
Subject: Renegade-X Black Dawn
Posted by [iRANian](#) on Mon, 30 Jan 2012 11:48:49 GMT
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Oh wow, this game combines the worse aspects of Modern Warfare and Duke Nukem Forever with AI that's worse than Renegade. And then decides to add cringe-worthy dialog, voice acting and music on top of it.

And poor Havoc suffers from Parkinson's in this game coupled with obesity and muscular dystrophy. Slight mental retardation too, I have to signal Havoc to grab items and he sometimes dives sideways like a puppy. :/

Subject: Re: Renegade-X Black Dawn
Posted by [sla.ro\(master\)](#) on Mon, 30 Jan 2012 16:21:38 GMT
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best review
i played it too and uninstalled after 20 minutes of 'gameplay'.

Subject: Re: Renegade-X Black Dawn
Posted by [kamuixmod](#) on Mon, 30 Jan 2012 16:23:08 GMT
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yeah, i did expect more from the Game as well. The Ai are just jumping around and even run into my Vehicle, when im driving around.

The best of all are of course the Apaches, which just flew right into my Mammoth tank like a suicidal Bomber and flew it away...

Subject: Re: Renegade-X Black Dawn
Posted by [liquidv2](#) on Mon, 30 Jan 2012 20:40:29 GMT
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kamuixmod wrote on Mon, 30 January 2012 10:23The best of all are of course the Apaches, which just flew right into my Mammoth tank like a suicidal Bomber and flew it away... could you make a video of the gameplay you're describing and put it on youtube? i can't run UT3 because of a video card error

Subject: Re: Renegade-X Black Dawn
Posted by [Reaver11](#) on Mon, 30 Jan 2012 21:10:11 GMT

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You have 5 seconds to return to the combat area!

Subject: Re: Renegade-X Black Dawn
Posted by [Generalcamo](#) on Mon, 30 Jan 2012 23:42:15 GMT

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Even Aircraft Killer said it sucks:

<http://www.renegade-x.com/forums/showthread.php?6467-Renegade-X-Black-Dawn-Download-Now!&p=43572&viewfull=1#post43572>

Fobby made a statement about the bugs in blackdawn on CNCNZ, here is the post:
<http://www.renegade-x.com/forums/showthread.php?6467-Renegade-X-Black-Dawn-Download-Now!&p=43883&viewfull=1#post43883>

Subject: Re: Renegade-X Black Dawn
Posted by [SeL](#) on Tue, 31 Jan 2012 00:07:09 GMT

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What did you guys expect? A non-profit studio to deliver a game that meets the requirements set by the current gaming industry?

wow.

Imo, Black Dawn plays a lot more like Renegade than 0.55 and I really enjoyed it. I am looking forward to the renewed multiplayer build, if Totemarts doesn't cancel it, that is because of all the kids crying over a few little bugs.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Tue, 31 Jan 2012 07:01:34 GMT

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This is the Internet's reaction to RenX so far, best summed up in animated GIF format.

Subject: Re: Renegade-X Black Dawn
Posted by [liquidv2](#) on Tue, 31 Jan 2012 07:06:27 GMT

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i don't understand why they'd attempt to make a single player campaign
it might generate some interest but if it's not something you're familiar with it could potentially be awful
stick to what you're good at; i hope they recover from this and make something incredible

Subject: Re: Renegade-X Black Dawn
Posted by [R315r4z0r](#) on Tue, 31 Jan 2012 07:06:27 GMT
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liquidv2 wrote on Tue, 31 January 2012 02:06i don't understand why they'd attempt to make a single player campaign
it might generate some interest but if it's not something you're familiar with it could potentially be awful
stick to what you're good at; i hope they recover from this and make something incredible
Because they had to make assets for the game. With the UT3 release, they used a lot of game assets from UT3. Meaning things like cliffs, trees, rocks, as well as crates, barrels and other such props.

Obviously for a standalone game, they can't be stealing work from UT3. They needed to remake everything they borrowed from UT3. If they just did that, they would simply be building a library of assets. So, they thought it would be beneficial for them as well as fans to create the single player Black Dawn. That way they could create the things they needed to create and at the same time give the fans something to do while they wait for the multiplayer version.

I'd also imagine the pressure the team went through to get BD out was also good for them and their drive to get work done.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Tue, 31 Jan 2012 07:08:56 GMT
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He ate RenX, aka cinnamon.

Subject: Re: Renegade-X Black Dawn
Posted by [liquidv2](#) on Tue, 31 Jan 2012 07:22:01 GMT
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the man looks rather unhappy

Subject: Re: Renegade-X Black Dawn
Posted by [Gen_Blacky](#) on Tue, 31 Jan 2012 07:47:17 GMT
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is their new build out yet still haven't tried it since first few beta releases.

