
Subject: Renegade: Combat Evolved Announced!!!
Posted by [Havoc 89](#) on Sun, 22 Feb 2004 23:48:20 GMT
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Renegade: Combat Evolved

RCE -

A truly dedicated modification for C&C renegade that shows the ore and gore of the top halo title.

We will be offering an experience that will make you fall to the ground with no dignity, be wise and be square.

Requesting

2-3 Highly Skilled Modelers
2 skilled uvw mappers
1 skilled texturer
2 skilled mappers

Some pics

MA5B
MA5B-1
MA5B Cammo
MA5B Cammo-1

Human Pistol
Human Pistol-1

Some Screen Shots

Fuel Rod Test
Fuel Rod Test-1

Texture test
Map Test

Contact me at nlcrono@hotmail.com

Subject: Renegade: Combat Evolved Announced!!!
Posted by [U927](#) on Mon, 23 Feb 2004 01:20:16 GMT
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Very nice recreation of Blood Gulch. However, I'll stick with Halo PC.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Deafwasp](#) on Mon, 23 Feb 2004 01:31:38 GMT
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nice and all, but why make this if you can get halo? You can get Halo from a lot of places for free.
A cracked copy from suprnova.org

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Havoc 89](#) on Mon, 23 Feb 2004 02:02:13 GMT
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yeah i know... its not gonna be a very very big of a mod anyways, all of what we have so far took less than 4 days. and so far it is pretty fun to play in multiplayer.

im just making this mod for the fun of it. i noticed i had a few halo models already and i rather use em in something than have em just sit there.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Spice](#) on Mon, 23 Feb 2004 05:24:52 GMT
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I wouldnt mind recreating a few halo maps for you , after im done with my current project Which will last a few more of course

Subject: Renegade: Combat Evolved Announced!!!
Posted by [gam3rj](#) on Mon, 23 Feb 2004 06:17:41 GMT
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Looks awesome. Keep up the good work.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Oblivion165](#) on Mon, 23 Feb 2004 08:26:19 GMT
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Looks great, if you need testers, im your guy.

I would like to see Halo in this, that way i can make my own levels, in Halo style. Great job, let me know when your done.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Laser2150](#) on Mon, 23 Feb 2004 14:53:24 GMT

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Hey Havoc, LTNS.

Nice models, hope you get good help with your mod.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Matt2405](#) on Mon, 23 Feb 2004 18:29:09 GMT

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Very good so far.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [LucefieD](#) on Mon, 23 Feb 2004 20:07:14 GMT

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Sweet looking but wont microsoft shut the mod down once they find out? Or did you get permission?

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Havoc 89](#) on Mon, 23 Feb 2004 20:40:38 GMT

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I tried to contact bungie, they havnt replied, and its been almost 5-6 monts sienes i asked em. and sience there is a halo mod for bf1942 and generals, and yet <http://www.halo.bungie.org> does updates on them, i figured that they would allow it.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Jaspah](#) on Mon, 23 Feb 2004 21:11:28 GMT

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DUH.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Havoc 89](#) on Mon, 23 Feb 2004 22:04:44 GMT

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well... we'll just have to wait and see what happens...

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Havoc 89](#) on Tue, 24 Feb 2004 02:38:46 GMT
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so... anyone interested and fit into the categories above? cuz we could really use some help.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [GonerX](#) on Sat, 06 Mar 2004 00:29:44 GMT
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Another simply amazing thing...

I've been waiting for brood combat to strike within the bowels of Renegade.

I mean 100 players multiplayer game, and just simply said that it's more efficient in gameplay rather than looks to how I see your directions...

I will refer back to you sometime in which I WILL join your crew as a skinner and texturer... As of now I am helping a mod that must be complete that is in distress...

Oh and NO Microsoft won't get any mad, I thought that we all got over those issues!

