
Subject: Whose excited for renegade x :D ??
Posted by [DeathC200](#) on Wed, 26 Feb 2014 20:45:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

hope everyone is doing well how many of you guys downloaded renegade x how many of you are kicking ass and chewing bubble gum ??

Subject: Re: Whose excited for renegade x :D ??
Posted by [liquidv2](#) on Wed, 26 Feb 2014 22:58:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

i remember that topic or post you made about how you hated Renegade X because it was trying to kill Renegade after their April Fool's post

lol

hello

Subject: Re: Whose excited for renegade x :D ??
Posted by [DeathC200](#) on Thu, 27 Feb 2014 00:13:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

let the past be past old timer *facepalm*
im gonna be honest that game kicks ass back in the days i had no idea what my ass was saying i jumped into conclusions and insulted the developers of the game and everyone who was working hard at it but a game is a game and ill let the past be past im gonna play it once i get my laptop repaired

Subject: Re: Whose excited for renegade x :D ??
Posted by [Xpert](#) on Thu, 27 Feb 2014 07:32:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

lmfao.

Subject: Re: Whose excited for renegade x :D ??
Posted by [DeathC200](#) on Thu, 27 Feb 2014 14:49:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

troll lol lol to you as well expert

Subject: Re: Whose excited for renegade x :D ??
Posted by [Gen_Blacky](#) on Thu, 27 Feb 2014 15:08:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

get trolled bro.

Subject: Re: Whose excited for renegade x :D ??
Posted by [liquidv2](#) on Thu, 27 Feb 2014 15:33:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

what i don't get is why Renegadeforums.com is using the official Renegade X banner here on this site

Subject: Re: Whose excited for renegade x :D ??
Posted by [iRANian](#) on Thu, 27 Feb 2014 16:13:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

wilost0rm is trying to set up a server lol.

Subject: Re: Whose excited for renegade x :D ??
Posted by [ehhh](#) on Thu, 27 Feb 2014 17:32:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

he has one

out of da loop

Subject: Re: Whose excited for renegade x :D ??
Posted by [iRANian](#) on Sat, 01 Mar 2014 07:41:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

gotta go fast

<http://www.twitch.tv/biohazard1987/c/3805384>

Subject: Re: Whose excited for renegade x :D ??
Posted by [reborn](#) on Sat, 01 Mar 2014 10:17:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Speed is set client side due to sprint function? lol?

Subject: Re: Whose excited for renegade x :D ??
Posted by [iRANian](#) on Sat, 01 Mar 2014 11:04:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, you can manipulate the game's packets to increase speed or something. You can do it with Source engine games and other engines too, not just Unreal Engine games.

<https://udn.epicgames.com/Three/NetworkingOverview.html>

Quote:We have encountered the following types of network-related cheats in Unreal Tournament:
Speedhack

Takes advantage of the fact we use the client's clock for movement updates.

Built-in detection by verifying client and server clock don't move at excessively different rates.

False positives with substantial packet loss

Aimbots - UnrealScript and external versions

Wall hacks and radars - UnrealScript and external versions

Subject: Re: Whose excited for renegade x :D ??
Posted by [ehhh](#) on Sat, 01 Mar 2014 11:57:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

speed thing has been fixed, iuno about any other cheats.

Subject: Re: Whose excited for renegade x :D ??
Posted by [iRANian](#) on Sat, 01 Mar 2014 22:06:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's impossible to 'fix', all that can be done is make it less severe. Which is what the 'fix' does

See:

[http://wiki.beyondunreal.com/UE3:GameInfo_properties_\(UDK\)](http://wiki.beyondunreal.com/UE3:GameInfo_properties_(UDK)) (ctrl+f "speedhack")

The values are set 'tighter' to detect more severe speed hacks but when they're set too tight they ban legit players whose clocks lag behind with the server during gameplay (lag wise?).

As noticed in the actual topic for the 'fix':

<http://renegade-x.com/forums/viewtopic.php?f=13&t=72472>

Quote:All serverowners are asked to correct following settings in their UDKGame.ini file under [Engine.GameInfo] to prevent / reduce speed hacks on servers:

Subject: Re: Whose excited for renegade x :D ??
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 01 Mar 2014 23:18:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

^ That's a temporary solution, that actual problem was fixed for an upcoming patch.

