
Subject: Renegade X - Download Today

Posted by [NE]Fobby[GEN] on Tue, 25 Feb 2014 18:26:16 GMT

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Renegade X: Open Beta has been released and is now available for download!

Renegade X is a free indie game based on the original C&c Renegade. Players will be able to fight for two unique teams, manage their own economies, choose from over 30 weapons, 15 vehicles, and call in nuclear strikes, Ion Cannons, and airstrikes, and much more. Renegade X is for all players - lone wolves, team-based gamers, tankers, snipers, rushers, turtlers, and all others!

<http://www.youtube.com/watch?v=k-bLTYiaqqk&list=UUaiic-yEcwEv8VG6wRaHcDQ&feature=c4-overview>

Renegade X is FREE! It is a non-monetized game - Renegade X is straight-up free.

DOWNLOAD HERE: <http://renegade-x.com/download>

More mirrors will be added as time goes on. You are free to upload and distribute the Renegade X Open Beta, as long that the download numbers are made available to us at the end of every month for the remainder of the year.

Special thanks to Westwood Studios, Electronic Arts, Epic Games, the UDK Community, the C&C Community, my wonderful and inspirational colleagues at Totem Arts, and our loyal fans for their continued support!

System Requirements

Minimum:

Windows XP SP2 or Windows Vista
2.0+ GHz processor
2 GB system RAM
SM3-compatible video card
4 GB free hard drive space

Recommended :

Windows Vista 64 SP2
2.0+ GHz multi-core processor
4 GB system RAM
NVIDIA 200 series or higher graphics card
Plenty of HDD space

Setting-up Game Servers

A tutorial has been posted for those who are interested in setting up Renegade X Game Servers.

You can find all of that information here: [LINK]

Tips and tricks

Keybinds:

- 'F': makes you switch to a first person perspective with characters AND vehicles as well
- 'V' or 'F2': Hold it and it will change the upper right corner scoreboard to show harvester health, player credits, player locations and which players on your team are currently engineers
- 'N': Toggles on night vision on some weapons
- Shift: Use shift to sprint (there is also vehicle sprint)
- 'Q': Target a structure, friendly or enemy to initiate spotting or status messages like "Building needs repair". Hold 'Q' down and hover over multiple enemies, then release 'Q' to spot all of them in a single spot message. (In later updates the spot messages will sometimes also display type of spotted vehicle and type of spotted class.)
- ALT/CTRL+V: Opens up a vote menu where you can vote for changing maps, adding bots and more
- 'TAB': Opens Scoreboard
- 'K': Toggle upper right scoreboard mode between viewing all and only viewing yourself
- 'F3': Chat
- 'F4': Teamchat
- 'U': Private Message

General:

- The silo techbuildings (like the one in the middle of CNC-Field) can be captured by shooting their Master Control Terminal with a repair gun
- Hit "Esc" to change teams or suicide
- Airstrikes: To initiate an airstrike buy it from the PT then zoom and target an area. While zooming hold down the left mouse button and rotate the mouse. You will see that the visible indicator then also changes rotation. So with it you can define from which angle the airstrike should come in.

Story and Game Mode

The image below covers the basics of the game's teams, structures, special items and characters, and other important information needed to play Renegade X.

To learn more about Command and Conquer mode, check out the short tutorial video below:

<http://www.youtube.com/watch?v=ObDKswJQq0I&feature=c4-overview&list=UUaiic-yEcwEv8VG6wRaHcDQ>

Ladder

A basic Renegade X leaderboard is up. You must be logged into Steam while playing Renegade X for your statistics to be tracked. Renegade X does not require Steam.

The leaderboard can be found on our main page, here: <http://renegade-x.com/leaderboard>

Future Content

The content below will be released through patches and new versions of Renegade X.

- More multiplayer levels
- More tech buildings, including a caputable Repair Facility and Communications Centre
- Clanwars ladder
- More items
- New gamemode(s)
- Glitch fixes
- Custom map and mod support
- More to be announced on a later date!

