
Subject: Re: Renegade beta vid?

Posted by [Reaver11](#) on Thu, 27 May 2010 08:15:40 GMT

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First off it is indeed a forged together.

I thank Stefan for posting it I did it to see if people would fall for it.

I guess not

I made it as a small fun project.

I will release the guns in a new version of the big beta package soon.

(check modrelease forums/the sticky beta thread)

The main project however is still very unstable.

For instance if you look carefully to the light tank blowing up the hummer you see its turret is in the wrong position.

Next to that, that same light tank has the tendency to crash the game presumably due to a bad spawnpoint.

(Might be its suspension settings)

So I hope I can get that fixed.

Then I will be releasing it.

GEORGE ZIMMER wrote on Tue, 25 May 2010 19:54 Zion wrote on Tue, 25 May 2010 16:24 Just looks like a reskin of the original video to me.

This.

I don't think that first mission was even IN the beta- every beta video I see, it starts off with the beach attack one (second mission in the commercial release)

The weird thing with this map is that it uses a slightly different voice for Locke the the other maps.

Next to that in the SingleplayerLVL files from westwood its actually called M00. (instead of M13)

In leveleditor its usually called MX0.

Till my knowledge this map is one of the older maps.

The concept of the map resembles the old idea of SP Renegade. (around 1999)

<http://www.youtube.com/watch?v=gNnIVfN3LAQ>

This is an older idea of the interface displaying the map.

It also does resemble the style of the old menu screen.

However I'm unsure if it is real or not.

Toggle Spoiler

This picture resembles the concept of the map.

Yet it does look differently I'm unsure if it is really this map or an very old concept that they re-used.

Here's a part of M01 that I have been working on.

<http://www.youtube.com/watch?v=3AwM-G39GLk>

Tell me what you guys think of the project?
Any interest in it?