Subject: Re: Whose excited for renegade x :D ??
Posted by [iRANian](#) on Sat, 01 Mar 2014 23:21:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

how?

Subject: Re: Whose excited for renegade x :D ??
Posted by [iRANian](#) on Sun, 02 Mar 2014 08:24:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Skip to 1:00 :

<http://www.youtube.com/embed/g8lwPoWTwLs>

LOLLLLLLLLLLLLLLLL

Subject: Re: Whose excited for renegade x :D ??
Posted by [Jerad2142](#) on Sun, 02 Mar 2014 14:41:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Sun, 02 March 2014 01:24Skip to 1:00 :

<http://www.youtube.com/embed/g8lwPoWTwLs>

LOLLLLLLLLLLLLLLLL

Your arms fall off yo.

Subject: Re: Whose excited for renegade x :D ??
Posted by [Aircraftkiller](#) on Sun, 02 Mar 2014 19:41:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

They really kept those lame ass ramps on the buildings? Good lord guys. They were only added because WS had like two months to get the flying units into the game and they couldn't get elevator code working properly, so the ramps were tossed in as a half-ass fix.

Please spend some time on making the interiors and exteriors more like what Renegade was

supposed to be, so that it isn't a carbon-copy of the same stuff we've seen since 2001. You've got Unreal. You can make functional elevators. Add in the underground hallways that connect each building's bottom floor, toss in ceiling guns for building defense.

Subject: s

Posted by [Jerad2142](#) on Sun, 02 Mar 2014 20:56:28 GMT

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

I figured they dumbed down the building interiors and left the elevators out because they didn't want players to have to wait for the damn elevator to get out of the building lol.

Subject: Re: s

Posted by [ehhh](#) on Sun, 02 Mar 2014 21:19:06 GMT

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

never liked the double floored buildings anyway, thank god it was rushed

Subject: Re: Whose excited for renegade x :D ??

Posted by [Aircraftkiller](#) on Sun, 02 Mar 2014 21:44:32 GMT

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

You can have more than one elevator, you know

Subject: Re: Whose excited for renegade x :D ??

Posted by [Gen_Blacky](#) on Sun, 02 Mar 2014 22:01:35 GMT

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

elevators are stupid for gameplay.

Subject: Re: Whose excited for renegade x :D ??

Posted by [iRANian](#) on Sun, 02 Mar 2014 22:03:46 GMT

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

Aircraftkiller have you actually played Renegade X? The gameplay is REALLY awful and they have to work on a lot more than just elevators lol

Subject: Re: Whose excited for renegade x :D ??

Posted by [Aircraftkiller](#) on Sun, 02 Mar 2014 22:57:36 GMT

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

I played it, yeah. Gave it about two hours earlier under my other pseudonym. It was either too dark or too light in the maps I played, except that one with the river flowing through it. That actually had a good amount of light without a ridiculous amount of bloom. Some of it looks pretty neat, other parts of it look utterly ridiculous - like the bloom, for instance. It just feels like someone's covering the graphics up.

I don't care much for the airstrike stuff, and I absolutely hate the dumbass C&C3 tiberium that Mesa got covered in. None of it makes any sense in that time period and it's just obnoxious to look at, honestly

I didn't get much lag. FPS stayed pretty smooth. It didn't blue screen Windows 7 this time, so it meets the minimum requirements of not pissing me off. I'd play it again and I'd even consider porting over my old Tiberian Dawn conversion if someone were interested in actually making RenX look like C&C95 - of course, I'd have to redo the textures and add more detail to the buildings, but it'd be nice having a modern platform to work from that I could essentially drag-and-drop my work into

It's got potential, so I humbly take back most of what I said about it - but it still has major problems and I'm hoping that they'll fix them instead of giving up and doing something else. If they're trying to get into the industry as a career, this is a good project to have on their resume.

Subject: Re: Whose excited for renegade x :D ??
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 02 Mar 2014 23:04:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hopefully we can get some mod tools out then. We're looking into what we have to do to make that possible. I'd love to see Renegade X transformed into Tiberian Dawn, Red Alert, or even Tiberian Sun.