Screenshots

These are some ingame shots of our game:

Thanks again for checking out Renegade X!. This is a special moment for all of us. We have been working on Renegade X since 2006 - we started off as an idea, then we became a mod, and now this is a full-fledged indie game. We are very satisfied with how the game has turned out, and we can't wait to see you all ingame. Let this game be a testament that dreams can come true, because at one point, Renegade X was only the dream of a few ambitious teenagers and young adults.

It was clear that there was not going to be a sequel to a game that was a big part of my life. C&C Renegade was the "failed game" with the not-so-special singleplayer campaign that was completely overshadowed by titles like Medal of Honour, Halo, and Battlefield 1942. But Renegade had a unique multiplayer formula that most reviewers seemed to have ignored. C&C

Renegade was no good for 56k players, or for players connecting to servers from different continents. Hosting online games was too difficult, unless you wanted a 4 player server on your computer. The game was virtually unsupported just a few months after release. Renegade 2 was dropped, and by 2005, the community was given control over the server browser.

Despite the poor sales, the sub-par graphics, the mediocre singleplayer, the slow internet speeds, and the lack of support, players recognized that Renegade possessed a hidden gem. C&C mode was enough to feed a thriving community for 12 years, and beget many custom maps, skin and model packs, an anti-cheat system, custom community patches, serverside mods, more ambitious mods, total conversions, and even indie games. Renegade was one of the most active (if not THE most active) C&C multiplayer games.

Now, Renegade X a full-fledged spiritual successor to the original Renegade. Our audience is massive, and every major gaming website and magazine is talking about Renegade X. Our trailers are some of the most popular C&C-related videos ever released. Old players are coming back to check us out, and old clans and communities are reforming. Our audience are those older gamers 25-45 who have been left behind by the game industry's dumbing-down of multiplayer games as of late. While the industry focuses on tablet, mobile, and gimmicky console games, there is a whole generation of lost PC gamers who have been left behind. They miss the dynamic sophistication of C&C Renegade, and they are all interested in trying out our free game.

Renegade X is not a direct remake of C&C Renegade. Yes, you will see familiar maps, characters, weapons, and vehicles - the fundamentals of the game are the same. But, no weapon is identical to the way it was before. Certain vehicles play quite differently (Artillery, MRLS, Mammoth Tank, Apache, Orca, Transport). A moderate amount of recoil and weapon spread has been given to guns (and you'll see why). The graphics, audio, and physics have received a complete overhaul. Secondary weapons and new items have been added. Capturable buildings have been added. There's so much that is different - but keep in mind that we are die-hard Renegade fans, and we are very careful with the things we change.

We look forward to your feedback, and remember that Totem Arts will always be there for the community. We will be putting out more game info and strategy videos for new players in the days and weeks to come. We'll also be fixing any of the game's problems, adding new features, adding new maps and gamemodes, making more player-friendly menus and settings, and simply be there for all those who need technical support. We are the biggest fans of our own game, so you'll find us to be very open and accessible.

Thanks again for helping our dream come true - see you on the battlefield! It's finally TIME TO ROCK & ROLL!

<http://www.renegade-x.com>
<https://www.facebook.com/CNCRenX?ref=hl>
<https://twitter.com/RenXGame>
<http://www.youtube.com/user/NEfobbyGEN/videos>

Subject: Re: Renegade X - Download Today

Posted by [liquidv2](#) on Tue, 25 Feb 2014 18:41:48 GMT

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downloading as we speak - i'm excited
the PM system still not working on the Ren X forums?

Subject: Re: Renegade X - Download Today

Posted by [GoTWhiskÉY](#) on Tue, 25 Feb 2014 18:49:27 GMT

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There is also a Clanwars league up, <http://clanwars.cc/RenX>
Join up!

Subject: Re: Renegade X - Download Today

Posted by [danpaul88](#) on Tue, 25 Feb 2014 20:32:00 GMT

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That's a very short runway considering the size of the plane, it'd be impossible for anything much bigger than a crop duster to land on there... mind you, Renegade wasn't much better in that respect.

