
Subject: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [NE]Fobby[GEN] on Sun, 27 Jun 2010 00:49:02 GMT

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(Can an admin "spoiler" these images? I'm unsure how to do that.)

Renegade X is an FPS total conversion mod, bringing the world of Command & Conquer to ground level, on the Unreal Engine 3. Our latest version, Renegade X v0.5 requires Unreal Tournament 3, but the team is now in the process of porting the project to the Unreal Development Kit, which will mean that Renegade X will be fully standalone in all future releases.

With over 12,000 downloads and 5 awards, the Renegade X beta, for Unreal Tournament 3, is available for download here. You can watch our 1 minute 18 second launch trailer here.

A few weeks ago, the team announced Renegade X: Operation Black Dawn. Black Dawn is a singleplayer mission and a demonstration of some of the game's latest features, coming soon to a computer near you. You play as the GDI commando, Captain Nick "Havoc" Parker, in a GDI invasion of a Nod island stronghold. The goal of this operation is to rescue Dr. Ignatio Mobius, a renowned GDI Tiberium scientist, captured by the Brotherhood of Nod. GDI gunboats, hovercrafts, aircraft, superweapons, vehicles, and grunts will support you in your struggle against the Nod military machine.

Watch the Black Dawn teaser trailer here.

Day Cycle System

The team has recently managed to get a working day-cycle into Renegade X: Black Dawn. This will create a new, unique atmospheric experience, as some elements of the game's lighting will be fully dynamic. The visual and even gameplay depth this system adds almost speaks for itself, but we've got some new jaw-dropping images just in case.

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And in terms of new features offered in Renegade X on the UDK, this is just the beginning.

Black Dawn Podcast

It's been a long time since we've done a podcast, but with Black Dawn just around the corner, we're back! Join Fobby, Havoc89, and Avalanche in this hilarious and informative 19 minute podcast, as we discuss Black Dawn, new Renegade X features, the UDK, programming, recruitment and more.

Streaming: <http://www.moddb.com/mods/renegade-x/videos/renegade-x-black-dawn-podcast>
Direct Download: <http://www.filefront.com/16877091/pod-cast.mp3>

CNCNZ interviews Renegade X

Soon after Operation Black Dawn had been announced, the popular Command & Conquer news site CNCNZ posted an interview 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!

Community News!

Fellow C&C artist Kane Nash has created a fan wallpaper dedicated to Renegade X. It features art from the original Renegade and of course the new and improved Renegade X. We, the team, thank Kane Nash for this awesome piece!

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UDK X

Zunnie, the man in charge of the MP-Gaming's RenegadeXServer.com , has launched a new site, UDK X, dedicated to collecting tutorials, videos, and news for all UDK Games that are currently available. Help make this site a hit by visiting <http://www.udkx.net/>

Sydney and Hotwire

I want to introduce you all to two new ladies in Renegade X:

This is Sydney Mobius, the daughter of Dr. Ignatio Mobius. She is one of GDI's best, wielding a 1000-credit Personal Ion Cannon, capable of inflicting massive damage to all enemy infantry, vehicles, and aircraft.

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Shai "Hotwire" Aviv

A tough-as-nails commando and a woman of few words. Prior to joining GDI, Shai Aviv was a member of the Israeli Mossad, where she served with distinction. When she joined the GDI special commandos unit "Dead-6", she took on the roles of tactical engineer, proving to be an invaluable asset on the battlefield, when vehicle repair, structure capturing and demolitions were needed.

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Command & Conquer music track!

Sebastian Aav has made a new and improved version of Renegade X's theme song, Command & Conquer. You can download this amazing track below:

Download: http://sebastianaav.com/work/ren/renegadex_cnc_Final_V1.mp3

That's it for now. We hope you've enjoyed the update!

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [kill](#) on Sun, 27 Jun 2010 01:00:01 GMT

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hot wire looks even sexyer than before!

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [trooprm02](#) on Sun, 27 Jun 2010 03:00:17 GMT

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Hotwire's skin seems a little dark....everything else (especially the wallpaper) look perfect I still hope you guys will correct all the gameplay issues with Renegade-X to hopefully make the next standalone version playable for longer than 5min when the graphics wear off....

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [R315r4z0r](#) on Sun, 27 Jun 2010 04:17:06 GMT

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trooprm02 wrote on Sat, 26 June 2010 23:00Hotwire's skin seems a little dark....everything else (especially the wallpaper) look perfect I still hope you guys will correct all the gameplay issues with Renegade-X to hopefully make the next standalone version playable for longer than 5min when the graphics wear off....

She is supposed to be middle-eastern. Her skin should be a bit tan.

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [trooprm02](#) on Mon, 28 Jun 2010 03:53:51 GMT

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R315r4z0r wrote on Sat, 26 June 2010 23:17trooprm02 wrote on Sat, 26 June 2010 23:00Hotwire's skin seems a little dark....everything else (especially the wallpaper) look perfect I still hope you guys will correct all the gameplay issues with Renegade-X to hopefully make the next standalone version playable for longer than 5min when the graphics wear off....

She is supposed to be middle-eastern. Her skin should be a bit tan.

True, but in my opinion the current white skinned version looks better and thats what I was meaning to say.

