer. It'll act as a demonstration of the standalone version, and cool things like morph targets, dynamic audio, new visuals, new HUD, etc.

For the team, it's a step towards the multiplayer release, which is the core of Renegade X. Since many important things needed to be recoded anyway (example: weapon reloading), we thought,

why not throw out a mission when we've got the basic things coded? This is also an important step towards the implementation of AI into Renegade X, and later, a C&C Assault game mode. On top of that, it will give us a good idea of how many downloads the multiplayer release will get, how to improve our PR, performance, etc.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 19 May 2010 16:58:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now that Operation Black Dawn has been announced, the popular Command & Conquer news site CNCNZ has posted an interview today with Renegade X founder Fobby. The interview shares some exclusive details about Black Dawn, and further discusses Renegade X's standalone multiplayer release, the UDK, the mod in the public eye, new features and more.

Quote:CNCNZ: How are the technical aspects of incorporating the Unreal UDK going?

Fobby: Porting Renegade X to the UDK is, in some ways, like starting anew. A few aspects of the mod are being redone completely for the next version, while other aspects simply require a smooth transition.

For example, many static meshes (props, textures, etc.) were used from UT3 are nonexistent in the UDK, which requires us to recreate them. Part of what must also be redone is the code - we've created a much more organized coding structure this time around for the coming multiplayer release, and have concluded that it would be easier to redo parts of the code instead of transferring, fixing, and reorganizing old code. Both basic and complex features are being recoded.

All in all, I believe we are on track, and now that some of our core members are done with university and college for the year (or finishing up school soon), I expect the team to power through the summer with fascinating results. Just you wait.

Check out the full, detailed interview here: <http://cncnz.com/features/specials/renegadex/>

Subject: Re: Renegade X: Operation Black Dawn
Posted by [archerman](#) on Wed, 19 May 2010 18:54:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.youtube.com/watch?v=ErzV0XdDIws>

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Carrierll](#) on Wed, 19 May 2010 20:10:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

archerman wrote on Wed, 19 May 2010 19:54<http://www.youtube.com/watch?v=ErzV0XdDIws>

Please try to post something meaningful, or provide context for the use of this video (Thus making it meaningful). Thank you.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [R315r4z0r](#) on Thu, 20 May 2010 00:03:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Wed, 19 May 2010 12:58]Now that Operation Black Dawn has been announced, the popular Command & Conquer news site CNCNZ has posted an interview today with Renegade X founder Fobby. The interview shares some exclusive details about Black Dawn, and further discusses Renegade X's standalone multiplayer release, the UDK, the mod in the public eye, new features and more.

Quote:CNCNZ: How are the technical aspects of incorporating the Unreal UDK going?

Fobby: Porting Renegade X to the UDK is, in some ways, like starting anew. A few aspects of the mod are being redone completely for the next version, while other aspects simply require a smooth transition.

For example, many static meshes (props, textures, etc.) were used from UT3 are nonexistent in the UDK, which requires us to recreate them. Part of what must also be redone is the code - we've created a much more organized coding structure this time around for the coming multiplayer release, and have concluded that it would be easier to redo parts of the code instead of transferring, fixing, and reorganizing old code. Both basic and complex features are being recoded.

All in all, I believe we are on track, and now that some of our core members are done with university and college for the year (or finishing up school soon), I expect the team to power through the summer with fascinating results. Just you wait.

Check out the full, detailed interview here!
404.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 20 May 2010 00:12:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fixed. On these forums, the [url] tags put "renegadeforums" before all links for some reason.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Chuck Norris](#) on Thu, 20 May 2010 11:54:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Wed, 19 May 2010 11:58]Chuck Norris wrote on Wed, 19 May 2010 05:15Now it's free without requiring a separate game, and will have a, even if one, single player mission!?

The singleplayer mission will be coming out first, and soon, before we start sharing news on the multiplayer. It'll act as a demonstration of the standalone version, and cool things like morph targets, dynamic audio, new visuals, new HUD, etc.

For the team, it's a step towards the multiplayer release, which is the core of Renegade X. Since many important things needed to be recoded anyway (example: weapon reloading), we thought, why not throw out a mission when we've got the basic things coded? This is also an important step towards the implementation of AI into Renegade X, and later, a C&C Assault game mode. On top of that, it will give us a good idea of how many downloads the multiplayer release will get, how to improve our PR, performance, etc.Sounds like a plan. I've made threads about this on about three other forums, but they get either no or very little replies, sadly (which is ironic because one is a gaming/tech community where the regulars usually harp about how new modern gaming sucks compared to older, better, and/or more unique/original stuff). Oh well. Once the new "totally free" release is out, I hope things, as you said, skyrocket for it.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [Carrierll](#) on Thu, 20 May 2010 12:43:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

[NEFobby[GEN] wrote on Thu, 20 May 2010 01:12]Fixed. On these forums, the [url] tags put "renegadeforums" before all links for some reason.

Me
Wrong:

[url="www.domain.com"]URL TEXT[/url]

Correct:

[url=www.domain.com]URL TEXT[/url]

Do NOT include:
Quote:
"

Subject: Re: Renegade X: Operation Black Dawn
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 20 May 2010 16:02:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Every other forum I post on use the quotations marks; I will keep it in mind next time.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [archerman](#) on Thu, 20 May 2010 17:58:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Wed, 19 May 2010 23:10archerman wrote on Wed, 19 May 2010 19:54<http://www.youtube.com/watch?v=ErzV0XdDIws>

Please try to post something meaningful, or provide context for the use of this video (Thus making it meaningful). Thank you.

hitler says "gut gut" in that video and by posting that link I meant that I found it good. thats all.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [halo2pac](#) on Sun, 06 Jun 2010 04:53:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chuck Norris wrote on Wed, 19 May 2010 10:25Not sure if EA would allow that though, despite what they've allowed them so far. Even if they could, the current logo, at least the "Black Dawn" one, looks too long to fit under it and look right. The logo looks good. I was just grabbing at straws, which shows how little is wrong with everything else.

Screw EA. It seems our community is doing a better job then EA has ever, or will ever do. RA3 sucked, CNC3 looked semi-decent. They chickened out it seems with their FPS, and CNC4 was crap. And they are slowly releasing all the westwood games for free. There goes actual players and serials.

Subject: Re: Renegade X: Operation Black Dawn
Posted by [snpr1101](#) on Sun, 06 Jun 2010 05:02:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

halo2pac wrote on Sat, 05 June 2010 23:53Chuck Norris wrote on Wed, 19 May 2010 10:25Not sure if EA would allow that though, despite what they've allowed them so far. Even if they could, the current logo, at least the "Black Dawn" one, looks too long to fit under it and look right. The logo looks good. I was just grabbing at straws, which shows how little is wrong with everything else.

Screw EA. It seems our community is doing a better job then EA has ever, or will ever do. RA3

sucked, CNC3 looked semi-decent. They chickened out it seems with their FPS, and CNC4 was crap. And they are slowly releasing all the westwood games for free. There goes actual players and serials.