Also, it looks like the wingtips would clip through the trees either side, I assume you don't have any physics setup for them to actually slice through the tops of the trees and cut them off? (Or, even crash?)

Just a few random thoughts I had whilst looking at that image

Subject: Re: Renegade X - Download Today

Posted by [TankClash](#) on Tue, 25 Feb 2014 20:50:01 GMT

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That airstrip was never intended for a cargo plane to land on it, it never did in C&C, just a cargo drop.

also:

My Birthday gift, thanks!

Subject: Re: Renegade X - Download Today

Posted by [Mauler](#) on Tue, 25 Feb 2014 23:10:49 GMT

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Played a few 64 player games and i must say.. it brought back the rush i had playing old renegade when released! Good job looking forward to the weekend

Subject: Re: Renegade X - Download Today
Posted by [Omar007](#) on Wed, 26 Feb 2014 00:18:26 GMT
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Downloaded and installed. Now to find the time to play it...

Subject: Re: Renegade X - Download Today
Posted by [slosha](#) on Wed, 26 Feb 2014 03:13:54 GMT
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ITS ABOOT TIME!

I played it for a bit and it is pretty sweet. A few bits I didn't like, but mostly minor, minor things.

Subject: Re: Renegade X - Download Today
Posted by [sadukar09](#) on Wed, 26 Feb 2014 04:24:00 GMT
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danpaul88 wrote on Tue, 25 February 2014 13:32That's a very short runway considering the size of the plane, it'd be impossible for anything much bigger than a crop duster to land on there... mind you, Renegade wasn't much better in that respect.

Also, it looks like the wingtips would clip through the trees either side, I assume you don't have any physics setup for them to actually slice through the tops of the trees and cut them off? (Or, even crash?)

Just a few random thoughts I had whilst looking at that image

The C-130 doesn't land. It does a low velocity air drop and then uses jet assisted take off to climb.

In other GDI related news: Special Forces operative, code named Havoc gained 50 pounds of cheek fat after decades in service.

Good job y'all with the release.

Subject: Re: Renegade X - Download Today

Posted by [drunkill](#) on Wed, 26 Feb 2014 05:18:24 GMT

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I played two games just then and it was pretty neat to be running around in those maps again, although they looked quite different.

I'll have to play some bigger games tonight and get used to all the changes.

Good work guys.

Subject: Re: Renegade X - Download Today

Posted by [Sean](#) on Wed, 26 Feb 2014 14:59:41 GMT

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Great Job guys!

Subject: Re: Renegade X - Download Today

Posted by [danpaul88](#) on Wed, 26 Feb 2014 15:22:47 GMT

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sadukar09 wrote on Wed, 26 February 2014 04:24

The C-130 doesn't land. It does a low velocity air drop an

You wouldn't go to the effort of creating a paved runway unless you expected to use it for landing and takeoff. Just because the C-130 doesn't land during combat operations doesn't mean it wouldn't be expected to land during peacetime operations.

If they only ever wanted to do airdrops they'd just drop em onto flat ground, no need for an air traffic control tower or paved runway.

I'm sure older versions of RenX had a more realistic length of runway in their promotional videos.

Subject: Re: Renegade X - Download Today

Posted by [sadukar09](#) on Wed, 26 Feb 2014 20:27:22 GMT

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danpaul88 wrote on Wed, 26 February 2014 08:22sadukar09 wrote on Wed, 26 February 2014 04:24

The C-130 doesn't land. It does a low velocity air drop an

You wouldn't go to the effort of creating a paved runway unless you expected to use it for landing and takeoff. Just because the C-130 doesn't land during combat operations doesn't mean it wouldn't be expected to land during peacetime operations.

If they only ever wanted to do airdrops they'd just drop em onto flat ground, no need for an air traffic control tower or paved runway.