Subject: Re: Renegade-X Black Dawn
Posted by [TankClash](#) on Tue, 31 Jan 2012 07:48:51 GMT
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I thought it was pretty good aside from the minor bug here and there, could have been a little longer. And I did feel it was missing something, or someone.

Subject: Re: Renegade-X Black Dawn
Posted by [iRANian](#) on Tue, 31 Jan 2012 10:41:09 GMT
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What UT3 assets did they use for their Field map?

Subject: Re: Renegade-X Black Dawn
Posted by [Omar007](#) on Tue, 31 Jan 2012 21:14:43 GMT
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R315r4z0r wrote on Tue, 31 January 2012 08:06 Because they had to make assets for the game. With the UT3 release, they used a lot of game assets from UT3. Meaning things like cliffs, trees, rocks, as well as crates, barrels and other such props.

Obviously for a standalone game, they can't be stealing work from UT3. They needed to remake everything they borrowed from UT3. If they just did that, they would simply be building a library of assets.

It still contains UT content.

R315r4z0r wrote on Tue, 31 January 2012 08:06 So, they thought it would be beneficial for them as well as fans to create the single player Black Dawn. That way they could create the things they needed to create and at the same time give the fans something to do while they wait for the multiplayer version.

Making a SP game to then revamp it for MP is a bad approach. A lot of time and problems are prevented if it would've been made with MP in mind. I'm afraid that since this is a SP release, this is not the case. If it is, my apologies to the team but then explain why a SP release first?

R315r4z0r wrote on Tue, 31 January 2012 08:06 I'd also imagine the pressure the team went through to get BD out was also good for them and their drive to get work done.

Hmm I'm not sure on this. I mean the release date was given only 1 month in advance so basically they had all time to do everything slowly till this last month.

Unless they already had that date set for months internally.

Having said all of the above, I do appreciate all the work put into it and I enjoyed playing it. I had hoped the AI would actually do something though, especially since this is a SP release where

there is nothing else.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Wed, 01 Feb 2012 17:40:24 GMT
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What I find shameful is the concerted bleating that comes out of their team when you criticize any part of it in an effort to help them improve. You'll get told "it's a free game, so we don't have to listen to you, work with you, etc". It's like, okay, you went through all this trouble to make a SP release for a MP game and now you're going to ignore legitimate concerns about the content that you released? Telling us that it's not a big deal because "MP is our focus" has to be one of the silliest things I've seen lately.

What I posted on CNCNZ.com:

Quote:Pray tell, what is the point of a buggy single player campaign? The team who built this doesn't have a lot of single-play design experience. Their experience so far has been in developing multiplayer release content. This is what Renegade X was always about up until recently, when this project is announced and released. What is the point of this? To show that they're doing something? Posting art update threads would solve this. Less "dev blogs" and more art updates would solve this. When they finish a model, put it up so it can be examined from different perspectives. ****, make a 3D PDF of it! Let people play with that ****er and see how it looks in real time. But really, this release was essentially without any justifiable reason for its existence.

They're quite capable of refining a MP release. I'm not sure why time wasn't spent on the multiplay aspect, instead. Do what we endured for the Renegade beta in 2001: Make us play Field and Under constantly. Fine tune the dynamics, find out where the problems in gameplay are. It would have been better received and would have generated a lot of excitement. This buggy release is not generating a lot of good publicity, though we can argue about the merits of "good" and "bad" publicity... The point remains, their talents would have been better off in a multiplayer release. It was a good attempt, but it falls flat.

I'm not averse to changing my mind on IndieDB and rating it higher or lower depending on what they do. I'd love to see them go back and attempt to improve it. However, the attitude from their team seems to be inconsistent - some members publicly rebuke anyone who criticizes their work, while people like Fobby seem to half-heartedly encourage it. I want to see you guys succeed, but I also want to see you accept this: without your fans helping prod you along and give you feedback, you're designing this for nobody but yourselves.

Subject: Re: Renegade-X Black Dawn
Posted by [Taz](#) on Wed, 01 Feb 2012 19:54:34 GMT
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I think it's because what you're asking for is unrealistic. You might not like the direction their mod

is heading, but they it's not like they aren't getting things done. They have their own vision of what the mod needs to be. Alright, cool. No need to cut their heads off when they make an error or 2 or because they don't take all of your opinions serious right away.

Quote:This is the Internet's reaction to RenX so far, best summed up in animated GIF format.

Yeah, acting childish will certainly help your case.
Renegade-x aint renegade, get over it dude.