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Oblivion165](#) on Sat, 06 Mar 2004 06:23:52 GMT
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When I got my Xbox everybody was like BUY HALO!!! buy halo, blah blah, so I did, and I was very disappointed. The game is too repetitive. You don't really get into that much. When Red Alert for PSX came out it was so good that I would draw base layouts during school.

Halo wasn't like that, I just kept waiting for the story line hook and it never came. And what game doesn't have bots on the multiplayer. COME ON!

Subject: Renegade: Combat Evolved Announced!!!
Posted by [kirby651](#) on Sat, 06 Mar 2004 07:33:33 GMT
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renegade?

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Jaspah](#) on Sat, 06 Mar 2004 13:32:15 GMT

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oblivion165When i got my Xbox everybody was like BUY HALO!!! buy halo, blah blah, so i did, and i was very dissapointed. The game is to repetative. You dont really get into that much. When Red Alert for Psx came out it was so good that i would draw base layouts during school.

Halo wasnt like that, i just kept waiting for the story line hook and it never came. and what game doesnt have bots on the multiplayer. COME ON!

Sorry. The storyline of Halo was on of the best. Correction: you don't get into it as much.

Halo is a FPS not a RTS. You can draw strategies and shit, too.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [tooncy](#) on Sat, 06 Mar 2004 13:52:30 GMT

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I didn't like halo. Why? two words: Uber slowdown.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Havoc 89](#) on Sat, 06 Mar 2004 16:38:35 GMT

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halo is good in multiplayer, i play it all the time with my friends on the xbox. and sometimes we hook up 2-3 xboxs up and play. its pretty damn kool. singleplayer isnt that good, but multiplayer is fun.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Oblivion165](#) on Sat, 06 Mar 2004 20:18:50 GMT

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Well dont get me wrong, i like halo, i just expected it to be a GOD like game. Like goldeneye, or FF7. But when i finished the game it went back in its box, and i dont feel that i want it to come back out.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [Jaspah](#) on Sat, 06 Mar 2004 23:30:10 GMT

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oblivion165Well dont get me wrong, i like halo, i just expected it to be a GOD like game. Like goldeneye, or FF7. But when i finished the game it went back in its box, and i dont feel that i want

it to come back out.

Funny. Everyone else feels the opposite of that. :rolleyes:

tooncy1 didn't like halo. Why? two words: Uber slowdown.

2 Other words: Better Computer.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Havoc 89](#) on Sun, 07 Mar 2004 03:32:12 GMT
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well xbox and pc versions are both good in their own ways, xbox there is co-op mode and 4 player support on one xbox, and in pc there are aa few new usable things like banshee in multiplayer flamethrower and fuelrod plus the ability to mod it.i still play the xbox version more than the pc.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [tooncy](#) on Sun, 07 Mar 2004 13:42:57 GMT
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j4S[p]oblivion165Well dont get me wrong, i like halo, i just expected it to be a GOD like game. Like goldeneye, or FF7. But when i finished the game it went back in its box, and i dont feel that i want it to come back out.

Funny. Everyone else feels the opposite of that. :rolleyes:

tooncy1 didn't like halo. Why? two words: Uber slowdown.

2 Other words: Better Computer.

I have a decent computer. It has a pentium 4 1.5 gigaherts, and a 128 meg DDR 8 AGP Direct X 9 optimized GeForce FX 5200. I also have 256 megs of RAM and 300 megs set away on my HDD for V mem.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [tarsonis9](#) on Sun, 07 Mar 2004 16:10:37 GMT
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Virtual memory is 100 times slower than actual RAM. Why not overclock that pentium to 2.0 or more?

Subject: Renegade: Combat Evolved Announced!!!

Posted by [tooncy](#) on Sun, 07 Mar 2004 17:02:20 GMT

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Eventually, I'll buy another stick of RAM. I have enough right now. I don't want to overclock, because I don't want to run the risk of burning out my CPU.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [GonerX](#) on Sat, 13 Mar 2004 15:38:45 GMT

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About Halo just is too repetitive... Umm you need to be a pro to understand its challenges, I always enjoy the game and may always will... Especially because elites are funny alien guys and they always make me laugh ^^

They laugh at me when i lose ...