I'm sure older versions of RenX had a more realistic length of runway in their promotional videos. STOL/VTOL aircraft and helicopters.

Subject: Re: Renegade X - Download Today
Posted by [liquidv2](#) on Wed, 26 Feb 2014 23:06:42 GMT
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yeah, make it more realistic like Renegade
like when transport helicopters and Apaches fly out of the back of moving cargo planes

Subject: Re: Renegade X - Download Today
Posted by [danpaul88](#) on Thu, 27 Feb 2014 10:16:48 GMT
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I never said Renegade was realistic, I said I thought RenX's earlier versions had been more realistic than the original game and they seem to have gone backwards in that respect.

And even Renegade didn't have the cargo plane clipping through terrain on stock maps... you know what path the plane is going to take, why put trees in the way?

Subject: Re: Renegade X - Download Today
Posted by [Renardin6](#) on Thu, 27 Feb 2014 19:00:34 GMT
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Does it change anything to your experience with the game?

Subject: Re: Renegade X - Download Today
Posted by [danpaul88](#) on Thu, 27 Feb 2014 19:24:40 GMT
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I played Renegade for far too many years, I have no desire to play it again with slightly different graphics... it looks very impressive but it's just not for me. I'm just commenting on the pictures they've shown in this topic and giving my feedback.

Subject: Re: Renegade X - Download Today
Posted by [Aircraftkiller](#) on Fri, 28 Feb 2014 01:19:44 GMT
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danpaul88 wrote on Thu, 27 February 2014 14:24I played Renegade for far too many years, I have no desire to play it again with slightly different graphics... it looks very impressive but it's just not for me. I'm just commenting on the pictures they've shown in this topic and giving my feedback.

I'd argue the graphics are worse in some aspects

The Medium Tank looks like it's a plastic model that someone took a blowtorch to, it's lumpy looking and has very little material definition - definitely doesn't look metallic at all

Subject: Re: Renegade X - Download Today
Posted by [Ferhago](#) on Fri, 28 Feb 2014 06:35:12 GMT
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Howdy Aircraftkiller

I kinda wish the game looked as nice without all the bloom and effects and stuff. Its hard to choose between it looking nice and actually being able to see whats going on.

Are there people really hacking already?

Subject: Re: Renegade X - Download Today
Posted by [Gen_Blacky](#) on Fri, 28 Feb 2014 08:32:46 GMT
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Aircraftkiller wrote on Thu, 27 February 2014 18:19danpaul88 wrote on Thu, 27 February 2014 14:24I played Renegade for far too many years, I have no desire to play it again with slightly different graphics... it looks very impressive but it's just not for me. I'm just commenting on the pictures they've shown in this topic and giving my feedback.

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you need glasses how did you become an artists?

I argue that they spent to much time on detail then actual fundamentals of renegade.

danpaul88 wrote on Thu, 27 February 2014 12:24I played Renegade for far too many years, I have no desire to play it again with slightly different graphics... it looks very impressive but it's just not for me. I'm just commenting on the pictures they've shown in this topic and giving my

feedback.

You play for the memories and not the current.

Subject: Re: Renegade X - Download Today
Posted by [Renardin6](#) on Fri, 28 Feb 2014 09:15:11 GMT
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The game is really good, even better than the original Renegade in terms of fun. I play it 3 hours every evening since release. (Thank god, my wife is in Paris for 7 days)

Subject: Re: Renegade X - Download Today
Posted by [Goztow](#) on Sat, 01 Mar 2014 14:15:06 GMT
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It looks better turning the bloom off. I really like it a lot.

Subject: Re: Renegade X - Download Today
Posted by [Di3HardNL](#) on Sat, 01 Mar 2014 18:11:07 GMT
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Looks awesome. Downloading now!

Subject: Re: Renegade X - Download Today
Posted by [Reaver11](#) on Sun, 02 Mar 2014 11:29:44 GMT
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Very nice!

One thing I noticed is that medium tanks don't like trees they seem getting stuck to them relatively easy.