Subject: Re: Renegade-X Black Dawn
Posted by [iRANian](#) on Wed, 01 Feb 2012 22:46:06 GMT
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Well if it isn't Renegade than what is it then? I haven't seen any unrealistic requests so far. I guess "releasing a very short, very shitty single player campaign" counts as getting shit done, but it took Aircraftkiller only a few months to create the nicest looking Renegade map that's fun to play with a decent player count, and a single match of it has the same replay value as the whole Black Dawn campaign lol.

Subject: Re: Renegade-X Black Dawn
Posted by [Spyder](#) on Thu, 02 Feb 2012 22:12:52 GMT
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Aircraftkiller wrote on Wed, 01 February 2012 18:40What I find shameful is the concerted bleating that comes out of their team when you criticize any part of it in an effort to help them improve. You'll get told "it's a free game, so we don't have to listen to you, work with you, etc". It's like, okay, you went through all this trouble to make a SP release for a MP game and now you're going to ignore legitimate concerns about the content that you released? Telling us that it's not a big deal because "MP is our focus" has to be one of the silliest things I've seen lately.

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I second that

Subject: Re: Renegade-X Black Dawn
Posted by [Jerad2142](#) on Thu, 02 Feb 2012 22:47:33 GMT
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It comes down to doing what you enjoy, if all your team members enjoy working on the project it'll have a lot more progress made. If you get bored of working on a multiplayer campaign it's just as reasonable to change focus and work on a single player campaign (but only when it's something free your doing for fun).

However, I wouldn't have recommended releasing it with AI that was worse off than Renegade's, its not that much work to build a simple FSM for the AI to run on, get some take cover, retreat, and vehicle logic built in (yes I'll admit, even an FSM can get to be a mess when you add vehicles to it, but what can you do).

I believe that if you make something to the best of your abilities and you have fun doing it, others will be able to see that, and enjoy playing on it. However there is the flip side of the coin, and when you start cutting corners and doing things half assed just to get it done because your tired of it, people will be able to see that as well and react negatively to it.

Subject: Re: Renegade-X Black Dawn
Posted by [liquidv2](#) on Sun, 05 Feb 2012 07:52:42 GMT
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we still love you Renegade-X team

Subject: Re: Renegade-X Black Dawn
Posted by [Spyder](#) on Sun, 05 Feb 2012 10:51:12 GMT

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As far as I know they haven't even responded to the bug reports on their own forums... Doesn't seem like they want to improve, not with that attitude.

Subject: Re: Renegade-X Black Dawn
Posted by [PermaGrin](#) on Mon, 06 Feb 2012 16:13:22 GMT
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BD was a test bed for UDK MP. And while being a test case, it was also a promotional tool.

Had to be pushed out seeing how it was already late for the deadlines set by EA, Valve/Steam, UDK, etc...

All efforts are now being focused towards MP.

Talks of expanding upon SP are now only brought up after MP is out and rolling.

Trust me, I would love to hop into my time machine and fix and expand on everything. But with most game timelines, you are never finished, you simply run out of time.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Mon, 06 Feb 2012 22:38:49 GMT
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Why didn't you just work on MP instead of a SP campaign? Nobody has answered this with anything that makes sense yet. As I've mentioned, you could've focused your efforts on getting a Field & Under release out so that people had something representative of the final effort.

Subject: Re: Renegade-X Black Dawn
Posted by [Omar007](#) on Mon, 06 Feb 2012 23:37:58 GMT
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PermaGrin wrote on Mon, 06 February 2012 17:13BD was a test bed for UDK MP. And while being a test case, it was also a promotional tool.

PermaGrin wrote on Mon, 06 February 2012 17:13All efforts are now being focused towards MP.
Quoting myself here:

Omar007 wrote on Tue, 31 January 2012 22:14Making a SP game to then revamp it for MP is a bad approach. A lot of time and problems are prevented if it would've been made with MP in mind. I'm afraid that since this is a SP release, this is not the case. If it is, my apologies to the team but then explain why a SP release first?

PermaGrin wrote on Mon, 06 February 2012 17:13 Had to be pushed out seeing how it was already late for the deadlines set by EA, Valve/Steam, UDK, etc...
Wait what? Deadlines set by EA, Steam and Epic Games?
Why does that sound unlikely to me...

Subject: Re: Renegade-X Black Dawn
Posted by [sla.ro\(master\)](#) on Tue, 07 Feb 2012 08:21:33 GMT
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off topic: to make a full single player campaign you need a lot of work.. storyline, many detailed maps, voice actors, ingame cinematic and other more.

on: Renegade X (Black Dawn too) doesn't really feels like Renegade anymore. if they will fix this, then maybe more ren players will play this.

Subject: Re: Renegade-X Black Dawn
Posted by [PermaGrin](#) on Tue, 07 Feb 2012 18:49:32 GMT
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Why do you ask WHY when I just stated as a test platform per-say.

