Subject: RenegadeX
Posted by IceSword7 on Wed, 27 Nov 2013 03:47:46 GMT
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http://www.youtube.com/watch?v=k-bLTYiaqqk&hd=1

Thoughts?

Subject: Re: RenegadeX
Posted by Aircraftkiller on Wed, 27 Nov 2013 03:49:45 GMT
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Sucked before

Sucked in 2012

It'll suck again if it ever releases again

Subject: Re: RenegadeX
Posted by YazooGang on Wed, 27 Nov 2013 04:49:10 GMT
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Aircraftkiller wrote on Tue, 26 November 2013 20:49Sucked before

Sucked in 2012

It'll suck again if it ever releases again
I'm starting to think that you have mental problems.
Poor thing...

Subject: Re: RenegadeX
Posted by ehhh on Wed, 27 Nov 2013 05:59:21 GMT
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It's ut

Ofc it sucks

Subject: Re: RenegadeX
Posted by reborn on Wed, 27 Nov 2013 08:44:31 GMT
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It looks first class, triple A.

Subject: Re: RenegadeX
Posted by -TLS-DJ-EYE-K on Wed, 27 Nov 2013 12:42:32 GMT
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YazooGang wrote on Wed, 27 November 2013 05:49Aircraftkiller wrote on Tue, 26 November 2013 20:49Sucked before

Sucked in 2012

It'll suck again if it ever releases again
I'm starting to think that you have mental problems.
Poor thing...

This.

Besides that, looks great, hope to play it soon

Subject: Re: RenegadeX
Posted by iRANian on Wed, 27 Nov 2013 12:56:23 GMT
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Graphics look pretty nice, I'm just afraid it doesn't play like Renegade or even worse; it plays like the Black Dawn release.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Wed, 27 Nov 2013 13:13:02 GMT
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YazooGang wrote on Tue, 26 November 2013 23:49Aircraftkiller wrote on Tue, 26 November 2013 20:49Sucked before

Sucked in 2012

It'll suck again if it ever releases again
I'm starting to think that you have mental problems.
Poor thing...

I'm starting to think you never played Renegade X. I'm also of the opinion that you'd make a lousy psychologist. If you played Black Dawn, you'd know what Renegade X's problem is.

Subject: Re: RenegadeX
Posted by danpaul88 on Wed, 27 Nov 2013 13:42:31 GMT
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Can't say I'm expecting it to be much better than the last version... hopefully they'll prove me wrong but I've learned from experience not to expect too much from games or mods based on videos and screenshots alone...

Subject: Re: RenegadeX
Posted by Xpert on Wed, 27 Nov 2013 14:17:16 GMT
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The only thing I see about Renegade X is the amazing graphics. The gameplay is garbage and will never be like Renegade.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Wed, 27 Nov 2013 17:46:57 GMT
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Xpert wrote on Wed, 27 November 2013 09:17The only thing I see about Renegade X is the amazing graphics. The gameplay is garbage and will never be like Renegade.

I'm starting to think that you have mental problems.
 Poor thing...

/The graphics are on par or worse than any standard FTP (Free to Play) fare that currently exists. Certainly nothing to fawn over.

Subject: Re: RenegadeX
Posted by liquidv2 on Wed, 27 Nov 2013 18:16:56 GMT
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it's the best that Renegade will ever look, so i see no problem with his statement lol
it looks better, but will probably play far worse and won't receive the proper balancing it needs to achieve longevity

it's a shame, but it is what it is

Subject: Re: RenegadeX
Posted by shaitan on Wed, 27 Nov 2013 20:13:56 GMT
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The gameplay looks way better than it did before.

Subject: Re: RenegadeX
Posted by Lazy5686 on Wed, 27 Nov 2013 21:42:02 GMT
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We'll see.

Subject: Re: RenegadeX
Posted by reborn on Wed, 27 Nov 2013 21:42:59 GMT
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Interesting... So, it's all about the gameplay, not fancy graphics?

http://www.renegadeforums.com/index.php?t=msg&th=40427&start=0&

Subject: Re: RenegadeX
Posted by YazooGang on Wed, 27 Nov 2013 21:56:38 GMT
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reborn wrote on Wed, 27 November 2013 14:42Interesting... So, it's all about the gameplay, not fancy graphics?

http://www.renegadeforums.com/index.php?t=msg&th=40427&start=0&

Subject: Re: RenegadeX
Posted by Aircraftkiller on Wed, 27 Nov 2013 22:47:45 GMT
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[quote title=reborn wrote on Wed, 27 November 2013 16:42][quote]

Subject: Re: RenegadeX
Posted by reborn on Wed, 27 Nov 2013 23:01:36 GMT
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Aircraftkiller wrote on Wed, 27 November 2013 17:47
Some weird quote that didn't really work.

Subject: Re: RenegadeX
Posted by OWA on Wed, 27 Nov 2013 23:23:51 GMT
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Aircraftkiller wrote on Wed, 27 November 2013 17:46
The graphics are on par or worse than any standard FTP (Free to Play) fare that currently exists. Certainly nothing to fawn over.
Renegade X shouldn't really be classed as a Free to Play game, since that term is widely used to describe games that are free to play initially, but then have some sort of additional paid-for content or premium features. F2P is similar to what's called the freemium model.

Renegade X is good old fashioned freeware through and through.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Wed, 27 Nov 2013 23:24:51 GMT
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Not sure if serious. You linked a thread where gameplay would essentially be a carbon copy of an old mod I worked on many years ago and I'm only assuming that you're using that thread as evidence that I don't care about gameplay or potato? Please elaborate because I'm finding it difficult to see what the purpose of linking that thread was - except for laughter. Because that thread is funny. Pure comedy gold. lel.

One Winged Angel wrote on Wed, 27 November 2013 18:23Aircraftkiller wrote on Wed, 27 November 2013 17:46
The graphics are on par or worse than any standard FTP (Free to Play) fare that currently exists. Certainly nothing to fawn over.
Renegade X shouldn't really be classed as a Free to Play game, since that term is widely used to describe games that are free to play initially, but then have some sort of additional paid-for content or premium features. F2P is similar to what's called the freemium model.

Renegade X is good old fashioned freeware through and through.

It's still a FTP game (Free number two play?) by virtue of the fact that it's free and it's a game. It's certainly not a freemium game by any stretch, but it is free.

Subject: Re: RenegadeX
Posted by OWA on Thu, 28 Nov 2013 00:02:01 GMT
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Aircraftkiller wrote on Wed, 27 November 2013 23:24One Winged Angel wrote on Wed, 27 November 2013 18:23Aircraftkiller wrote on Wed, 27 November 2013 17:46The graphics are on par or worse than any standard FTP (Free to Play) fare that currently exists. Certainly nothing to fawn over.
Renegade X shouldn't really be classed as a Free to Play game, since that term is widely used to describe games that are free to play initially, but then have some sort of additional paid-for content or premium features. F2P is similar to what's called the freemium model.

Renegade X is good old fashioned freeware through and through.

It's still a FTP game (Free number two play?) by virtue of the fact that it's free and it's a game. It's certainly not a freemium game by any stretch, but it is free.

It's not a F2P game. F2P doesn't mean that it's entirely free to play as the term has mutated to imply that there is in fact things to pay for within the game.

For example, World of Tanks, War Thunder and Planetside 2 are all F2P games because they are free to play, but you have the option of paying for other ingame content.
Star Trek Online is an F2P MMO, which is another good example.

Also, the acronym FTP is never used to mean Free to Play. It always has been and always will be F2P. When ever I see FTP I think of File Transfer Protocol.

Freeware is the term you're looking for because it's entirely free with nothing to pay for ever.

Subject: Re: RenegadeX
Posted by Renx on Thu, 28 Nov 2013 00:24:47 GMT
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Aircraftkiller wrote on Tue, 26 November 2013 23:49Sucked before

Sucked in 2012

It'll suck again if it ever releases again

be nice bro

Subject: Re: RenegadeX
Posted by Jaspah on Thu, 28 Nov 2013 00:50:44 GMT
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The game looks incredible.

I don't know where all the hate is stemming from. The original game definitely wasn't very complicated. I don't see why the original gameplay couldn't possibly be replicated and improved in RenegadeX.

It's a chance to breath new life into Renegade, and let's face it, it desperately needs it at this point.

But, hey, by all means keep sitting around circlejerking a game from 2002.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Thu, 28 Nov 2013 01:03:31 GMT
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Quote: title=One Winged Angel wrote on Wed, 27 November 2013 19:02]It's still a FTP game (Free number two play?) by virtue of the fact that it's free and it's a game. It's certainly not a freemium game by any stretch, but it is free.

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Freeware is the term you're looking for because it's entirely free with nothing to pay for ever.

If we're going to delve into technicalities, the number two doesn't mean the word "to" and therefore the acronym is FTP. Otherwise, you're saying Free Two Play. Like when someone says Got Two Go. It doesn't make sense.

RenX is a FTP game as far as I'm concerned. Freeware would be equally applicable, but the terms aren't mutually exclusive.

Renx: S'up, bruh what it do

Jaspah: I have a particular distaste for RenX as it holds the dubious honor of being the only program I've used that has managed to blue-screen Windows 7. That and it played terribly. I can't imagine they suddenly made it magically awesome in the span of a year. Do I hope it comes out well?

Sure - I also hope for a lot of other things. History generally speaks for itself. If RenX doesn't suck this time around I'll be impressed. If it does, I won't be disappointed. It's sucked twice so far.

Subject: Re: RenegadeX
Posted by liquidv2 on Thu, 28 Nov 2013 02:11:10 GMT
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to be fair, ACK didn't call it a free to play game
he just compared the graphics to the free to play games out there
but oh well
i hope for the best with it

Subject: Re: RenegadeX
Posted by shaitan on Thu, 28 Nov 2013 02:46:03 GMT
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They must have some decent advertising. Six hours ago they had 17,000 views on that video, now they have 35,565.

Subject: Re: RenegadeX
Posted by OWA on Thu, 28 Nov 2013 03:53:50 GMT
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Aircraftkiller wrote on Thu, 28 November 2013 01:03
If we're going to delve into technicalities, the number two doesn't mean the word "to" and therefore the acronym is FTP. Otherwise, you're saying Free Two Play. Like when someone says Got Two Go. It doesn't make sense.

