
Subject: Re: Renegade X - September '09 Update!
Posted by [NE]Fobby[GEN] on Mon, 28 Sep 2009 14:04:40 GMT
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luv2pb wrote on Mon, 28 September 2009 02:12NEFobbyGEN and were able to pump something out in less than two years.

A quick search gives us the initial Renegade Revived in Aug 2004, then onto Renegade2007 Update in June 2007 and finally now RenegadeX now.

Renegade Revived was a Renegade 2 mod I was doing for W3D with Sloth, it's completely unrelated to Renegade X. As for Renegade 2007, yes that was announced before UT3 came out, but all we were able to do at that point was build our team and get a head start on some models. Real development for the mod started when UT3 came out at the end of November 2007.

So that's a year and 9 months with the engine, and some time before that for building the team and some basic assets. Believe me, what we were able to produce in this amount of time is very fast by any mod's standards, and even somewhat by retail game standards. And plus, UE3 is waaaaay more complicated than W3D, so development takes a lot more time with the engine, and despite that we are still putting out a release before many other prominent W3D projects.

Quote:As much as I hope you fail

That's very nice of you. We're a free project, not making any profits off of this, building up something really cool from scratch and giving it to you all for free. "I hope you fail!" No one is even forcing you to play this mod - if you don't like it, then don't play it, it's as simple as that. There's no reason why you should hope that our mod fails, if you don't care about it, then your feelings should be indifferent.

Quote>Your game may be another nail in the Renegade coffin and it is very incomplete but you still get props for getting this far

Another nail in the Renegade coffin? Like we helped kill Renegade or something? Our mod has 0 to do with the C&C Renegade community growing or dying. It's not like we're out pulling out prominent players, crashing servers and slashing people. We're an Unreal Tournament 3 mod. The dying Renegade communities and clans in the game in the past two years have nothing to do with our mod, and things would be exactly the same if our mod didn't exist

It's absurd to think our mod will somehow split the community either. It's like people think half the Renegade community will just disappear overnight. I do PR, and I've never seen anyone who said they'll somehow be exclusively playing Renegade X and leaving the original game. Even I'm going to be playing both. Visit our forums and you'll see that most of our fans are either people who quit Renegade a long time ago, or people who don't know too much about the game.

And yes although our mod is incomplete, we're firing out more patches and content releases this year. The whole point of the beta release was so the eager fans don't have to wait another year for us to finish all of the planned Renegade X content and game modes. Instead, you could try the mod from now (we've still got all the ground vehicles, all free infantry, more than half the characters, and all the buildings except for the powerplant) give input and ideas, and we could

add content and fixes on top of that as time passes by. It worked for APB for example, it could definitely work for Renegade X.