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [InternetThug](#) on Mon, 28 Jun 2010 07:37:19 GMT

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i like how you can faintly see hotwires nipples through her shirt

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [R315r4z0r](#) on Mon, 28 Jun 2010 10:38:24 GMT

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@ Fobby, to put a spoiler, just put [spoiler][/ spoiler] around what you want to hide. (no space between the slash and the S in the close bracket)

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [zunnie](#) on Mon, 28 Jun 2010 11:12:09 GMT

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Nice, i love it already, great work

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [Ethenal](#) on Mon, 28 Jun 2010 19:14:06 GMT

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Can you guys, like, raffle computers off that can actually run this shit?

But in all seriousness you guys are doing an amazing job!

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [IAmFenix](#) on Tue, 29 Jun 2010 00:28:54 GMT

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I have a comp that can handle this.

When it's a stand-alone, I'll try it.

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [trooprm02](#) on Wed, 30 Jun 2010 18:03:05 GMT

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Ethenal wrote on Mon, 28 June 2010 20:14Can you guys, like, raffle computers off that can actually run this shit?

Do you run a P3 lol? If you are using a computer that can't run UT3 you shouldn't be playing PC games really

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [Clark Kent](#) on Thu, 01 Jul 2010 02:36:32 GMT

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trooprm02 wrote on Wed, 30 June 2010 13:03Ethenal wrote on Mon, 28 June 2010 20:14Can you guys, like, raffle computers off that can actually run this shit?

Do you run a P3 lol? If you are using a computer that can't run UT3 you shouldn't be playing PC games really

That's a stupid comment to make... I am sure there are a lot of people that play online that can't (or barely can) run UT3 and other newer games.

When I first started playing Renegade (TFD release) I had a bit of trouble running it at times. I am sure the PC gaming market would go down if everyone was required to have a system capable of running such demanding games. I bet Renegade would take a big hit in the population...

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [trooprm02](#) on Thu, 01 Jul 2010 19:10:42 GMT

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Clark Kent wrote on Wed, 30 June 2010 21:36l bet Renegade would take a big hit in the population...

I'll give you that, but if you enjoy playing games on a keyboard/mouse instead of dual analog controller, its assumed you should invest into your hobby and you can get a nice machine that will run UT3 fine for around \$1000.....

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 02 Jul 2010 01:39:19 GMT

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My rig was about \$900, I bought it last year and I can run it on highest and get 50-60 FPS. Unreal Engine 3 is not as hardware intensive as some other newer engines.

Minimum System Requirements

- Windows XP SP2 or Windows Vista
- 2.0+ GHZ Single Core Processor
- 512 Mbytes of System RAM
- NVIDIA 6200+ or ATI Radeon 9600+ Video Card
- 8 GB of Free Hard Drive Space

I actually used to play on a computer similar to the one above (slightly worse gfx card), and I was able to run things smoothly on lowest. Of course, it ain't pretty. We'll be sure to dish out some stats with various different rigs before the standalone multiplayer release.

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [Cunin](#) on Fri, 02 Jul 2010 03:11:57 GMT

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Awesome work, simply awesome...looks better than many of the new games around

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [trooprm02](#) on Fri, 02 Jul 2010 15:33:57 GMT

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[NEFobby[GEN] wrote on Thu, 01 July 2010 20:39]

Minimum System Requirements

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- 512 Mbytes of System RAM
- NVIDIA 6200+ or ATI Radeon 9600+ Video Card
- 8 GB of Free Hard Drive Space

From having played ut3, I can tell you it would be pretty much unplayable with that hardware (lol @ 512MB Ram with Windows Vista). You need 2Ghz Dual core with 2-4GB MINIMUM and atleast a 7800GT to run it in any decent state. But if your machine doesn't even meet this minimum, you should consider going to console gaming anyway.

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 02 Jul 2010 17:03:13 GMT

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I used to run it on a computer like the one in the minimum specs. Windows XP, and a Radeon 9000 though. I was able to run Renegade X (UT3) on low with about 20-30 FPS. It wasn't pretty, actually it looked a lot like W3D C&C Renegade, which makes things a bit funny. But definitely playable.

Like troopr said, though, this is all technology from 7-8 years ago, and I think most gamers have a better computer.

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!
Posted by [JeepRubi](#) on Fri, 09 Jul 2010 03:27:28 GMT

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[NEFobby[GEN] wrote on Thu, 01 July 2010 20:39]My rig was about \$900, I bought it last year and I can run it on highest and get 50-60 FPS. Unreal Engine 3 is not as hardware intensive as some other newer engines.

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I actually used to play on a computer similar to the one above (slightly worse gfx card), and I was able to run things smoothly on lowest. Of course, it ain't pretty. We'll be sure to dish out some stats with various different rigs before the standalone multiplayer release.

Even better, I can run our current UDK version of BD perfectly on a \$750 laptop. (the laptop does have a 5650 tho, so make sure you don't try it on one with integrated video.)

Edit: I'm sure you could also run it quite well on a \$500 tower, with a decent video card.

Subject: Re: Renegade X: Black Dawn, Day-Cycle, Podcast, and more!

Posted by [CarrierII](#) on Fri, 09 Jul 2010 05:15:35 GMT

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You can run UT3 on a single core P4 2.0 Ghz, 1.5 GB of epicly slow RAM (233 or 333 MHz, IIRC) and a Radeon 9550. Just turn the detail to minimum. It looks no worse than W3D.

Win. I must learn some Unreal Script and help you guys.