As to why for the "test" that I can not comment on. I only helped in animations and this choice was made before I joined them. I am going to say it is because, while many might think time was wasted on the SP, many things were learned and changed because of it that will be applied to MP.

Why not just do MP? There are more things to revamp and redo for an MP release than for the SP. More characters, more weapons, more buildings, interiors, more maps, more effects, more sounds, more vehicles, more more more. Many things that were done for the SP (cant really comment on code) from the art side, can easily now be used and reused in MP.

Allow me to take animations as an example. Over 50 animations were created per weapon. Some were reused and edited. SP only contained 5 weapons states....250 animations. Now lets to MP with nearly all weapons...never mind the new states we want to add. Now lets take into account those 250 were made and based on the Havoc model. It will probably be rare, but I might need to revamp some sets for alternate character models. This example does not take into account extra idle animations, filler animation, extra travel animations (ladders, etc...) Now with all that, lets do some math. If our research / testing time for the rig and setup + all the animation time took as long as it did, then if we applied all this to the MP release....we would all still be waiting to see anything and most of all, the team would still be waiting to learn whatever it did.

As far as you not believing the timeline statement. I can careless who believes what. I know what was stated on the internal forums, I seen the multiple emails back and forth. If you know better, then why ask for the answers...

Subject: Re: Renegade-X Black Dawn
Posted by [liquidv2](#) on Tue, 07 Feb 2012 20:28:16 GMT
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that's fucking creepy

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Wed, 08 Feb 2012 04:10:12 GMT
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Quote:I am going to say it is because, while many might think time was wasted on the SP, many things were learned and changed because of it that will be applied to MP.

This really doesn't support your argument. Your response has been nebulous ideas like "MP is harder than SP" without listing any true specifics. The things you were making for a SP campaign are already present in MP, and if you're concerned about character development in terms of art loads...

Well, you could easily have deviated from Renegade and made infantry with CC1 in mind by having infantry classes based on the original game, with officers for each class and a variety of equipped weapons that follow the game's story. That would require more work to balance than copying Renegade, so I'm not sure if you're interested in doing it or not. It's obviously your project, but I feel that you're going about it in a way that makes it take far too long to develop.

Subject: Re: Renegade-X Black Dawn
Posted by [PermaGrin](#) on Wed, 08 Feb 2012 14:44:29 GMT
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Without listing specifics?

Did I not just say I was not around for that choice and that even if I was, I do not know most of the gibberish that is talked about the code side of things. So that is why there are no specifics.

I never said "MP was harder", I state MP would have taken longer...

You are on the outside, get inside and then you can read up on all of the specifics. Im not going to copy and paste our internal discussions on such things just to ease your mind.

Far too long to develop?

Coming from my position as someone that helps create games in a 5 month cycle from scratch for over the past 7 years, yes I too think it is taking longer than needed. But I am also of the mindset, I joined someone else project. They deem the timeline and features, I only provide any input I see fit. Some is taken, some is not.

My point I am trying to make is (and people from other projects should see that same), it easy to talk down on what people dont know. I can promise you, most of what people comment on...has been....is being...and will be discussed internally. Just because every decision is not explain in every detail to the public, doesnt mean we just willy-nilly and make crap without rhyme or reason.

I just hope most can see that the deviation was to learn and promote. Hopefully we can now live up to our end and build upon what we learned and then release something BETTER by making this SP before MP than then just releasing MP straight up.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Thu, 09 Feb 2012 02:22:55 GMT
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What's the point of holding all of this "internal discussion" if you're going to vaguely allude to it without telling anyone about what's going on? It's like someone who says "I have a secret, but I can't tell you about it." This isn't about your team only. A lot of these "indie" projects decide to keep their fans in the dark and wonder why nobody gives a shit about them. When they're asked what's going on, the answer is always the same: "It's internal! You don't know what we're doing! You can't judge us because it's internal/secret/bullshit!"

I understand that you're just an animator and have no say in the direction they're taking, but this faux secrecy is pointless and does nothing to help them. Having an open development process would be a boon - people love to see things get updated. It's one of the reasons why I enjoy Star Trek: Excalibur. It stays updated regularly and isn't focused on asking for "indiedb" votes or whatever. They simply post news and updates, talk to their fans, etc. They don't hide behind a veil of secrecy; they understand that this is a free game and that the only thing that matters is who plays it. Otherwise it's all for nothing. Giving players an incentive to build a community around their work makes it much more likely to be noticed and played than simply telling them that the discussions are "internal" and cannot be revealed.

