
Subject: Renegade X - Progress Update

Posted by [NE]Fobby[GEN] on Fri, 21 Nov 2008 20:18:14 GMT

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Hey guys.

It's been a couple months since we've had an update, so we thought we'd update you with our status and show you some things you can expect to see in the future.

As of the 19th, it's been exactly one year since the release of Unreal Tournament 3. Kind of funny, because we at Renegade X had bought it for a good fifty or sixty dollars, and now you can find it in certain places for less than ten dollars. So if you haven't gotten a copy yet, go ahead and get one, because you will not be able to play Renegade X without UT3. Wouldn't want to be late for the Renegade revolution, huh?

The team has been very busy for the past few months in all divisions. We've been making our push for some huge updates you could expect to see during the Christmas season, as well as getting C&C mode coded and working ingame. Progress has been grand, and we haven't exactly been telling you all about everything we've been doing - we're just a big fan of surprises - so bear with the project and stick around for progress reports. I can't say much right now, other than that there is a shocking update just around the corner, just in time for the Mod of the Year Awards too!

Interview

Sonic at CNCNZ has just performed an in-depth, informative interview with Fobby, the founder of the Renegade X. The interview carries a whole range of information about our progress, our opinions, comments about a possible sequel to C&C Renegade, etc.

Here's an excerpt:

7) Is Renegade X a direct remake of what the original Renegade offered us or have you added your own twist on how the game plays?

Renegade X will surpass the original Renegade in every way. Graphics, well you can see for yourself. Audio, for sure! Gameplay, definitely. No more glitchy bugs and bad net coding. There will also be more to this mod than what Renegade had delivered. Although we're not changing much of the game's actual mechanics, things like new game modes, oodles of server side options, and so much more will be coming to play. Also, just the fact that the Unreal Engine 3 has a much more dynamic physics engine than W3D will revolutionize things like explosions and superweapons, and cause them to blow you out of proportion, literally!

You could find the interview here!

<http://www.cncnz.com/features/interviews/221108.php>

And now for some work in progress shots of some of the things we've been dishing out:

Nod Airstrip

The Airstrip is back looking hotter than ever. It's where Nod gets its vehicles dropped off by Cargo Plane. Similar to our vehicles, the buildings in Renegade X will increasingly get dirtier, snowier, or visually more damaged depending on the circumstances of the match. Modeled by Deathlink, textured by Havoc89 and PT by JeepRubi

The Purchase Terminal is a work in progress, so it will not be a plain green in the released version of the mod. We've got some great ideas you will see with time

Islands

A beautiful map by our new member, Zixxer. Islands brings out the tropical side of Renegade X, with bright skies and luscious environment. Islands is a personal favorite for many, and now it is back looking better than ever!

Mammoth Tank Concept

The Mammoth tank is the biggest, baddest and most expensive vehicle in the game. It's very heavily armored and dual barreled for extra fire power. The Mammoth also has tusk missiles with the ability of locking onto targets for close range havoc.

The Mammoth Tank will be completed and ready for use in our next update, and I know you Renegade and Tiberian Dawn fans will love to see its triumphant return in Renegade X.

That's it for now everybody. Again, a major update is just around the corner, so stick around and be sure to check out <http://www.renegade-x.com> for more news and WIP shots in the coming days and weeks. Hope you all enjoyed this brief update!

Later!