Plus I can make my own maps and mods for PC version and waah its fun to skin their models! I mat be wrong about your point of view within your opinion, so no hard feelings I dont really know why you would go far enough to make a layout when u can just use commen sense :sleepy:

You must be REALLY bored... My taste goes wide enough to notice whats really good and Halo avoids looking bad for having less enemy types for crying out loud... By the way wuv those cute lil grunts ^^

Its preffered just developing your strategy skills withought "layouts"...

Subject: Renegade: Combat Evolved Announced!!!

Posted by [TheMouse](#) on Sat, 13 Mar 2004 21:02:30 GMT

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the guns are preeety. so is the map. nice work.

Subject: Renegade: Combat Evolved Announced!!!

Posted by [GonerX](#) on Sat, 03 Apr 2004 15:08:37 GMT

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Ive been gone and look at the progress...

Well im here and ready to help out!!!

I can do just about MOST things to help you with the visuals..

Not really much for visual effects.

Can get u the perfect and exact look of maps from halo, especially halo models...

Woot wut wut! Make a human side and a covenant side! =D

Skinning may not be required and well... I just can help allot =P

Just email me--> KierstenX@hotmail.com

if your interested in anything

Subject: Re: Renegade: Combat Evolved Announced!!!
Posted by [Sir Phoenixx](#) on Sat, 03 Apr 2004 15:36:52 GMT
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Havoc 89
Requesting

2-3 Highly Skilled Modelers
2 skilled uvw mappers

Why do you list those two seperately? The modeler is SUPPOSED to UVW map the model himself to get it ready for the texture artist.

Subject: Re: Renegade: Combat Evolved Announced!!!
Posted by [Nodbugger](#) on Sat, 03 Apr 2004 15:48:59 GMT
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Sir PhoenixxHavoc 89
Requesting

2-3 Highly Skilled Modelers
2 skilled uvw mappers

Why do you list those two seperately? The modeler is SUPPOSED to UVW map the model himself to get it ready for the texture artist.

who said the modeler doesnt make the uvw map? All he said is he wanted people to skin uvw maps.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Sir Phoenixx](#) on Sat, 03 Apr 2004 16:19:54 GMT
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Now, why don't you go back and actually read his post (or my quote) this time.

Quote:2 skilled uvw mappers

The above quote has nothing to do with skinning, that's completely seperate from UVW mapping. UVW mapping is taking a model, flattening the various parts, applying UVW coordinates to it, and generating an image of this mapping. It is the modeler's responsibility to UVW map his model.

(The texture artist than takes this image and paints on it to create the skin/texture.)

Subject: Renegade: Combat Evolved Announced!!!
Posted by [xptek_disabled](#) on Sat, 03 Apr 2004 16:26:28 GMT
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Probably because he wants a modeller who can UVW map.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Havoc 89](#) on Sun, 04 Apr 2004 04:29:08 GMT
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well i want atleast some ppl that can make decent models, atleast try to make em as accurate as possible, and if they also know how to UVW map, thats even better. textures are also required.

If someone actually does help me out than maybe the mod can have some progression. Genocide and I cannot do all the work.

Subject: Renegade: Combat Evolved Announced!!!
Posted by [GonerX](#) on Sun, 04 Apr 2004 20:29:46 GMT
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mmhmmm...

Well I definitely can see the easy side of this myself but yeah the part about UVW map does catch my attention... So skinning the map's mesh with the same exact mesh and texture from Halo wont really work???

I havnt tried this with map mesh files but it would be quite a challenge to recreate the mapping of the texture to the mesh...

I reccomend you try testing exact replicas from Halo.. If you dont know how to get those "copies" then I can fetch them for you myself and may determine its works as well...

Subject: Renegade: Combat Evolved Announced!!!
Posted by [Havoc 89](#) on Sun, 04 Apr 2004 20:58:46 GMT
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that is stealing, i dont wanna steal something.