Subject: Re: Renegade-X Black Dawn
Posted by [JohnDoe](#) on Wed, 15 Feb 2012 08:48:38 GMT
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the only reason steam&epic would want to see some progress is if fobby wants funding for a commercial release. i don't see how releasing a sp game with terrible gameplay really helps your case in that regard. i doubt the "don't worry guys, just give us some money and we'll add all of these great features because we're indie" really works since minecraft.

better stick with the originals gamers

and play it loud

Subject: Re: Renegade-X Black Dawn

Posted by [EvilWhiteDragon](#) on Wed, 15 Feb 2012 13:46:24 GMT

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JohnDoe wrote on Wed, 15 February 2012 09:48the only reason steam&epic would want to see some progress is if fobby wants funding for a commercial release. i don't see how releasing a sp game with terrible gameplay really helps your case in that regard. i doubt the "don't worry guys, just give us some money and we'll add all of these great features because we're indie" really works since minecraft.

better stick with the originals gamers

and play it loud

If they really wanted funding I'm sure they could've achieved some thing with croudfunding, although I think that after the original RenX release and the BlackDawn release chances on that happening dropped to almost 0.

Subject: Re: Renegade-X Black Dawn

Posted by [Spyder](#) on Wed, 15 Feb 2012 15:30:35 GMT

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Three words:

1. THEY
 2. FUCKED
 3. UP
-

Subject: Re: Renegade-X Black Dawn

Posted by [iRANian](#) on Wed, 15 Feb 2012 17:15:24 GMT

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I don't really understand why they're using the name 'Renegade-X' when they could use a more appropriate name like 'Call of Battlefield: Renegade skins edition'. Because that's what it is.

Subject: Re: Renegade-X Black Dawn

Posted by [EvilWhiteDragon](#) on Wed, 15 Feb 2012 19:00:00 GMT

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iRANian wrote on Wed, 15 February 2012 18:15I don't really understand why they're using the name 'Renegade-X' when they could use a more appropriate name like 'Call of Battlefield: Renegade skins edition'. Because that's what it is.

You forget to mention the UT feel to it.

Subject: Re: Renegade-X Black Dawn
Posted by [sla.ro\(master\)](#) on Wed, 15 Feb 2012 22:10:09 GMT
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Battlefield - Call Of Unreal: Renegade Edition

Subject: Re: Renegade-X Black Dawn
Posted by [iRANian](#) on Wed, 15 Feb 2012 22:20:30 GMT
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I don't mind the UT look that much compared to the CoD gameplay. Although the generic UT graphics don't help yeah.

Subject: Re: Renegade-X Black Dawn
Posted by [EvilWhiteDragon](#) on Thu, 16 Feb 2012 12:11:15 GMT
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iRANian wrote on Wed, 15 February 2012 23:20I don't mind the UT look that much compared to the CoD gameplay. Although the generic UT graphics don't help yeah.
I meant the feel of the game, not particularly the looks. The characters don't feel smooth or something, like they need a higher gamespeed to function normally.

Subject: Re: Renegade-X Black Dawn
Posted by [JohnDoe](#) on Thu, 16 Feb 2012 15:28:16 GMT
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renegade has the worst character movement ever and this mod looks decent visually...you dorks are just bitching to bitch because all that needs to be said is that they decided to make a singleplayer sequel to noted bad singleplayer game renegade after being incapable of balancing formerly balanced game renegade in HD. there are some talented people working on that mod, but not a single one of them gets the big picture.

there's not a single success story involving the words indie singleplayer fps, what the fuck

Subject: Re: Renegade-X Black Dawn
Posted by [Hitman](#) on Thu, 16 Feb 2012 15:31:11 GMT
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hello eric

Subject: Re: Renegade-X Black Dawn
Posted by [iRANian](#) on Thu, 16 Feb 2012 15:55:40 GMT
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EvilWhiteDragon wrote on Thu, 16 February 2012 05:11iRANian wrote on Wed, 15 February 2012 23:20I don't mind the UT look that much compared to the CoD gameplay. Although the generic UT graphics don't help yeah.

I meant the feel of the game, not particularly the looks. The characters don't feel smooth or something, like they need a higher gamespeed to function normally.

Ah, I felt the gameplay was really CoD-like, all the guns have ridiculous recoil, travel time, the main assault rifle has a scope. Other than using the pistol and sniper I had issues telling apart how effective I was shooting when comparing well aimed shooting with randomly spraying in a direction (other than with the pistol and sniper rifle). In the mission where you have to use the gun emplacement I noticed this the most. I was spraying in one direction and still Nod troops were able to get in front of my Gun Emplacement and numbly stand in front of me.