RenX is a FTP game as far as I'm concerned. Freeware would be equally applicable, but the terms aren't mutually exclusive.

FTP may be what you like to call it, but the rest of the world uses the acronym F2P. It may not make sense, but that's the way it is.
Remember, "it's Nod, not NOD" and "it's texturing, not skinning"? Same type of deal here.

RenX also isn't a F2P game because the it has no micro-transactions.

If you want some clarity on the acronym and the business model, please have a skim over this link and you'll find out that free-to-play doesn't mean totally 100% free in the same way that freeware does: http://www.gamasutra.com/view/feature/134959/the_design_of_freetoplay_games_.php ?print=1

Subject: Re: RenegadeX
Posted by Aircraftkiller on Thu, 28 Nov 2013 04:40:24 GMT
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Free To Play, not Free Two Play. I see what you're saying, but that doesn't invalidate my point.

I'm not going to start using the number two to replace the word "to". Context should be enough. If I say FTP game, it's pretty obvious I'm not calling it a file transfer protocol game.

Your other examples are iffy - no professional artist I know calls a texture a "skin" (because skinning is something entirely different than textures) and most people who can read know that Nod isn't written as NOD, AKA Naval Ordnance Disposal.

Subject: Re: RenegadeX
Posted by Kamuix on Thu, 28 Nov 2013 04:48:03 GMT
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The single player one that was released had no Command & Conquer feel to it at all for me, the graphics were great many things were great but other than that it didn't have... the heart of cnc I guess

I can see the online release coming being better by the videos i'm hoping it'l atleast be alittle better than the sing

---

Subject: Re: RenegadeX
Posted by Renardin6 on Thu, 28 Nov 2013 08:44:37 GMT
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Ack, I think you will enjoy the game this time.

Subject: Re: RenegadeX
Posted by ehhh on Thu, 28 Nov 2013 09:59:06 GMT
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does anyone know if there made any gameplay changes?

or is it just a complete carbon copy or some shit

Subject: Re: RenegadeX
Posted by OWA on Thu, 28 Nov 2013 20:55:24 GMT
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Aircraftkiller wrote on Thu, 28 November 2013 04:40Free To Play, not Free Two Play. I see what you're saying, but that doesn't invalidate my point. I'm not going to start using the number two to replace the word "to". Context should be enough. If I say FTP game, it's pretty obvious I'm not calling it a file transfer protocol game.

Your other examples are iffy - no professional artist I know calls a texture a "skin" (because

---

skinning is something entirely different than textures) and most people who can read know that Nod isn't written as NOD, AKA Naval Ordnance Disposal.
No professional game designer I know uses the acronym FTP to denote Free-to-Play, but I get the logic behind what you're aiming for.

Also Free-to-Play means something completely different to freeware and is actually closer to meaning freemium, so the texture/skin comparison isn't far off.

Subject: Re: RenegadeX
Posted by ehhh on Thu, 28 Nov 2013 21:44:14 GMT
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perhaps to game designers such as yourself or whatever you call yourself

to the majority of everyone else, free to play tends to mean free.

Subject: Re: RenegadeX
Posted by Kamuix on Thu, 28 Nov 2013 21:53:48 GMT
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Renardin6 wrote on Thu, 28 November 2013 03:44Ack, I think you will enjoy the game this time.

Do you and ACK still go at it like 6 years ago as I recall it was like back then?

I remember around way back 2006ish everyone teased you about reborn and about how a newer version was never going to be released. like i recall someone making a joke about hell freezing over..blawblaw then reborn. but anyway after I left the ren community in 2007.. in 2012 so 5 years later I was on moddb or something and was thought about reborn and was like, that mods Gotta be out by now i gotsta check it out.. so i checked and it wasn't and it was still in progress It blew my mind like nooo way its not out yet 5 years later ;p releases 10 years apart

Im sorry im not coming down on you for it just funny in a good way no insult intended, the 2013 release is great I tried it once and now thinking about it.. Im tempted, is there any online games active do you know? ill check anyway.. but great work obviously you had tons of projects going and prob took your time went back and fourth or whatever.. If I started a renegade conversion mod i'd of given up before I started lol

---

Subject: Re: RenegadeX
Posted by Jaspah on Thu, 28 Nov 2013 22:54:11 GMT

shaitan wrote on Wed, 27 November 2013 21:46They must have some decent advertising. Six hours ago they had 17,000 views on that video, now they have 35,565.

That's because it was posted on reddit.

Also, as far as the "free to play" thing goes, from my understanding that was the agreement between the game's team and EA. EA allowed them to use Command and Conquer assets as long as they never charge money for the game.

Sounds good to me?

Subject: Re: RenegadeX
Posted by -TLS-DJ-EYE-K on Fri, 29 Nov 2013 18:41:39 GMT

The Renegade X standalone multiplayer beta will be out on February 26th, 2014.

Subject: Re: RenegadeX
Posted by Renardin6 on Fri, 29 Nov 2013 18:44:35 GMT

Kamuix wrote on Thu, 28 November 2013 22:53Renardin6 wrote on Thu, 28 November 2013 03:44Ack, I think you will enjoy the game this time.

Do you and ACK still go at it like 6 years ago as I recall it was like back then?

I remember around way back 2006ish everyone teased you about reborn and about how a newer version was never going to be released. like i recall someone making a joke about hell freezing over..blawblaw then reborn. but anyway after I left the ren community in 2007.. in 2012 so 5 years later I was on moddb or something and was thought about reborn and was like, that mods Gotta be out by now i gotsta check it out.. so i checked and it wasn't and it was still in progress It blew my mind like nooo way its not out yet 5 years later ;p releases 10 years apart

Im sorry im not coming down on you for it just funny in a good way no insult intended, the 2013 release is great I tried it once and now thinking about it.. Im tempted, is there any online games active do you know? ill check anyway.. but great work obviously you had tons of projects going and prob took your time went back and fourth or whatever.. If I started a renegade conversion mod i'd of given up before I started lol

It is out now.

Subject: Re: RenegadeX
Posted by Renx on Sat, 30 Nov 2013 00:25:37 GMT
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http://www.youtube.com/watch?v=q_RefA1yOGw

Subject: Re: RenegadeX
Posted by Agent on Sat, 30 Nov 2013 01:04:44 GMT
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Jaspah wrote on Thu, 28 November 2013 15:54shaitan wrote on Wed, 27 November 2013 21:46They must have some decent advertising. Six hours ago they had 17,000 views on that video, now they have 35,565.

That's because it was posted on reddit.

I'm sure Kotaku brought a good number of views.

Subject: Re: RenegadeX
Posted by Generalcamo on Sat, 30 Nov 2013 16:41:07 GMT
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Being a tester for it, I can say it isn't a carbon copy of Black Dawn. And not just because it is multiplayer.

Subject: Re: RenegadeX
Posted by Starbuzz on Sat, 30 Nov 2013 20:15:57 GMT
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-TLS-DJ-EYE-K wrote on Fri, 29 November 2013 13:41The Renegade X standalone multiplayer beta will be out on February 26th,
2014.

Lol sorry DJ...I couldn't resist!

File Attachments

Subject: Re: RenegadeX
Posted by Kamuix on Sun, 01 Dec 2013 08:37:12 GMT
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Is there any talk of mod tools or mapping tools I wonder?

and if it does turn out to be good I think i heard something about lord Aircraftkillers plans of making a Renegade-X Renalert conversion mod using his already existing 3D models and map models.. could happen

EDIT: Just saying because it looks like he's bored to tears these days

---

Subject: Re: RenegadeX
Posted by Ethenal on Sun, 01 Dec 2013 19:31:08 GMT
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oh I can feel it getting warm already... the flame...

Subject: Re: RenegadeX
Posted by Renardin6 on Mon, 02 Dec 2013 12:52:37 GMT
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I am also a tester on it. It is far more fun than Renegade for now. I can't wait to have servers with 64 players.

Subject: Re: RenegadeX
Posted by ehhh on Mon, 02 Dec 2013 15:48:25 GMT
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has damage from ramjets to light vehicles changed?

Subject: Re: RenegadeX
Posted by liquidv2 on Mon, 02 Dec 2013 17:24:10 GMT
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hopefully the maps are scaled a bit larger than Renegade ones, because 64 players on a
Renegade map sounds like a not so fun time lol

Subject: Re: RenegadeX
Posted by Starbuzz on Mon, 02 Dec 2013 18:36:50 GMT
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hey liquid, the maps seem to be scaled up. I found an old 2011 video showing the maps:
http://www.youtube.com/watch?v=njMzqLLtqWU

I think Fobby and Co did a great job. I was unable to play Black Dawn due to a Vista bug so the
last time I played ReneX was their first playable release.

I will be installing UT3 to practice first person boomhs aiming skills with the Shock rifle so I will be
ready for the ReneX Railgun!

Hope it plays like Renegade when it comes to quick-repairing vehicles, dodging hits, sneaking in
with helicopters/tech/beacon on some maps and so on.

Once on Islands, I saw crush's Mobius with a rep gun fucking expertly quick-repairing all the way
to back of the WF door from the base entrance...lmfao...while getting shot at by the entire Nod
team. It would be amazing if ReneX could replicate that.

I mean that's a core feature of Renegade...quick repairing and getting back in the vehicle ready to
fire that next shot so you win the tankfight! So I do not know how the getting in and getting off
animations will interfere with that...hopefully not. Because that is a key feature.

Does anyone know how the nicks system work in ReneX? Will there be a direct connect option?

Subject: Re: RenegadeX
Posted by Renardin6 on Mon, 02 Dec 2013 21:30:19 GMT
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no weapon drop for now from what I know.

Subject: Re: RenegadeX
Posted by ehhh on Tue, 03 Dec 2013 07:51:19 GMT
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bigger maps? i'd rather have the maps like renegade ones, suitable for 2v2 - 20v20.

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Tue, 03 Dec 2013 09:03:21 GMT
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ehhh wrote on Tue, 03 December 2013 08:51bigger maps? i'd rather have the maps like
renegade ones, suitable for 2v2 - 20v20.
This. Maybe larger ones for the occasional 64p. I doubt however if there will be many servers that
will get anywhere near 64p though.

