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Subject: Re: HD Remake of Renegade

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 01 Jun 2011 06:19:06 GMT

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Yeah, we are moving over to the UDK, which will make Renegade X a standalone game. The reason why we're releasing the singleplayer mini-campaign first is because the porting process is a lot of work. Coding is a big task and a lot of our code needed to be redone for the UDK version of Renegade X. Static meshes and maps are another thing. 80% of what we're doing for the singleplayer is being used in the multiplayer anyhow, so think of Black Dawn as a nifty present from us halfway through development of the standalone release.

Quote:

Renegade-X sure does look good, but it just doesn't have the feel of the old game. That's afaiak the reason not that many people are playing it.

I guess that would depend on who you're talking to. We're either too similar to Renegade (same units/prices/remade maps/gamemode/arcadey gameplay, etc.) to some people, or too different from it (rotatable MRLS turret/a physics engine/no walljump/our own points system) to others. We've been bashed by both crowds, it's interesting to see two very different crowds join up against our humble project.

And Ack's right - in the UDK, we're doing it our way.

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