Subject: Re: Renegade-X Black Dawn
Posted by [liquidv2](#) on Thu, 16 Feb 2012 20:09:57 GMT
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JohnDoe wrote on Thu, 16 February 2012 09:28all that needs to be said is that they decided to make a singleplayer sequel to noted bad singleplayer game renegade after being incapable of balancing formerly balanced game renegade in HD. there are some talented people working on that mod, but not a single one of them gets the big picture.
that's basically it in a nutshell

Subject: Re: Renegade-X Black Dawn
Posted by [Intradox](#) on Fri, 17 Feb 2012 02:58:04 GMT
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I've never played Renegade X, because I don't own UT3, but is it worth buying ut3 for the MP? Or is it just the single player that isn't so great? I get mixed reviews about this.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Fri, 17 Feb 2012 03:00:55 GMT
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Both are pretty bad from what I recall.

Subject: Re: Renegade-X Black Dawn
Posted by [Intradox](#) on Fri, 17 Feb 2012 03:16:13 GMT
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Oh I see. I talked to some other people and they said it was like a failed attempt to make renegade a modern warfare. But hey, they could be wrong.

Subject: Re: Renegade-X Black Dawn
Posted by [NACHO-ARG](#) on Fri, 17 Feb 2012 07:35:19 GMT
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the mp release that works only whit UT3 is a decent thing to play imo, just the infantry muves weird but everything else was prety well done for an indi game.
the black down release, well i couldnt play it due to several lag, so i cant say if it is good or not.

Subject: Re: Renegade-X Black Dawn
Posted by [EvilWhiteDragon](#) on Fri, 17 Feb 2012 12:23:41 GMT
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Also, I cannot believe that this PoS was easier to make than fixing the balance in the earlier MP release and fix the character movement.

Subject: Re: Renegade-X Black Dawn
Posted by [iRANian](#) on Fri, 17 Feb 2012 19:55:30 GMT
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Yeah, I don't understand that either. Because they're going stand-alone they obviously need to add/replace a lot of stuff, but I'm not sure how focusing on a single player campaign really helps, they still need to add everything to support multiplayer. From the earlier comments it seems to be implied they somehow used (lots of) UT3 resources for the maps, but I'm not sure how making a single player campaign helps porting multiplayer maps over in any significant way.

Subject: Re: Renegade-X Black Dawn
Posted by [EvilWhiteDragon](#) on Fri, 17 Feb 2012 20:13:59 GMT
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What I forgot to mention... WHY THE RETARDED CONSOLE-based WEAPON LIMIT? I hate it that suddenly every game needs to "go realistic" and thus allow you to carry maybe 3 weapons.

Subject: Re: Renegade-X Black Dawn
Posted by [iRANian](#) on Fri, 17 Feb 2012 20:18:12 GMT
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Maybe Havoc suffers from muscular dystrophy now? His face looks fucking weird. The whole 2-3

weapon limit bullshit ruined Duke Nukem Forever for me, I spent half the time--that I wasn't spending hiding behind cover like a fucking pussy--checking around for ammo and switching around guns.

Subject: Re: Renegade-X Black Dawn
Posted by [Starbuzz](#) on Fri, 17 Feb 2012 22:08:51 GMT
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You guys are forgetting that the weapon limit is there to make you to play smarter and tactically. You conserve ammo, use the right weapon per situation, and overall just play smarter because that's what you do irl. LMFAO!!!

Subject: Re: Renegade-X Black Dawn
Posted by [liquidv2](#) on Fri, 17 Feb 2012 22:10:40 GMT
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was Ren-X's plan to make it more like real life? hopefully their nuclear missiles will destroy more than just a 50-foot radius

i think one reason renegade has always worked for me is because it's not trying to be realistic

Subject: Re: Renegade-X Black Dawn
Posted by [NACHO-ARG](#) on Sat, 18 Feb 2012 02:17:25 GMT
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Quote:i think one reason renegade has always worked for me is because it's not trying to be realistic

this

Subject: Re: Renegade-X Black Dawn
Posted by [EvilWhiteDragon](#) on Sat, 18 Feb 2012 09:47:18 GMT
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Starbuzz wrote on Fri, 17 February 2012 23:08 You guys are forgetting that the weapon limit is there to make you to play smarter and tactically. You conserve ammo, use the right weapon per situation, and overall just play smarter because that's what you do irl. LMFAO!!!
Lame excuse put there by console-game-makers because it's not easily possible to switch between a lot of weapons on consoles. This because there are only so many buttons.

If it were just for the realistic argument, then I would expect you to only be able to carry 2 weapons, a small weapon and a rifle. Not a sidearm, assault and sniper rifle.

Subject: Re: Renegade-X Black Dawn
Posted by [liquidv2](#) on Sat, 18 Feb 2012 12:50:58 GMT
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they need large pockets for c4 and beacons then

Subject: Re: Renegade-X Black Dawn
Posted by [Spyder](#) on Sat, 18 Feb 2012 13:22:27 GMT
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I deem this a failed project. Nothing more, nothing less.