Subject: Re: RenegadeX
Posted by Generalcamo on Sun, 08 Dec 2013 00:30:04 GMT
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Considering the coverage we got (http://renegade-x.com/forums/viewforum.php?f=41 just look at
the top few topics), I would say 64 players is very probable.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sun, 08 Dec 2013 04:44:18 GMT
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I like how you say "we" like you work on it or something lol

Testing isn't "working" on it

Subject: Re: RenegadeX
Posted by liquidv2 on Sun, 08 Dec 2013 13:13:44 GMT
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it's helping out in some way though
it helps others that work on it

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Sun, 08 Dec 2013 17:34:59 GMT
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generalcamo wrote on Sun, 08 December 2013 01:30Considering the coverage we got
(http://renegade-x.com/forums/viewforum.php?f=41 just look at the top few topics), I would say 64
players is very probable.
If there's only one server, yes, it's not unlikely, but assuming the server is released as well... I
doubt it.

Subject: Re: RenegadeX
Posted by reborn on Sun, 08 Dec 2013 19:23:46 GMT
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I never knew black dawn was released till this thread!!!
I played it the other day and thought it was just great!

Subject: Re: RenegadeX
Posted by R315r4z0r on Mon, 09 Dec 2013 04:32:50 GMT
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The gameplay is much better than Black Dawn. Remember Black Dawn was merely a way for them to accomplish something (building original assets since they were no longer permitted to use UT3 stock assets) while giving fans something to play with in the mean time. It was by no means a polished experience made to represent how RenX's gameplay would be.

It does play like Renegade, but it isn't a carbon copy. It's kind of hard to explain. Mainly because I don't want to say too much about it without the team's permission, but also partly because of how the game's design is handled. It manages to stay very close to what makes Renegade Renegade but still feel new and fresh. The balance is very close to how it was in Renegade with a few obvious changes due to some new weapons and weapon controls/functions.

And yes the maps are slightly larger because infantry can now sprint.

Subject: Re: RenegadeX
Posted by iRANian on Mon, 09 Dec 2013 08:05:00 GMT
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So is there anyone who is actually somewhat good at Renegade who can tell us if it plays like Renegade or not?

Subject: Re: RenegadeX
Posted by R315r4z0r on Mon, 09 Dec 2013 20:16:34 GMT
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funny

Subject: Re: RenegadeX
Posted by liquidv2 on Mon, 09 Dec 2013 22:47:31 GMT
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he has a valid point - i'd like to see what Spoony thought of it

---

he's well-known enough that they'd let him beta test it, i'm sure

---

Subject: Re: RenegadeX
Posted by ehhh on Mon, 09 Dec 2013 23:10:33 GMT
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crush crew can lobby war on it

Subject: Re: RenegadeX
Posted by Ethenal on Tue, 10 Dec 2013 03:46:37 GMT
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lol i doubt lobby wars would remotely resemble Renegade

Subject: Re: RenegadeX
Posted by Xpert on Tue, 10 Dec 2013 05:09:11 GMT
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lobby wars is competitive renegade

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Tue, 10 Dec 2013 09:32:14 GMT
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Xpert wrote on Tue, 10 December 2013 06:09lobby wars is competitive renegade
Is there such thing as "uncompetitive renegade", then? I though it was about winning...

Subject: Re: RenegadeX
Posted by ehhh on Tue, 10 Dec 2013 12:07:03 GMT
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why wouldnt it resmeble renegade?

easy way to see how the balance is imo

Subject: Re: RenegadeX
Posted by Ethenal on Tue, 10 Dec 2013 14:50:33 GMT
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lol because it's on the Unreal engine. I just really doubt that game plays anything like it looks

---

Subject: Re: RenegadeX
Posted by reborn on Tue, 10 Dec 2013 15:26:08 GMT
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Ethenal wrote on Tue, 10 December 2013 09:50lol because it's on the Unreal engine. I just really doubt that game plays anything like it looks

Unreal has been used to make MMORPG's, RTS, FPS, Puzzle games, flight simulators, Third person shooters and many other game types.

Why do you feel that they wont be able to make a game like Renegade on it?

I've never used the engine, so maybe you have some experience with it?

Subject: Re: RenegadeX
Posted by ehhh on Tue, 10 Dec 2013 15:58:42 GMT
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oh you meant renx?

"lol i doubt lobby wars would remotely resemble Renegade"

wtf

Subject: Re: RenegadeX
Posted by Xpert on Tue, 10 Dec 2013 17:13:55 GMT
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That's what I thought trist lol. I was referring to Renegade not Renegade X.

Subject: Re: RenegadeX
Posted by Ethenal on Tue, 10 Dec 2013 17:43:49 GMT
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I meant that lobby wars in Renegade-X would not resemble lobby wars in Renegade, sorry, my ambiguous usage of language constructs that are required by apes to understand each other

carry on

Subject: Re: RenegadeX
Posted by GoTWhisKéY   on Tue, 10 Dec 2013 18:45:48 GMT
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EvilWhiteDragon wrote on Tue, 10 December 2013 04:32Xpert wrote on Tue, 10 December 2013
06:09lobby wars is competitive renegade
Is there such thing as "uncompetitive renegade", then? I though it was about winning...

Competitive Renegade is clanwars/funwars/lobbywars. The main point being that both teams are
communicating on teamspeak, trying their best to defeat the other team.

Public server Renegade is 'casual' Renegade.

Anybody testing Ren-X ever play a Renegade clanwar before?

Subject: Re: RenegadeX
Posted by Starbuzz on Tue, 10 Dec 2013 20:14:35 GMT
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This is a clanwar player's mind during CW's:

public player's mind during public server games:

I think it is fair to say that CW players can througly test gameplay mechanics much better than
public players who are just going to be fapping over the Unreal 3D models, first person vehicle
views, pretty explosions, and hiding under the tall grass looking at that pretty gun remakes.

File Attachments
1) ClanwarLPlayerightningMind.gif, downloaded 970 times

2) mud-puddle-public player brains.jpg, downloaded 1317 times

---

Subject: Re: RenegadeX
Posted by ehhh on Tue, 10 Dec 2013 20:36:46 GMT
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figured it be best way to test the balance imo

Subject: Re: RenegadeX
Posted by Renx on Wed, 11 Dec 2013 06:30:36 GMT
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Adding sprint/stamina and random spread on the hitscan weapons sounds like the balance will be

---

completely changed. Would love to play Renegade again but not if it's full of battlefield/cod garbage

---

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Wed, 11 Dec 2013 09:53:46 GMT
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Oh great... arrogant CW players think that pubbers can't play...

Subject: Re: RenegadeX
Posted by ehhh on Wed, 11 Dec 2013 12:04:48 GMT
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nothing to do with that, crush crew is basically pubbers anyway.

competitive smaller games can test the balance better than any other normal public server, where majority of the players aren't playing serous.

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Wed, 11 Dec 2013 12:26:39 GMT
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ehhh wrote on Wed, 11 December 2013 13:04nothing to do with that, crush crew is basically pubbers anyway.

competitive smaller games can test the balance better than any other normal public server, where majority of the players aren't playing serous.
I agree with you that smaller games do indeed allow for better testing the balance than large games, but the size of the game doesn't have anything to do with CW players or not.

In any case, it doesn't matter if CW players like it, in the sense that the general public should like the game primarily for it to be a success. I doubt any game can become and remain popular by just clan players. They might play an important role in keeping it alive and improving the game, but they still need pubbers.

Subject: Re: RenegadeX
Posted by Ethenal on Wed, 11 Dec 2013 19:36:35 GMT
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Renx wrote on Wed, 11 December 2013 00:30Adding sprint/stamina and random spread on the hitscan weapons sounds like the balance the will be completely changed. Would love to play Renegade against but not if it's full of battlefield/cod garbage

---

lol if that's true, particularly the random spread, since if you're making a Renegade clone it would probably be quite logical to emulate the fact that no bullet ever deviates from its trajectory, ever? Changing that = not Renegade (though arty shells do deviate some)

Subject: Re: RenegadeX
Posted by ehhh on Wed, 11 Dec 2013 20:25:08 GMT
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yeah supposed to be some recoil or some shit on rifles too, be interesting if pistols are strong as fuck too

Subject: Re: RenegadeX
Posted by Tunaman on Wed, 11 Dec 2013 21:50:35 GMT
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If you don't think bullets have random spread in stock ren then you weren't paying attention. Some do, and some don't.

And EWD, I think the point was that competitive teams that play together and work together could test the balance well. I don't believe anyone besides Starbuzz(I didn't even know he ever did CWs) was trying to ignite a debate about the skills of normal pub players vs CW players. I think the point was that you'd get more of a sense of the balance if you didn't have a bunch of people going lone wolf, and instead had a team cooperating together.

Now I'm remembering when Spoony would randomly get SBH in our CWs lol.

Subject: Re: RenegadeX
Posted by ehhh on Wed, 11 Dec 2013 21:54:04 GMT
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is that who pinball got that from

Subject: Re: RenegadeX
Posted by liquidv2 on Thu, 12 Dec 2013 12:08:25 GMT
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the thinking here, EWD, is that a balanced game will have more longevity than an unbalanced one (whether it's competitive players or casual players playing it)
the best way to get to the bottom of things is by unleashing the try-hards on it
you seem to be struggling with this concept, or just really aren't able to grasp it in the first place

Subject: Re: RenegadeX
Posted by Ethenal on Thu, 12 Dec 2013 16:02:19 GMT
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Tunaman wrote on Wed, 11 December 2013 15:50If you don't think bullets have random spread in stock ren then you weren't paying attention. Some do, and some don't.
Okay yeah the chaingun and things like that do have a spread, but how much of a spread? barely even noticeable in the slightest

what I think of when they say bullet spread is that the ramjet and sniper rifle no longer follows a perfectly straight path, which may not be true (but if they did change that, whether it's completely unrealistic that is as Renegade as Renegade gets)

Subject: Re: RenegadeX
Posted by iRANian on Sat, 14 Dec 2013 16:46:05 GMT
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R315r4z0r wrote on Mon, 09 December 2013 13:16funny
Not sure what's funny?

Subject: Re: RenegadeX
Posted by Ne0 on Wed, 18 Dec 2013 21:46:14 GMT
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I'm in. Where's Spoony?