Subject: Re: Whose excited for renegade x :D ??
Posted by [Aircraftkiller](#) on Sun, 02 Mar 2014 23:07:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Let us know how it'll work and I'll see what I can do. Sorry about the shitstorm from the other thread. I have legitimate issues but I tend to bring them up in the most ass way possible. I have to admit that the map with the river and the forested environment was the best looking one I'd seen in quite a while. Needs some work on the background tree billboards - since they look a bit low res, but otherwise it's pretty visually stunning

Subject: Re: Whose excited for renegade x :D ??
Posted by [Gen_Blacky](#) on Mon, 03 Mar 2014 01:48:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I knew ack would do a 180

Subject: Re: Whose excited for renegade x :D ??
Posted by [Aircraftkiller](#) on Mon, 03 Mar 2014 01:57:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's not a 180 at all, I'm just not trolling them at this point. It's hard to troll legitimate effort, especially when I work in a similar industry to what they're trying to break into. I know the kind of work it takes. I just wish they'd up their game a bit. It's not horrible, but it does need a lot of polish that I'm hoping will come soon

Subject: Re: Whose excited for renegade x :D ??
Posted by [Gen_Blacky](#) on Mon, 03 Mar 2014 02:27:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think that's the nicest thing I have seen you say to someone.

Renegade-X still needs a lot work and I think after this release it will receive a lot of extra help. I agree with most of your criticism.

Subject: Re: Whose excited for renegade x :D ??
Posted by [Aircraftkiller](#) on Mon, 03 Mar 2014 02:52:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol I've made it clear that I pretty much post to troll these forums, I've been doing it since 2001

I honestly believed RenX was going to really S the D when it came out. It's obviously not finished, but what's there is at least somewhat interesting and I'm enjoying myself when I take breaks from Star Trek Online. I also see a good base to work from should I decide to get back into modding, so I can upgrade my old TD project and put it up to UDK standards

Subject: Re: Whose excited for renegade x :D ??
Posted by [Ethenal](#) on Mon, 03 Mar 2014 03:10:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller, if you made Fjords in Renegade X...

Subject: Re: Whose excited for renegade x :D ??
Posted by [Aircraftkiller](#) on Mon, 03 Mar 2014 03:48:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

I could probably do it. I'd have to learn the new UDK tools a bit more and figure out how the landscape system works since I've only tinkered with it a little, but it'd be a lot more fun to create it for RenX than it would be to try doing it again for Renegade

Subject: Re: Whose excited for renegade x :D ??
Posted by [Gen_Blacky](#) on Mon, 03 Mar 2014 05:01:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's a yes.

But make sure to add more trees. lol

Subject: Re: Whose excited for renegade x :D ??
Posted by [sterps](#) on Mon, 03 Mar 2014 08:13:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethanal wrote on Mon, 03 March 2014 14:10Aircraftkiller, if you made Fjords in Renegade X...

Now that would be awesome.

Subject: Re: Whose excited for renegade x :D ??
Posted by [Nurple](#) on Mon, 03 Mar 2014 16:03:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Remake glacier too

Subject: Re: Whose excited for renegade x :D ??
Posted by [Aircraftkiller](#) on Tue, 04 Mar 2014 01:18:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I saw you gettin' pro in my Field match, EthANAL

Subject: Re: Whose excited for renegade x :D ??
Posted by [liquidv2](#) on Tue, 04 Mar 2014 15:41:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethanal wrote on Sun, 02 March 2014 21:10Aircraftkiller, if you made Renegade X...

Subject: Re: Whose excited for renegade x :D ??
Posted by [Ferhago](#) on Wed, 05 Mar 2014 00:56:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just needs to crash less now and have fewer speedhacks!

Subject: Re: Whose excited for renegade x :D ??
Posted by [Trojan](#) on Thu, 06 Mar 2014 03:44:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Speed hack is fixed and crashes are fixed in next patch.

Subject: Re: Whose excited for renegade x :D ??
Posted by [DeathC200](#) on Fri, 14 Mar 2014 15:14:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

[Needs more bloom