Subject: Re: Renegade-X Black Dawn
Posted by [Starbuzz](#) on Sat, 18 Feb 2012 17:21:39 GMT
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hahaha EWD, I agree with you! That's why that was a trollpost with a lmfao in the end lols! I was mocking such "realistic" games.

It's so sad that most shooters are all "realistic" macho military sims and people play this crap.

I started playing back in 1994 and the first shooters I played in the right order was: Doom 2, Wolf 3D, and Blake Stone. Amazing standards!

And the reason why I like Renegade so much is because there is no crap weapon limit and it falls between a total TD conversion and a pure sci-fi game.

I don't know when games were supposed to be all macho realistic. I still load up Serious Sam: The First Encounter and play the first level...the bright sunshine, the green palm trees, the clouds, the temple area, the swimming pool, and most brilliantly of all the soothing music. easily the best scene of any game I ever played...such a beautiful vacation-type atmosphere.

The ReneX folks should get working on a proper C&C Mode to get a solid base of players going in a server that will never be empty. They can use this server to observe their work and make any changes. After that's out, they can work on other "realistic" modes which will feature bigger asymmetrical maps, tech buildings to capture, and realistic weapon-limits.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Sat, 18 Feb 2012 18:26:41 GMT
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They should, but will they? You'll probably just get told "Oh, it's internal, we're doing all this stuff but hey it's internal and did we tell you that EA and other people are pushing us to release? Haha wait I shouldn't tell you that since it was internal or something lol"

Subject: Re: Renegade-X Black Dawn
Posted by [Speedy059](#) on Tue, 21 Feb 2012 17:26:58 GMT
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Find it kind of odd that some of the biggest voices in this thread have/are part of projects that are missing deadlines and releasing buggy completions of it as well.

Isn't it just 'common' to do just that (miss deadlines, buggy) when you are donating your time on something that makes you no money?

Subject: Re: Renegade-X Black Dawn
Posted by [EvilWhiteDragon](#) on Tue, 21 Feb 2012 19:39:27 GMT
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Speedy059 wrote on Tue, 21 February 2012 18:26 Find it kind of odd that some of the biggest voices in this thread have/are part of projects that are missing deadlines and releasing buggy completions of it as well.

Isn't it just 'common' to do just that (miss deadlines, buggy) when you are donating your time on something that makes you no money?

You're suggesting TT perhaps? While we haven't stated hard deadlines, we have missed targets, yes. However, we have been fixing shit ever since the first private beta and people should notice how things are working better and better. RenX started all over again (or so it seems) but some bugs still remain.

Another thing, compared to TT. We have decided that we wouldn't pay (much) intention to SP. Not much as we try not to break it, but we're not sure here. Why? Because we know that we need multiplayer to be even remotely successful. This shouldn't be any different for RenX, unless they try to appeal to an entirely different audience.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Tue, 21 Feb 2012 22:49:27 GMT
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Someone's work having bugs doesn't mean that you're immune from criticism for your own bugs.

Subject: Re: Renegade-X Black Dawn
Posted by [iRANian](#) on Tue, 21 Feb 2012 22:55:01 GMT
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Speedy059 wrote on Tue, 21 February 2012 10:26 Find it kind of odd that some of the biggest voices in this thread have/are part of projects that are missing deadlines and releasing buggy completions of it as well.

Isn't it just 'common' to do just that (miss deadlines, buggy) when you are donating your time on something that makes you no money?
Huh?

Subject: Re: Renegade-X Black Dawn
Posted by [PermaGrin](#) on Wed, 22 Feb 2012 19:48:33 GMT
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I knew better...but I thought maybe some insight would be better than none. Obviously I was wrong. Most here seem to not like any answer given except for what they want to hear.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Wed, 22 Feb 2012 23:28:41 GMT
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Likewise, you seem to only care about the replies if they're what you want to hear. Don't take this personal - I just don't see what you're trying to accomplish by dismissing legitimate concerns about your team's work.

On a completely unrelated subject, I work with several Full Sail graduates. I thought of you when they mentioned it. Do you still live in the Orlando area? I work down the road from FS on University Blvd.

Subject: Re: Renegade-X Black Dawn
Posted by [Jerad2142](#) on Thu, 23 Feb 2012 17:00:19 GMT
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We need to fix w3d engine's lame 50 weapon limit.

Jk, anything is better than 3 guns.

Subject: Re: Renegade-X Black Dawn
Posted by [CVN71HT2](#) on Sat, 03 Mar 2012 19:19:23 GMT
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Kirby098 here.

I'm a little late to the debate but wanted to offer thoughts on the SP thing.