Subject: Re: RenegadeX
Posted by Xpert on Thu, 19 Dec 2013 08:26:27 GMT
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liquidv2 wrote on Thu, 12 December 2013 07:08
you seem to be struggling with this concept, or just really aren't able to grasp it in the first place

Or just really offended for no reason based on Starbuzz trying to start a fire lol.

Subject: Re: RenegadeX
Posted by liquidv2 on Fri, 20 Dec 2013 00:35:59 GMT
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that might be it
i just think Starbuzz has a serious point that no one important with them is taking seriously
but, ultimately, time will tell

Subject: Re: RenegadeX
Posted by Sean on Fri, 20 Dec 2013 16:15:31 GMT
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clanwar trash can wait until it's released publicly, I doubt anyone *that plays it* wants the "tryhards" insulting all the beta testers/developers.

Subject: Re: RenegadeX
Posted by GoTWhisKéY on Fri, 20 Dec 2013 18:43:48 GMT
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Sean wrote on Fri, 20 December 2013 11:15clanwar trash can wait until it's released publicly, I doubt anyone *that plays it* wants the "tryhards" insulting all the beta testers/developers.
You're the only one here insulting anyone... and they way you judge a group of people based on a few - it seems like you are the trash to me.

Subject: Re: RenegadeX
Posted by Xpert on Fri, 20 Dec 2013 19:05:14 GMT
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GoTWhisKéY wrote on Fri, 20 December 2013 13:43Sean wrote on Fri, 20 December 2013 11:15clanwar trash can wait until it's released publicly, I doubt anyone *that plays it* wants the "tryhards" insulting all the beta testers/developers.
You're the only one here insulting anyone... and they way you judge a group of people based on a few - it seems like you are the trash to me.

It's Mr Triggerbot. Of course he's trash, LOL.

Subject: Re: RenegadeX
Posted by ehhh on Fri, 20 Dec 2013 19:37:54 GMT
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love how people hate cw players, when basically its public players that play lobby wars nowadays + 2 cw players.

stop been such a tool sean.

Subject: Re: RenegadeX
Posted by snpr1101 on Sat, 21 Dec 2013 14:16:17 GMT
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I think some of the hate is justified. You can't deny there wasn't or isn't at present - a circlejerky

/arrogant mindset regarding cw cc players that permeates through the forums and in game from time to time.

Ermgergerd, do u even clan wars bro? Did u even clan wars bro? o what's that? I can't hear you over my incessant fapping to the old school cw players. DAE oldschool rene players? Only 0ld5ch00l3r5 will remember this, etc.

Conversely, he could just be jelly.

On topic: This community is fucking small. Just allow as many players to test as possible. Who cares if you get less qualitative feedback; it's not like you're going to have a huge disgruntled player base if perfect balance can't be achieved in one patch /release.

Subject: Re: RenegadeX
Posted by ehhh on Sat, 21 Dec 2013 15:21:10 GMT
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miss guided hate*

Subject: Re: RenegadeX
Posted by Ethenal on Sat, 21 Dec 2013 16:07:29 GMT
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GoTWhisKéY wrote on Fri, 20 December 2013 12:43Sean wrote on Fri, 20 December 2013 11:15clanwar trash can wait until it's released publicly, I doubt anyone *that plays it* wants the "tryhards" insulting all the beta testers/developers.
You're the only one here insulting anyone... and they way you judge a group of people based on a few - it seems like you are the trash to me.
This is the dude that got caught with triggerbot while he was AFK because somebody ran in front of his character and got blasted... of course he's trash

---

Subject: Re: RenegadeX
Posted by nikki6ixx on Sun, 22 Dec 2013 04:08:22 GMT
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The reason people think CW players are obnoxious is because trooprm02 ran around n00bstories and Jelly pretending to be one.

Subject: Re: RenegadeX
Posted by ehhh on Sun, 22 Dec 2013 05:04:25 GMT

nah there were, albeit even worse than troop, there's none left anymore though.

Subject: Re: RenegadeX
Posted by -TLS-DJ-EYE-K on Sun, 22 Dec 2013 23:36:25 GMT

Subject: Re: RenegadeX
Posted by [NE]Fobby[GEN] on Tue, 24 Dec 2013 20:30:29 GMT

There's a reason why we took two years after Black Dawn to develop the multiplayer version. We heard the feedback and constructive criticism, and took our time to develop a better game. It reminds me of the people who judged C&C Renegade by its mediocre singleplayer and missed out on the multiplayer. C&C Renegade is a multiplayer game, as is Renegade X. Whether you enjoyed it or not, Black Dawn was downloaded over 800,000 times, and most reviews were positive. Most of the criticisms had to do with the AI (which we didn't program in BD) and voice acting - both of which have nothing to do with our multiplayer mode. We've coded a completely new AI that can actually play C&C mode - buy vehicles and characters, defend and attack the base, repair buildings and units, and behave challengingly. Even the way our weapons and vehicles handle is completely different.

Now, I know you won't take me on my word, and that's why I'm inviting the RenegadeForums to take part in our Community Beta Test. I am specifically lending this opportunity to the naysayers here (ACK, iRANian, danpaul, Xpert, liquidv2), the Renegade oldies, TT, n00bstories, Jelly, and pretty much every C&C Renegade clan or community out there - dead or living. Go here: http://www.renegade-x.com/forums/viewtopic.php?f=11&t=71158

You can either help us in giving life to Renegade and C&C mode, or you can continue sitting on your hands complaining until the game dies. W3D Ren is not getting more popular. If anything, it is just about dead. On the other hand, our trailer got 100,000 views in three days. It got on major gaming sites like PCGamer, RockPaperShotgun, Kotaku, and many others. Renegade X is happening now, it is relevant, and it is the way forward if we pull together as a community.

Westwood is gone, EA is not going to save you, and so the Renegade community needs to pull together and do something for ourselves. Plenty of Renegade oldies, including old clans and communities, are meeting up at the Renegade X forums and reviving their servers and groups on February 26th 2014. We're giving all the old Ren communities a chance to revive and reorganize themselves.

No game is perfect, and that's why we need your help. There's no room for old rivalries and bickering. That all leads nowhere. If you have something constructive to say, then join us, sign up for the beta and tell us what's on your mind. Make Renegade X a better game, and if you're not

---

interested, you're more than welcome to stick around in W3D.

Subject: Re: RenegadeX
Posted by iRANian on Tue, 24 Dec 2013 21:32:35 GMT
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So back to my question did anyone who is actually good at Renegade play this beta?

Subject: Re: RenegadeX
Posted by -TLS-DJ-EYE-K on Tue, 24 Dec 2013 23:23:13 GMT
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iRANian wrote on Tue, 24 December 2013 22:32So back to my question did anyone who is actually good at Renegade play this beta?

What is the connection between someone who is good @ regular renegade and renegade x? i outplay many people at different games but they will most likely outplay me at other games, so therefore your question makes no sense.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Wed, 25 Dec 2013 07:11:16 GMT
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iRANian wrote on Tue, 24 December 2013 16:32So back to my question did anyone who is actually good at Renegade play this beta?

lol

Subject: Re: RenegadeX
Posted by Renardin6 on Thu, 26 Dec 2013 14:32:31 GMT
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iRANian wrote on Tue, 24 December 2013 22:32So back to my question did anyone who is actually good at Renegade play this beta?

I do. The game is almost perfect.

Subject: Re: RenegadeX
Posted by ehhh on Thu, 26 Dec 2013 14:40:57 GMT
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he said good

Subject: Re: RenegadeX
Posted by Ethenal on Thu, 26 Dec 2013 16:07:27 GMT
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Renardin6 wrote on Thu, 26 December 2013 08:32iRANian wrote on Tue, 24 December 2013
22:32So back to my question did anyone who is actually good at Renegade play this beta?

I do. The game is almost perfect.
Almost perfect? no, you're not biased at all

Subject: Re: RenegadeX
Posted by iRANian on Thu, 26 Dec 2013 17:56:11 GMT
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I said good

Subject: Re: RenegadeX
Posted by liquidv2 on Sat, 28 Dec 2013 04:51:25 GMT
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it's really cool that Renegade X is reaching out to the greater community like this - it restored hope
for me

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sat, 28 Dec 2013 06:35:31 GMT
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liquidv2 wrote on Fri, 27 December 2013 23:51reaching out to the greater community

fucking lol

Subject: Re: RenegadeX
Posted by Goztow on Sat, 28 Dec 2013 08:51:54 GMT
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liquidv2 wrote on Sat, 28 December 2013 05:51it's really cool that Renegade X is reaching out to
the greater community like this - it restored hope for me
The KOSs2 signed up for the beta test. I saw Wnx and Jelly sign up as well. Might be nice to do

---

some art camping again after all these years!

Subject: Re: RenegadeX
Posted by ehhh on Sat, 28 Dec 2013 12:27:45 GMT
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4v4?

Subject: Re: RenegadeX
Posted by crushu06 on Sat, 28 Dec 2013 15:24:01 GMT
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ehhh wrote on Sat, 28 December 2013 05:274v4?

oh Tristan -_-

Subject: Re: RenegadeX
Posted by ehhh on Sat, 28 Dec 2013 15:55:22 GMT
View Forum Message <> Reply to Message

Subject: Re: RenegadeX
Posted by Lazy5686 on Sat, 28 Dec 2013 23:01:19 GMT
View Forum Message <> Reply to Message

crushu06 wrote on Sat, 28 December 2013 08:24ehhh wrote on Sat, 28 December 2013
05:274v4?

oh Tristan -_-

Subject: Re: RenegadeX
Posted by Renx on Sun, 29 Dec 2013 09:22:17 GMT
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Aircraftkiller wrote on Sat, 28 December 2013 02:35liquidv2 wrote on Fri, 27 December 2013
23:51reaching out to the greater community

fucking lol

let's do it bro

http://www.renegade-x.com/forums/viewtopic.php?f=92&t=71192

Subject: Re: RenegadeX
Posted by Aircraftkiller on Mon, 30 Dec 2013 03:41:01 GMT
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Renx wrote on Sun, 29 December 2013 04:22Aircraftkiller wrote on Sat, 28 December 2013
02:35liquidv2 wrote on Fri, 27 December 2013 23:51reaching out to the greater community

fucking lol

let's do it bro

http://www.renegade-x.com/forums/viewtopic.php?f=92&t=71192

fucking lol.

