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Subject: Nitro Final Release is Ready

Posted by [Reaver11](#) on Wed, 04 Feb 2009 02:13:16 GMT

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The public release event is planned for Sunday 21.00 PM (GMT+1)

Download link and faq section.

<http://www.renz0r-gaming.com/forum/faq.php?faq=nitro>

The download is ready now but the official server will be available on Sunday.

Installation:

Unzip the contents to your renegade data folder.

Example -> c:\westwood\renegade\data

Server information:

Renz0r.net Nitro ip + port 206.212.248.98:8787.

The server is reachable through GameSpy and WoISpy.

Server nick in WoISpy is Renz0r003. (listed near all the other Renz0r servers)

So, what is Renegade Nitro exactly?

Renegade Nitro is a modification of Command & Conquer Renegade™. It sets the scene for what happened between Command & Conquer™ and Command & Conquer Tiberian Sun™, picking the story back up just after Renegade ended.

Renegade Nitro has more infantry and vehicles to choose from than normal Renegade. Also some of the buildings have changed, and new buildings were added. The gameplay remains basically the same though; destroy the enemy base. But in Renegade Nitro, there is more ways on how to do that, and on how to protect your own base.

In Renegade Nitro, we sought to find a good mix between C&C Dawn, and C&C Tiberian Sun. Also, we have fixed some of the (in our eyes) mistakes in the original Renegade. Some examples:

- All purchasable mutants are now actually tiberium prove.
- The same with the Prototype Assaultsuits, which protect against tiberium as long as they have armor.
- The Technicians now spawn with 6 mines and not 5, so you do not need to refill for it to have 6.
- For most vehicles we used a different (sometimes a beta) model so it comes closer to C&C Dawn.

There is a lot more, you will have to see for yourself.

We made many more characters, but took out a lot of the "special characters". This to get rid of the "Disney effect" which we think has turned Renegade multiplayer more into a cartoon than into C&C Dawn universe in 3D. C&C Dawn had a more militaristic experience, and so did C&C Tiberian Sun, but with a sci-fi flavor. In Nitro, we sought to combine those two in a nice semi mix, really giving you the feeling you have landed in between the two storylines.

Renegade Nitro comes with an amazing music score. We looked for music that fits the gameplay,

like it has done with all the previous C&C games. We have chosen for music that comes closest to the Tiberian Sun style. Together, over 4 hours of Command & Conquer like music is in there!! This music will be played only in the official Nitro server, hosted by Renz0r Gaming. Go check it out on friday!

We changed the Purchase Terminal (PT) Icons to something much more appealing to the eye, especially the eyes of a C&C Dawn fan. The Vehicle PT screen has as many C&C Dawn renders as we could find. When none was found/made we looked for an alternative. In the end we hope many agree with us we succeeded in giving them a C&C Dawn feel.

The infantry PT changed somewhat differently. As there are a lot more soldiers in Nitro than there were in C&C Dawn, and because there aren't many "high detail" infantry renders available, we chose to do something different. Therefore we took a different approach. The infantry icons will show you a picture of the infantry that you can purchase, but also some more information about the weapon(s) and what happens if they come into contact with Tiberium. These we call the Infantry Attributes Icons, and they are unique in C&C.

This is the Maplist:

- C&C\_NitroBigWalls
- C&C\_NitroBunkers
- C&C\_NitroCanyon
- C&C\_NitroCity
- C&C\_NitroComplex
- C&C\_NitroConcave
- C&C\_NitroDamm
- C&C\_NitroDivided
- C&C\_NitroFacility
- C&C\_NitroField
- C&C\_NitroForgotten\_Town
- C&C\_NitroGlacier
- C&C\_NitroGobi
- C&C\_NitroHourglass
- C&C\_NitroIslands
- C&C\_NitroMesa
- C&C\_NitroMetro
- C&C\_NitroMines
- C&C\_NitroPacific
- C&C\_NitroPowerglide
- C&C\_NitroRampage
- C&C\_NitroSand
- C&C\_NitroSiege
- C&C\_NitroTobruk
- C&C\_NitroTropics
- C&C\_NitroUnder
- C&C\_NitroUnderpass
- C&C\_NitroUphill
- C&C\_NitroVolcano

C&C\_NitroWalls

Hope to see you ingame!  
-Reaver11-

For any further question please go to ->  
<http://nitro.renz0r.net>

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