Disclaimer: I haven't actually played the new campaign but based off feedback I see in the community: I actually feel a little responsible for what is being said.

A couple years back they asked me to write a SP campaign based off my work with EA, Renevo and my scorpion's tale story hosted in this forum in addition to some other work on a different site.

Due to life's convolutions in a layoff and my great desire to feed my family through employment I had to leave the effort, and the SP campaign I started was abandoned in a mutual agreement that they weren't going to do SP for a while and my lack of time while pursuing work.

Writing is an art and passion similar to what talented digital artists and code monkeys do and are just as essential for quality games. I would expect about as good a product from an animator writing SP as I would from me trying to do quality rendering.

That being said, I appreciate what they are trying to do and in keeping my fav game alive even 10 years after Beta.

Subject: Re: Renegade-X Black Dawn
Posted by [CVN71HT2](#) on Mon, 05 Mar 2012 20:16:12 GMT
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Aircraftkiller wrote on Wed, 22 February 2012 16:28Do you still live in the Orlando area? I work down the road from FS on University Blvd.

Used to live down there too. My personal Fav: The Taco Bell between classes and walking by that BBQ place on the way home.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Mon, 05 Mar 2012 22:09:20 GMT
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I'm too far away from FS to walk there... My office is very close to UCF. Would be several miles worth of driving just to get over that way.

So what happened to your old account? Do you still live in the area?

Subject: Re: Renegade-X Black Dawn
Posted by [CVN71HT2](#) on Mon, 05 Mar 2012 22:33:20 GMT
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Oh, waaaay down there. Ha.

I moved to this one a long time ago after disabling kirby098 in saome stupid protest over some stupid thing back when my brain stem was still forming higher functions. I think I have another KIRBY-098 as well, but I'll just stick with this one as it ties to my military service which is a fonder memory than post beta renforums battling.

I moved after the FS debacle to the seattle area and then moved again thanks to the aforementioned layoff to Arizona, which I highly recommend by the way.

I still get back to O town on occassion for business but haven't in some time.

I am actually surprised you stayed in FL with the heavy GAME industry prescence in WA.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Mon, 05 Mar 2012 22:41:25 GMT
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Things we did years ago do look a bit silly, I agree. You should go back and look at my old posts. They're near incomprehensible without taking context into account.

What do you mean by "FS debacle"? Also, next time you're in Orlando, yell at me. I'm always up for lunch. Speaking of game development, I do that on my own time. I work in simulation right now. Much more stable work, better pay, better hours, better benefits, etc... Generally, just better overall.

Subject: Re: Renegade-X Black Dawn
Posted by [CVN71HT2](#) on Mon, 05 Mar 2012 22:59:57 GMT
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I know the context so they're pretty damn funny even today. We had some good debates from time to time.

Full Sail was a complete disaster for me. It turns out raising babies and attending a compressed format code school isn't a good mix especially when babies get sick and the teachers are recently graduated students who are more interested in WOW than designing a curriculum that is comprehensible to someone who hasn't been living code in mom's basement.

Still paying on that little mistake, but ironically I make twice what I would have had I graduated, and at a quarter the cost.

Pretty good ROI all told and I still got to live the dream a little.

Subject: Re: Renegade-X Black Dawn
Posted by [Aircraftkiller](#) on Mon, 05 Mar 2012 23:53:47 GMT
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It's a shame that their team doesn't have the same attitude that you do. I think their project has a lot of potential that's being wasted by being hostile to criticism, and I'm really getting tired of the "free game" mantra that seems to have been adopted by half-wits who feel the need to defend something they don't even work on.

I went through the same experience in college. I was raising my daughter, working, and going to college simultaneously. It was a lot of work, but I'm glad I spent the time and the effort to do it. I'm glad to see that life worked out for you after all. You live in Phoenix now, so I trust you've stopped by and seen Crimson already?

Subject: Re: Renegade-X Black Dawn
Posted by [CVN71HT2](#) on Tue, 06 Mar 2012 03:06:19 GMT
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No I haven't. I spend most of my weekends working or doing church stuff. No time to even game to be honest.

I do plan to see vlok again and finally meet Dante someday but it will likely never come to pass the way life is going.

Subject: Re: Renegade-X Black Dawn
Posted by [JohnDoe](#) on Mon, 12 Mar 2012 08:20:58 GMT
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CVN71HT2 wrote on Sat, 03 March 2012 12:19Kirby098 here.

I'm a little late to the debate but wanted to offer thoughts on the SP thing.

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Writing is an art and passion similar to what talented digital artists and code monkeys do and are just as essential for quality games. I would expect about as good a product from an animator writing SP as I would from me trying to do quality rendering.

hahahah