Subject: Re: RenegadeX
Posted by Renx on Mon, 30 Dec 2013 13:49:17 GMT
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You know you want it. The world needs more moonwalk videos.

Subject: Re: RenegadeX
Posted by Tiesto on Sat, 11 Jan 2014 16:03:11 GMT
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ehhh wrote on Sat, 28 December 2013 15:55
^

I wasn't aware of this till Dan messaged me on fb..looks like i'll give it a try

---

Subject: Re: RenegadeX
Posted by bunka on Fri, 17 Jan 2014 07:19:55 GMT

verdict is in: sucks balls. looks just as any of rehashed FPS shit that gets released yearly with a C&C mode added.

thanks for stealing our players. if this is the final crap that is gonna be released in a few weeks i think you guys are in a lot of trouble.

http://www.youtube.com/watch?v=wOLqb1heFN0
http://www.youtube.com/watch?v=Hnsf-_vum94
http://www.youtube.com/watch?v=9BYNfRt2IK4
http://www.youtube.com/watch?v=4KC7muuqPFs

Subject: Re: RenegadeX
Posted by ehhh on Fri, 17 Jan 2014 07:36:46 GMT

anything is better than renegade as it is now, ren x is very playable and pretty good imo

And it will only improve as it goes on.

also you might hear my voice in those vids, must watch!!!!

Subject: Re: RenegadeX
Posted by iRANian on Fri, 17 Jan 2014 08:05:19 GMT

Arty shots arc? LOL

Subject: Re: RenegadeX
Posted by ehhh on Fri, 17 Jan 2014 08:47:16 GMT

yeah

Subject: Re: RenegadeX
Posted by Ethenal on Fri, 17 Jan 2014 13:56:40 GMT

bunka wrote on Fri, 17 January 2014 01:19verdict is in: sucks balls. looks just as any of rehashed FPS shit that gets released yearly with a C&C mode added.

thanks for stealing our players. if this is the final crap that is gonna be released in a few weeks i think you guys are in a lot of trouble.

http://www.youtube.com/watch?v=wOLqb1heFN0
http://www.youtube.com/watch?v=Hnsf-_vum94
http://www.youtube.com/watch?v=9BYNfRt2IK4
http://www.youtube.com/watch?v=4KC7muuqPFs
I presume you're not in the beta, because I am quite a skeptic of this project and they have damn impressed me (whether I can run the game worth a shit or not). Damn RenForums posters and their objective viewpoints!

Subject: Re: RenegadeX
Posted by Trojan on Sat, 18 Jan 2014 00:51:57 GMT
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I am also very impressed with this beta. I think the developers have done an awesome job. It is definitely playable and is very similar to Renegade.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sat, 18 Jan 2014 01:17:29 GMT
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Except it looks like every other generic shooter so it doesn't stand out at all

---

Subject: Re: RenegadeX
Posted by ehhh on Sat, 18 Jan 2014 01:25:36 GMT
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Hopefully the game play does.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sat, 18 Jan 2014 02:57:45 GMT
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The most obnoxious part of RenX is that they chose the most uninspired art direction possible. Instead of having a FPS that actually looks like Command & Conquer, we're getting another generic FPS in the vein of Call of Modern Battlefield: Medal of Duty IX - a forgettable game with no striking visual style. When you're trying to develop to "AAA" game standards, doing yet another generic FPS with C&C elements tacked on is just going to get lost in the sea of monotonous FPS games

---

Subject: Re: RenegadeX
Posted by Ethenal on Sat, 18 Jan 2014 03:42:05 GMT
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Renardin6 wrote on Thu, 26 December 2013 08:32iRANian wrote on Tue, 24 December 2013 22:32So back to my question did anyone who is actually good at Renegade play this beta?

I do. The game is almost perfect.
By the way, are you fucking dense? Having now played it, it definitely has plenty of bugs LOL. Almost perfect?

I don't mean to belittle the RenX team, I just think almost perfect is a bit of a stretch LOL

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sat, 18 Jan 2014 05:35:07 GMT
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It's the echo chamber that C&C is well-known for. It's why most C&C projects are complete jokes. They don't get good feedback, they get "wow omfgr almost perfect" and whatnot. Look at any APB thread on their forums. Look at any Reborn thread over there, too. Then check the rest of the C&C mods that still exist. They all get this special treatment because nobody cares about C&C. The few people that actually *do* care are showered with adoration by friendzoned pencildicked geeks who are utterly amazed that anyone would ever bother to do anything for them

The mod creators never get any real feedback and plod along going LOL IMDABEST until someone comes along and says otherwise, then they gang up and the echo chamber turns the derp up to potato. What was once "omfgr wow almost perfect" is now suddenly "OFMGR EPIC WIN EPIC FOR THE WIN EPIC HARVESTER BRODUDEFRIENDGUYPALBUDDYPROSKIZ EPIC"

I'd like to see RenX succeed without going the generic FPS route, but they've already committed themselves to it and there's no going back at this point, so yay. We get another "game" that dies in a couple of weeks after people lament the awesome AAA graphics that coincidentally look exactly like every other FPS

Subject: Re: RenegadeX
Posted by Agent on Sat, 18 Jan 2014 08:37:02 GMT
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Aircraftkiller wrote on Fri, 17 January 2014 19:57yet another generic FPS with C&C elements tacked
This differs from Renegade how exactly? I'd love some elaboration on that. Seriously, elaborate on that before responding to anything else I say.

Aircraftkiller wrote on Fri, 17 January 2014 22:35They don't get good feedback, they get "wow omfgr almost perfect" and whatnot...

The mod creators never get any real feedback and plod along going LOL IMDABEST until someone comes along and says otherwise, then they gang up and the echo chamber turns the derp up to potato.
Though I never really got involved with other C&C related projects too much, RenX has consistently gotten massive feedback from testers during every build, and generally discusses and adjusts the game accordingly.

Aircraftkiller wrote on Fri, 17 January 2014 22:35I'd like to see RenX succeed without going the generic FPS route, but they've already committed themselves to it and there's no going back at this point, so yay. We get another "game" that dies in a couple of weeks after people lament the awesome AAA graphics that coincidentally look exactly like every other FPS
Many of the major differences between RenX and other Renegade-related mods is that RenX actually adds legitimate gameplay mechanics that were never attempted with Renegade mods, and that RenX isn't restricting itself by treating Renegade (or another source) as a holy text of reference. Maps are reimagined. The core gameplay is kept. Mechanics are tweaked to compensate for new mechanics. The entire design process is oriented around producing something that as many people will enjoy as possible, not what 3 random devs happen to think is best at 5AM, not just the Renegade niche, and not just the new guys. If what most people seem to prefer is a "generic FPS" which is visually and mechanically richer than any Renegade mod ever tried to be, then players will choose to play RenegadeX, and leave Renegade to the dying niche it is. Seriously. Tell me how RenegadeX is any more "generic" than Renegade.

Subject: Re: RenegadeX
Posted by iRANian on Sat, 18 Jan 2014 08:52:43 GMT
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I hope it will be possible to change brightness because those maps look like Doom 3 LOL

Subject: Re: RenegadeX
Posted by Agent on Sat, 18 Jan 2014 11:35:20 GMT
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It actually is adjustable, but I've yet to need to so far tbh.

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Sat, 18 Jan 2014 11:52:45 GMT
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I hope I get a reply to my email I had to sent to their forum-admin in order to recover my account... But apparently that's difficult or has no priority.

Subject: Re: RenegadeX
Posted by [NE]Fobby[GEN] on Sat, 18 Jan 2014 15:50:37 GMT
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EvilWhiteDragon wrote on Sat, 18 January 2014 06:52I hope I get a reply to my email I had to sent to their forum-admin in order to recover my account... But apparently that's difficult or has no priority.

There is a problem with the messaging system. So if you'd like to create a new account, tell us your account name and we'll add it to the beta.

Subject: Re: RenegadeX
Posted by liquidv2 on Sat, 18 Jan 2014 16:14:14 GMT
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i tried PMing you on here and it said that user does not exist on this forum
i'm having an impossible time getting my password reset - the email account i have on there is from 2006 or 2007 and i don't have access to it, and i can't contact anyone to have my current email linked up to that account lol

---

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Sat, 18 Jan 2014 16:26:59 GMT
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[NEFobby[GEN] wrote on Sat, 18 January 2014 16:50]EvilWhiteDragon wrote on Sat, 18 January 2014 06:52I hope I get a reply to my email I had to sent to their forum-admin in order to recover my account... But apparently that's difficult or has no priority.

There is a problem with the messaging system. So if you'd like to create a new account, tell us your account name and we'll add it to the beta.
I emailed the suggested forum admin. So perhaps you should check that mail more often or change it to an address that is actually being checked.

liquidv2 wrote on Sat, 18 January 2014 17:14i tried PMing you on here and it said that user does not exist on this forum
i'm having an impossible time getting my password reset - the email account i have on there is from 2006 or 2007 and i don't have access to it, and i can't contact anyone to have my current email linked up to that account lol
Exactly my problem as well. And I don't want a new account (nickname), I want my old nickname.

Subject: Re: RenegadeX
Posted by [NE]Fobby[GEN] on Sat, 18 Jan 2014 16:34:22 GMT
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EvilWhiteDragon wrote on Sat, 18 January 2014 11:26[NEFobby[GEN] wrote on Sat, 18 January 2014 16:50]EvilWhiteDragon wrote on Sat, 18 January 2014 06:52I hope I get a reply to my email I had to sent to their forum-admin in order to recover my account... But apparently that's difficult or has no priority.

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Exactly my problem as well. And I don't want a new account (nickname), I want my old nickname.

Like I said, there is currently a problem with our messaging system.

I've reset the password to "EvilWhiteDragon" on Renegade-X.com and I PM'd your new password here (renegadeforums).

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Sat, 18 Jan 2014 16:37:52 GMT
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Thanks

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sat, 18 Jan 2014 18:11:07 GMT
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Though I never really got involved with other C&C related projects too much, RenX has consistently gotten massive feedback from testers during every build, and generally discusses

and adjusts the game accordingly.

