
Subject: Renegade 2007 Update

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 01 Jul 2007 04:55:57 GMT

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Before somebody goes out and screams "Ahhhh this should be in the mod forum!", I know what I'm doing. This project firstly has nothing to do with the W3D engine, or the Renegade tools. Secondly, the topic doesn't regard needing help or advice for using Renegade tools. That's what the Mod forum is being used for lately.

So this is going to be quite a big update, since we haven't posted any news on this forum. Only thing we've said so far was that we exist.

To clear things up, Renegade 2007 is a total conversion mod for the upcoming game Unreal Tournament 3. We will be recreating this great game, C&C Renegade, on this modern [and awesome] engine. We're doing everything from scratch on the powerful Unreal Engine 3, with the permission EA-LA. Renegade 2007 is recreating C&C Ren for what it was: a game of its own.

Renders and Wallpapers!

First off, we've prepared a few renders of our finished work.

The Nod Wall... it'll act as a defensive barrier on custom maps.

The Nod Obelisk is the Brotherhood's main tool for self defense.

The Humvee is GDI's light-armored scout. We've decided to redesign this vehicle, and mix the old Renegade design with a more realistic formula.

The APC is GDI's transport vehicle; carries up to five troops.

Nod Laser Rifle, wielded by the SBH

GDI Personal Ion Cannon, carried by the GDI Sydney.

Here's our wallpapers:

Music

Renegade 2007's music department has been busy making high quality remixes of Frank Klepacki's original work. We've so far recreated two of Frank K's songs, and have met great success. I've prepared a download link containing a zip of our current two songs: "Command & Conquer", and "Got a Present for Ya!". Check them out, they're really good.

Music (C&C, GAPFY)

<http://files.filefront.com//;7874088;;/>

Scripts - A working HUD system

Taking advantage of Unreal's script language, our team's coder is redesigning Renegade's HUD system. The following video is a test on Unreal Tournament 2004, showing off that we've achieved the Renegade-style HUD including the bounding box, when hovering your mouse over units. We are currently testing the scripts with the old C&C Renegade HUD, but a remake of it is underway. Check out the video.

<http://video.google.com/videoplay?docid=3801120257701667479>

Model Replacements for Renegade

The team has also prepared a little treat for the Renegade community. We've prepared Renegade model replacements for the Personal Ion Cannon and Laser Rifle's first person models. Note, the 3rd person models will not change due to the high polygon count of the replacements. Here's the download link to the replacements:

<http://files.filefront.com//;7874002;;/>

That's it for now. If you have any questions, be sure to visit our forums at <http://ren2007.renbase.com/forums/index.php> Take a look at our WIP (work in progress) section for dozens of more pictures, including weapon models, buildings, vehicles, characters, etc. If you have any questions, be sure to post on our Q&A section.

Thanks again,

[NE]Fobby[GEN]

Renegade 2007 Manager

www.renegade2007.com (temporary web page)

<http://mods.moddb.com/8709/renegade-2007/> Mod Database link