Aircraftkiller wrote on Fri, 17 January 2014 22:35I'd like to see RenX succeed without going the generic FPS route, but they've already committed themselves to it and there's no going back at this point, so yay. We get another "game" that dies in a couple of weeks after people lament the awesome AAA graphics that coincidentally look exactly like every other FPS
Many of the major differences between RenX and other Renegade-related mods is that RenX actually adds legitimate gameplay mechanics that were never attempted with Renegade mods, and that RenX isn't restricting itself by treating Renegade (or another source) as a holy text of reference. Maps are reimagined. The core gameplay is kept. Mechanics are tweaked to compensate for new mechanics. The entire design process is oriented around producing something that as many people will enjoy as possible, not what 3 random devs happen to think is best at 5AM, not just the Renegade niche, and not just the new guys. If what most people seem to prefer is a "generic FPS" which is visually and mechanically richer than any Renegade mod ever tried to be, then players will choose to play RenegadeX, and leave Renegade to the dying niche it is. Seriously. Tell me how RenegadeX is any more "generic" than Renegade.

You're got a talent for writing a lot but saying very little. Let's break down your post:

"legitimate gameplay" "isn't restricting itself by treating Renegade as a holy text of reference" "Maps are reimagined"

Just name it Call of Duty: Renegade already. I already explained how RenX is generic. Read my posts. I'm not writing them again.

Subject: Re: RenegadeX
Posted by Havoc 89 on Sat, 18 Jan 2014 18:50:45 GMT
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Hey ACK, are you in the beta? I think you are comparing RenX Black Dawn which was not built as a MP game and had plenty of faults. I recommend you should take part in the beta and get a feel for the updated gameplay, this way you can also legitimately complain about stuff rather then not trying it and complaining.

Fobby added EWD, so if there is anyone else who wants to give the game a try please let us know. We did ask people from renforum to apply but hardly anyone did.

Subject: Re: RenegadeX
Posted by [NE]Fobby[GEN] on Sat, 18 Jan 2014 19:17:34 GMT
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Agent wrote on Sat, 18 January 2014 03:37Aircraftkiller wrote on Fri, 17 January 2014 19:57yet another generic FPS with C&C elements tacked
This differs from Renegade how exactly? I'd love some elaboration on that. Seriously, elaborate on that before responding to anything else I say.

People see the sprinting and the ADS (which is very limited, and only on some weapons) and they assume it's Call of Duty. People see vehicles, and they assume it's Battlefield. But that's like saying C&C Renegade was a "generic FPS game" too because it had reloading, finite ammo, snipers, a HUD...

Those who have actually played the game know that Renegade X is nothing like Call of Duty, and nothing like Battlefield. I won't even respond to that point, because everyone in the beta knows that it's simply untrue.

As for Ack's experience with Renegade X, the only experience he's had was trying to join our team in early 2012 and being turned down. That, and about 20 minutes of playing Black Dawn before his PC BSOD'd. Maybe the BSOD was the game's fault, but his computer crashing has inspired endless posts on several venues constantly poo-pooing a game he's never played properly.

2 years later, we produced a multiplayer game, and we're giving you a chance to try it out. If your PC can handle it, I don't see why not.

Quote:The most obnoxious part of RenX is that they chose the most uninspired art direction possible. Instead of having a FPS that actually looks like Command & Conquer, we're getting another generic FPS in the vein of Call of Modern Battlefield: Medal of Duty IX - a forgettable game with no striking visual style. When

A former Westwood Art Director seems to disagree with you:

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sat, 18 Jan 2014 20:03:35 GMT
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That's a joke, right? In what way, shape or form are the original designs intact?

Subject: Re: RenegadeX
Posted by Ethenal on Sat, 18 Jan 2014 20:28:46 GMT
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Fobby wrote on Sat, 18 January 2014 13:17
Those who have actually played the game know that Renegade X is nothing like Call of Duty, and nothing like Battlefield. I won't even respond to that point, because everyone in the beta knows that it's simply untrue.
/thread

I will say though, by no stretch is the original art direction intact... that's not a bad thing, but it's just

true, lol.

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Sat, 18 Jan 2014 20:28:58 GMT
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ACK, it's obvious that you haven't played the beta. Quit nagging.

Conceptually it is very much similar to Renegade. In detail it differs, but that was clear early on I'd say.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sat, 18 Jan 2014 21:07:05 GMT
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Yeah you'll forgive me if I'm too busy working to bother beta testing a game I had little interest in beyond offering help at one point to build up my portfolio to find a job (~2011) in my field.

I'm not nagging about the gameplay as much as I am about the graphics, and that's always been a constant thread with me. It doesn't look like C&C. It looks like Unreal mixed with CoD mixed with Battlefield. The visual style is blah. There is *nothing* distinctive about it. If you guys like that, then hey: Have fun playing it.

Subject: Re: RenegadeX
Posted by Kamuix on Sun, 19 Jan 2014 01:52:10 GMT
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has anyone been able to match westwoods ability to do their graphics in a way that's not that the graphics are detailed but it's done in a way that's... sharp, colorful... yet simple.. and you can really put your creative self into the game at mind when playing it. Most games seem to just be made to look good and have a curtain type of detailed graphics that appears really good in many ways but when you actually play it your creative self can't put yourself in the game and it becomes hard to focus.. or something like that.. Im thinking the game wasn't done with a creative mind it was done with an ego-mind if you know what I mean

---

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Sun, 19 Jan 2014 02:27:57 GMT
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Aircraftkiller wrote on Sat, 18 January 2014 22:07Yeah you'll forgive me if I'm too busy working to

---

bother beta testing a game I had little interest in beyond offering help at one point to build up my portfolio to find a job (~2011) in my field.

I'm not nagging about the gameplay as much as I am about the graphics, and that's always been a constant thread with me. It doesn't look like C&C. It looks like Unreal mixed with CoD mixed with Battlefield. The visual style is blah. There is *nothing* distinctive about it. If you guys like that, then hey: Have fun playing it.
It's clear that you don't like it, that's fine. But there is no need to repeat that indefinitely like you do now.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Sun, 19 Jan 2014 02:34:22 GMT
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There's no need to post on these dead forums, either, but we still do. So while I could certainly not post my disdain for RenX's visual style, I feel that it helps to remind people that nothing is perfect. Otherwise this thread would be Yet Another Command & Conquer Echo Chamber full of "OMFGER TEH AEWSOEM MODSZ LOOOOOOL EPIC"

Subject: Re: RenegadeX
Posted by Kamuix on Sun, 19 Jan 2014 04:03:21 GMT
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Airkraftkiller You could always take Renegade X and turn it into Renalert X and make the modifications that you talk about renegade X lacking in graphics and whatever else you need to do to make it more like the original

---

Subject: Re: RenegadeX
Posted by iRANian on Sun, 19 Jan 2014 08:06:25 GMT
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The visual style does look pretty blah and reminds me of Battlefield 3. Some of the maps like Field and Mesa are ridiculously dark while Walls has way too much bloom and light.

Not to mention I keep hearing the developers are ignoring the testers and listening to clueless people.

Subject: Re: RenegadeX

Posted by [Mad Ivan](#) on Sun, 19 Jan 2014 09:44:57 GMT
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Visually, the game does look like UT meets Battlefield meets CoD meets Renegade, but, correct me if I'm wrong, that was the point, right?

"C&C Renegade re-imagined as a modern shooter" - the original got panned for mediocre graphics and poor networking performance (lag), but critics seemed to like C&C mode.[0][1] By the looks of it (no pun intended), Totem Arts is doing quite well with the task.

Havoc 89 wrote on Sat, 18 January 2014 11:50if there is anyone else who wants to give the game a try please let us know. We did ask people from renforum to apply but hardly anyone did.

I have an interest in trying, but I don't know if I'll be able to commit to being a beta tester, but rather a "guest". The application form required an "organization", IIRC. Can I apply or should I wait for the release?

Toggle Spoiler
[0] http://www.gamespot.com/command-and-conquer-renegade/
[1] http://www.metacritic.com/game/pc/command-conquer-renegade

Subject: Re: RenegadeX
Posted by [Starbuzz](#) on Sun, 19 Jan 2014 14:23:16 GMT
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(NE)Fobby(GEN) wrote on Sat, 18 January 2014 10:50There is a problem with the messaging system. So if you'd like to create a new account, tell us your account name and we'll add it to the beta.

(NE)Fobby(GEN) wrote on Sat, 18 January 2014 11:34I've reset the password to "EvilWhiteDragon" on Renegade-X.com and I PM'd your new password here (renegadeforums).

Havoc 89 wrote on Sat, 18 January 2014 13:50Fobby added EWD, so if there is anyone else who wants to give the game a try please let us know. We did ask people from renforum to apply but hardly anyone did.

wow thanks, Fobby and Havoc 89.

I was sincerely trying to log into my old "Starbuzz" account at the Renegade-X forums since Jan 1st but could not remember my password and I no longer have the e-mail account I used to have to register there.

I was desperately trying to get on the Beta as I have a computer good enough for it and have lots of spare time these days. But I could not do it due to my account problems and your deadline was the 7th. So I gave up hope.

I know Omar007, our loyal Reneforums comm warrior and friendly fellow mutant was the first one to sign up from Reneforums as I saw your Reneforums signup thread. I would love to join too!

Though I did not play Black Dawn due to a Vista error that did not allow me to install, I did play your previous ReneX release a few years ago with a few vehicles and chars.

I would appreciate it if you could reset my password and let me know here so I can take the next steps like make a Steam account and so on and let you know on the ReneX forums.

Thanks!

Subject: Re: RenegadeX
Posted by Starbuzz on Sun, 19 Jan 2014 14:34:14 GMT
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here's my take in all this:

As long as the C&C Mode element shines through all the graphical additions and remakes the ReneX team has made, I think Rene X will do fine.

For example in Mesa, if I join as GDI I always work hard furiously to try to get a Med ASAP for me so I can go to the bridge to try to hit some buildings. And I would be carefully looking for how techs/engis can jump out and make quick repairs during battles from their vehicles. That's a huge part of Renegade. I am very eager to do these things in the Beta if I am allowed in. Things like Exit positions on all the vehicles, beacon runs with Apache on Walls_Fly and so many other sneaky things that made Renegade addictive for me and still here since 2007!

I am sure the CW folks have come up with lots of secret tricks already lol to exploit on the weak and poor.

I am sure the mod will be just fine and if so, then the game would be a winner.

EDIT:

http://www.youtube.com/watch?v=LJJW_R7tqMc

omg!

Subject: Re: RenegadeX
Posted by iRANian on Sun, 19 Jan 2014 16:12:58 GMT
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You're not supposed to start hitting buildings immediately after getting your medium tank on the bridge. The most important thing is keeping bridge control, then control over the whole long side

of Mesa and then any enemy vehicles and engineers in the cave. Once you're reinforced you can start shooting buildings but you should not allow Nod to push up from the side.

It's pretty much the only thing you need to do to win the map too, which is pretty retarded. Especially considering all tanks blow balls on the long side because it's close corners so the Medium Tank excels more. The only downside is the open space on bridge which makes it easy for snipers on the short side to shoot across it and kill your Hotwires.

Subject: Re: RenegadeX
Posted by ehhh on Sun, 19 Jan 2014 23:57:28 GMT
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yeah

short game nod rapes, but as soon as gdi gets tanks out, there should win.

taking side with stank/rave usually works well in publics though.

Subject: Re: RenegadeX
Posted by JeepRubi on Mon, 20 Jan 2014 03:51:31 GMT
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Aircraftkiller wrote on Sat, 18 January 2014 14:07
I'm not nagging about the gameplay as much as I am about the graphics, and that's always been a constant thread with me. It doesn't look like C&C. It looks like Unreal mixed with CoD mixed with Battlefield. The visual style is blah. There is *nothing* distinctive about it. If you guys like that, then hey: Have fun playing it.

Yes, you got us. I admit that a game developed over a span of nearly eight years, with contributions from a few shy of one hundred artists of varying skill may not have a superior visual style to that of a blockbuster game (see Unreal Tournament, Call of Duty, Battlefield), or as coherent an art style of yet more past and present commercially available titles.

While I see you perceive an issue with the quality of the feedback that the c&c community provides to the developers of various projects, in the form of blind fanboyism and compliments, I find you consistently provide an equal counterbalance of uninsightful criticism and judgement. Why then, in your infinite wisdom, do not you provide us with constructive feedback on specific issues that you feel need to be addressed instead of making vague blanketing claims such as "It doesn't look like C&C." and "The visual style is blah.".

I realize you are (or claim to be) a busy man, but your presence on these "dead" forums, and persistent postings bashing our visual style seem to suggest otherwise. If you could take a small amount of time out of your allegedly busy schedule to provide us some insight into what specifically makes our project "a forgettable game with no striking visual style", as well as what you feel we could do to remedy these issues, it would be greatly appreciated.

Subject: Re: RenegadeX
Posted by Ethenal on Mon, 20 Jan 2014 05:18:20 GMT
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i'm sorry, my /thread was a little early

/thread

Subject: Re: RenegadeX
Posted by Aircraftkiller on Mon, 20 Jan 2014 05:34:59 GMT
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JeepRubi wrote on Sun, 19 January 2014 22:51Yes, you got us. I admit that a game developed over a span of nearly eight years, with contributions from a few shy of one hundred artists of varying skill may not have a superior visual style to that of a blockbuster game (see Unreal Tournament, Call of Duty, Battlefield), or as coherent an art style of yet more past and present commercially available titles.

I don't care if it's a superior visual style. I'm not expecting to be amazed by a fan-created project (though I will admit that Black Mesa > RenX in every way, shape and form), I'm simply hoping that someone realizes that it's okay to stop copying the visual style of other games and come up with something distinctive. At the very least, copy Crysis. That game has environments that look far more realistic than anything you guys have created. Granted, they were paid to do it, but that doesn't change my point. You could've easily taken the gameplay concepts in Renegade and applied them to open-world maps with detailed terrain that didn't bring back dated level design based around Canyon Land maps. You could've pushed the boundaries and made it feel like Europe/Africa instead of Generic FPS Maps. You didn't do it. That's fine. Just don't expect me to appreciate it.

JeepRubi wrote on Sun, 19 January 2014 22:51While I see you perceive an issue with the quality of the feedback that the c&c community provides to the developers of various projects, in the form of blind fanboyism and compliments, I find you consistently provide an equal counterbalance of uninsightful criticism and judgement. Why then, in your infinite wisdom, do not you provide us with constructive feedback on specific issues that you feel need to be addressed instead of making vague blanketing claims such as "It doesn't look like C&C." and "The visual style is blah.".

Since you obviously feel that my criticism is uninsightful, I'm left wondering why you care enough to post on this dead forum about it. I've already made my intentions clear many times. I post here to troll. That's about all I do on these forums. Nothing I say that's severely negative should be taken seriously unless you enjoy being riled up, in which case, hey, go for it. It's more entertaining that way. Regardless, I honestly don't feel any C&C vibes from RenX for the reasons I've already stated.

JeepRubi wrote on Sun, 19 January 2014 22:51I realize you are (or claim to be) a busy man, but your presence on these "dead" forums, and persistent postings bashing our visual style seem to suggest otherwise. If you could take a small amount of time out of your allegedly busy schedule to provide us some insight into what specifically makes our project "a forgettable game with no

striking visual style", as well as what you feel we could do to remedy these issues, it would be greatly appreciated.

It's not hard to post. Let's dispense with that idea right now. Posting on this forum takes less than 10 minutes of my time each day, if I post on it at all. If you actually want my opinions, then I could certainly revisit my attitude toward your team and its project. After my talk with Fobby a few years ago, I gave up any interest in it beyond the occasional snarky comment. I don't like design-by-committee nor do I like seeing people "reimagine" something and make it look worse than I feel it could be.

The problem with you asking for my legitimate criticism is that nothing I say is going to be changed. You're not going to scrap your AAA-copying art direction in favor of bucking trends and making open-world environments with a focus on creating European vistas that don't have massive amounts of C&C3-inspired massive Tiberium crystals popping out everywhere. You're not going to change up your buildings and units to remove excessive, unnecessary detail because you've already put the work into it. You're not going to change the direction you've taken for years, so why bother yourself with what I'm saying? If it fails, it fails. It won't be much different than anything else in C&C. If it works out in the end, then be sure to find me and tell me I was wrong. I probably won't care, but it'll make you feel better.

Subject: Re: RenegadeX
Posted by iRANian on Mon, 20 Jan 2014 13:08:13 GMT
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Those C&C3 crystals make me cringe hard whenever I see them. The Tiberium fields on the Walls 'reimagination' have them and I wonder how the fuck a Harvester is supposed to harvest them.

Subject: Re: RenegadeX
Posted by zunnie on Mon, 20 Jan 2014 13:52:50 GMT
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Lmao @ ack.

This game is great

Subject: Re: RenegadeX
Posted by danpaul88 on Mon, 20 Jan 2014 14:16:09 GMT
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iRANian wrote on Mon, 20 January 2014 13:08Those C&C3 crystals make me cringe hard whenever I see them. The Tiberium fields on the Walls 'reimagination' have them and I wonder how the fuck a Harvester is supposed to harvest them.

I've not seen the ones in RenX, but as a general point... I don't believe Tiberium is required to grow in Harvester friendly shapes... it's not as if its a manmade resource.

Subject: Re: RenegadeX
Posted by Aircraftkiller on Mon, 20 Jan 2014 17:59:50 GMT
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danpaul88 wrote on Mon, 20 January 2014 09:16iRANian wrote on Mon, 20 January 2014 13:08Those C&C3 crystals make me cringe hard whenever I see them. The Tiberium fields on the Walls 'reimagination' have them and I wonder how the fuck a Harvester is supposed to harvest them.

I've not seen the ones in RenX, but as a general point... I don't believe Tiberium is required to grow in Harvester friendly shapes... it's not as if its a manmade resource.

This:

doesn't turn into this:

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For at least 50 years. If you don't like the original Tiberium and the methods by which it grows according to C&C canon, that's fine. If you want to make a C&C game based on C&C95 (if you argue that it's based on Renegade, bear in mind that Renegade was intended to be C&C95 in FP, not what it is now), then it needs to look at least somewhat like those images. There's plenty of room for artistic license with those designs. Scrapping it completely in favor of what we see with RenX just irks me. It reeks of "I don't like the source material I'm building from, so I'm just going to do purple donkeys instead. It's more artistic that way!"

If Black Mesa: Source changed Half Life into some weird-ass Unreal clone with graphics modeled on Doom, there'd be outrage. The amount of people who would want to play it would be completely overshadowed by the people who think it completely shits on a great game's legacy.

Subject: Re: RenegadeX
Posted by iRANian on Mon, 20 Jan 2014 20:12:28 GMT
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damn ack u need to use the extended sidebar code i wrote for C&C95

Subject: Re: RenegadeX
Posted by JohnDoe on Wed, 22 Jan 2014 13:52:01 GMT
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I will put my modeling career on hold for this.

Subject: Re: RenegadeX
Posted by Gen_Blacky on Fri, 24 Jan 2014 10:26:20 GMT
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I got to say playing 4vs4 on renx gave me great satisfaction that I have since lost from the old days.

Its going to be great.

Subject: Re: RenegadeX
Posted by ehhh on Fri, 24 Jan 2014 10:36:25 GMT
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do you still suck

Subject: Re: RenegadeX
Posted by Xpert on Sat, 25 Jan 2014 07:15:58 GMT
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blacky is always bad

Subject: Re: RenegadeX
Posted by iRANian on Sat, 25 Jan 2014 08:03:26 GMT
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ehh doesn't even know when some retard who walks in straight lines and keeps randomly shooting walls is using aimbot against him

Subject: Re: RenegadeX
Posted by ehhh on Sat, 25 Jan 2014 08:42:29 GMT
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hey I thought he was cheating, I just didnt care

Subject: Re: RenegadeX
Posted by iRANian on Sat, 25 Jan 2014 15:43:07 GMT
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u said u werent sure

you were lagging that badly he was missing u with his aimbot now and then too LOL

Subject: Re: RenegadeX
Posted by ehhh on Sat, 25 Jan 2014 17:07:54 GMT
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he had like 350 ping, thats why i was unsure lol

Subject: Re: RenegadeX
Posted by OWA on Sun, 02 Feb 2014 03:02:01 GMT
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To be fair. I agree with Aircraftkiller in regards to the crystals; they reek of C&C3.

Raveshaw also has a C&C3 Nod logo on his cap that I dislike.

I like my canon to be right!

Subject: Re: RenegadeX
Posted by tooncy on Sun, 09 Feb 2014 21:21:54 GMT
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Jaspah wrote on Wed, 27 November 2013 19:50The game looks incredible.

I don't know where all the hate is stemming from. The original game definitely wasn't very complicated. I don't see why the original gameplay couldn't possibly be replicated and improved in RenegadeX.

It's a chance to breath new life into Renegade, and let's face it, it desperately needs it at this point.

But, hey, by all means keep sitting around circlejerking a game from 2002.

Perfectly stated. The game's looking really neat, and I'm excited to play it on the 26th.

Subject: Re: RenegadeX
Posted by ehhh on Sun, 09 Feb 2014 22:44:47 GMT

key words wasn't very complicated

if there keep to the simplistic style renegade had and improve upon, I think it'll be a pretty good game.

Subject: Re: RenegadeX
Posted by sterps on Mon, 10 Feb 2014 10:27:51 GMT

I agree, the game does look great and i'm really looking forward to playing it. I'm hoping it will revitalise the Renegade community.

However, i am disappointed they've gone with c&c 3 style tiberium, and not classic tiberian dawn style tiberum. If it was based on C&C, it should have the crystal with pod style tiberium...and blossom trees.

Subject: Re: RenegadeX
Posted by Starbuzz on Mon, 10 Feb 2014 18:18:53 GMT

Jaspah wrote on Wed, 27 November 2013 19:50The game looks incredible.

I don't know where all the hate is stemming from. The original game definitely wasn't very complicated. I don't see why the original gameplay couldn't possibly be replicated and improved in RenegadeX.

It's a chance to breath new life into Renegade, and let's face it, I desperately need it at this point.

But, hey, by all means keep sitting around circlejerking a game from 2002.

lol

Subject: Re: RenegadeX
Posted by Trojan on Mon, 10 Feb 2014 22:04:21 GMT

I don't really see how the tiberium is such a big deal. The game is actually really good. The game play is smooth and it has a definite Renegade feel. I am very excited for open beta.

Subject: Re: RenegadeX
Posted by Gen_Blacky on Tue, 11 Feb 2014 02:11:24 GMT
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Trojan wrote on Mon, 10 February 2014 15:04I don't really see how the tiberium is such a big deal. The game is actually really good. The game play is smooth and it has a definite Renegade feel. I am very excited for open beta.

Well if it had normal tiberium it would be even better.

Subject: Re: RenegadeX
Posted by Xpert on Tue, 11 Feb 2014 03:19:10 GMT
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Tiberium decides the fate of this game.

Subject: Re: RenegadeX
Posted by ehhh on Tue, 11 Feb 2014 03:21:13 GMT
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virgins

Subject: Re: RenegadeX
Posted by Gen_Blacky on Tue, 11 Feb 2014 07:52:38 GMT
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ehhh wrote on Mon, 10 February 2014 20:21virgins

says the guy that has the v card.

Subject: Re: RenegadeX
Posted by ehhh on Tue, 11 Feb 2014 17:59:36 GMT
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when do i get your valentines card?

Subject: Re: RenegadeX
Posted by Jerad2142 on Tue, 11 Feb 2014 20:36:48 GMT
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So did they make a super fun release?

Subject: Re: RenegadeX
Posted by Lazy5686 on Tue, 11 Feb 2014 21:33:06 GMT
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Trojan wrote on Mon, 10 February 2014 15:04I don't really see how the tiberium is such a big deal. The game is actually really good. The game play is smooth and it has a definite Renegade feel. I am very excited for open beta.
It feels like Renegade. It plays a lot like Renegade.

Enough said.

Subject: Re: RenegadeX
Posted by Jerad2142 on Tue, 11 Feb 2014 21:57:27 GMT
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Lazy5686 wrote on Tue, 11 February 2014 14:33Trojan wrote on Mon, 10 February 2014 15:04I don't really see how the tiberium is such a big deal. The game is actually really good. The game play is smooth and it has a definite Renegade feel. I am very excited for open beta.
It feels like Renegade. It plays a lot like Renegade.

Enough said.
Doesn't sound all that great, think I'll stick with Renegade?

Subject: Re: RenegadeX
Posted by Trojan on Wed, 12 Feb 2014 04:20:45 GMT
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Jerad Gray wrote on Tue, 11 February 2014 14:57Lazy5686 wrote on Tue, 11 February 2014 14:33Trojan wrote on Mon, 10 February 2014 15:04I don't really see how the tiberium is such a big deal. The game is actually really good. The game play is smooth and it has a definite Renegade feel. I am very excited for open beta.
It feels like Renegade. It plays a lot like Renegade.

Enough said.
Doesn't sound all that great, think I'll stick with Renegade?
Have fun. Way to reject a game before you have even played it.

Subject: Re: RenegadeX
Posted by Jerad2142 on Wed, 12 Feb 2014 05:47:24 GMT
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Trojan wrote on Tue, 11 February 2014 21:20Jerad Gray wrote on Tue, 11 February 2014 14:57Lazy5686 wrote on Tue, 11 February 2014 14:33Trojan wrote on Mon, 10 February 2014 15:04I don't really see how the tiberium is such a big deal. The game is actually really good. The game play is smooth and it has a definite Renegade feel. I am very excited for open beta.
It feels like Renegade. It plays a lot like Renegade.

Enough said.
Doesn't sound all that great, think I'll stick with Renegade?
Have fun. Way to reject a game before you have even played it.
I've played the generic singleplayer and the first multiplayer release and thought both were meh, it still sounds meh so I'll leave it at that.

Subject: Re: RenegadeX
Posted by liquidv2 on Fri, 14 Feb 2014 23:02:22 GMT
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people have said it's nothing like the single player release
it wouldn't kill you to give it a shot, in all honesty

Subject: Re: RenegadeX
Posted by EvilWhiteDragon on Sat, 15 Feb 2014 10:25:58 GMT
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Jerad Gray wrote on Wed, 12 February 2014 06:47Trojan wrote on Tue, 11 February 2014 21:20Jerad Gray wrote on Tue, 11 February 2014 14:57Lazy5686 wrote on Tue, 11 February 2014 14:33Trojan wrote on Mon, 10 February 2014 15:04I don't really see how the tiberium is such a big deal. The game is actually really good. The game play is smooth and it has a definite Renegade feel. I am very excited for open beta.
It feels like Renegade. It plays a lot like Renegade.

Enough said.
Doesn't sound all that great, think I'll stick with Renegade?
Have fun. Way to reject a game before you have even played it.
I've played the generic singleplayer and the first multiplayer release and thought both were meh, it still sounds meh so I'll leave it at that.
I totally agree that previous releases where "meh" at best, but more like "meeeeeeeeehhhhhhh".
However, it has improved a lot, now it's actually fun to play instead of a drag.

Subject: Re: RenegadeX
Posted by Goztow on Sat, 15 Feb 2014 15:53:55 GMT
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I agree with EWD.

Subject: Re: RenegadeX
Posted by Trojan on Sun, 16 Feb 2014 08:48:41 GMT
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Look at it on the release date.

Subject: Re: RenegadeX
Posted by renalpha on Tue, 25 Feb 2014 16:25:42 GMT
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I honestly believe that the future of Command and Conquer Renegade relies on Renegade X. The original game is just not as good as CounterStrike 1.6 is for example. It is coded really bad and feels like it has never been tested properly. Recently just felt like a quick fix for EA.

Subject: Re: RenegadeX
Posted by liquidv2 on Tue, 25 Feb 2014 17:53:30 GMT
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i don't
people still play Starcraft to this day
Starcraft II is its own game - it's more of a modern take on the original, but it isn't the original and people will still play that

Renegade X is a more modern take of classic Renegade, but that doesn't mean Renegade isn't still worth playing

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Subject: Re: RenegadeX
Posted by Ferhago on Wed, 26 Feb 2014 04:36:59 GMT
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Hope this is good! I wonder how many old friends I will see again. Wooooooooooo 11 years later

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Subject: Re: RenegadeX
Posted by Renardin6 on Wed, 26 Feb 2014 08:39:55 GMT
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Had a game yesterday, 64 people connected, no lag and no SUPER SNIPER WITH AIMBOT A delight!

Subject: Re: RenegadeX

Posted by ehhh on Wed, 26 Feb 2014 09:18:17 GMT
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super aimbot

hahaha

Subject: Re: RenegadeX
Posted by iRANian on Wed, 26 Feb 2014 14:28:07 GMT
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Don't worry Retardin I might give it a try.

Subject: Re: RenegadeX
Posted by Renardin6 on Wed, 26 Feb 2014 15:31:52 GMT
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More than 31000 downloads in less than 24 hours. That's good.

Dude, I can't read you. (ignore list, save yourself some time so...)

Subject: Re: RenegadeX
Posted by danpaul88 on Wed, 26 Feb 2014 15:58:29 GMT
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31,000 downloads? Somehow I'm skeptical of that figure given the number of people actually playing the game... seems more likely their download server was overwhelmed or is miscounting when people resume interrupted downloads or use multiple connections via download managers.

Still, even taking that into consideration it looks like a pretty impressive download count, well done to the RenX team.

Subject: Re: RenegadeX
Posted by Gen_Blacky on Wed, 26 Feb 2014 19:49:38 GMT
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Its 41,000 now and over 1,000 people ingame.

Subject: Re: RenegadeX
Posted by iRANian on Thu, 27 Feb 2014 12:40:52 GMT

Renardin6 wrote on Wed, 26 February 2014 08:31More than 31000 downloads in less than 24 hours. That's good.

Dude, I can't read you. (ignore list, save yourself some time so...)
lol

Subject: Re: RenegadeX
Posted by iRANian on Thu, 27 Feb 2014 13:21:52 GMT

lol everyone using UE3 speed hacks already

servers need to actually have competent and enough moderators LMAO