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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:34:00 GMT

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I am rather new to these forums, but something just came up in the General Discussion. A suggestion was made for the gameplay of Renegade in the Unreal Tournament 2003 engine. If there are any modmakers who know how to mod UT2k3 and would like to take it up, I'm sure that you'd have the complete support of just about the entire community. I, personally, am addicted to both Unreal and Renegade, and a combination of the best of both would blow me away.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:39:00 GMT

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if u can point me to a couple of tuts and it doesnt get illegal, sure

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:40:00 GMT

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o, and yes i have it, i know the basics of triggers, textures, and mapping

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:41:00 GMT

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Eh, I haven't learned all of the jargon here. tuts?And I'm sure that if it was a small (in the number of people using it), not-for-profit modification there would be no legality issues.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:41:00 GMT

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tut means tutorial, ive found a couple but no heavy duty scripting ones or anything

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:43:00 GMT

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do you have msn or icq so we dont spam these boards

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:43:00 GMT

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To tell you the truth, I only have the UT demo and patches, not the full game, but that will soon change. I only upgraded my comp last week from a 466mhz Celeron to an Athlon XP 1800+ and a GeForce 4 Ti 4200. That said, I haven't has the dough to get many games to take advantage of my system, lol.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:46:00 GMT

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lol, well, when u get UT2K3 give me a shout on msn or icq:msn: maimer123@hotmail.comicq: 168916563

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:46:00 GMT

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This is considered spamming? LMAo, I can remember the days back at the RA2 board. This was considered to be a 1-in-a-million on-topic thread there!MSN.Give me a sec to get on it, lol. My sn is DevineDragons@hotmail.com

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 13:50:00 GMT

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Ah, I'll be getting it very soon. \*starts drooling\*

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:00:00 GMT

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You should be warned that doing this is a breach of Westwood's intellectual property, and as such, they have every right to shut this mod down.The only way that anyone could, in theory, make a mod like this is to do it in secret (no webpage, no screenshots, no news, nothing) and then release it. If they were lucky, it might get a few downloads before Westwood/EA pulled the plug.Of course, you could try and get permission from Westwood/EA first....

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:14:00 GMT

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Hmm.... You do have a good point there....Now, I'm not going to expect permission in any way. I'm not going to expect Delphi to answer any of my questions, either. I'm guessing he still does what he did in the days of old: get on once a day for about ten minutes and delete anything he wants. I don't think I ever saw Mobius on, either, so.... Ans how strict is EA about its intellectual property? Have there been instances in the past when they did what you predict will happen? Honest, I am new to this and do not know.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:19:00 GMT

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A lot depends on how you ask (and who)Back in 1997/98, I started working on a Quake mod based on C&C, called Command&Quake (original, huh?). This included driveable vehicles, full C&C bases, etc etc.I had a kind of tentative permission from Westwood to do it - they acknowledged that I was doing it, and that's all. Some companies will tolerate your use of their intellectual property as long as they are informed of it, and the appropriate disclaimers are made.The major problem in this case is that you'd be making something that effectively competes with Renegade, and that's going to work against you.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:23:00 GMT

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Now, Westwood seems to endorse mods, because it keeps interest in the game and it seems to be no problem for Westwood at all. If one was to discard the Westwood engine and make a complete mod that would be an advertisement for Westwood, EA, and Renegade on a different game that would reach a different audience, that's what I would consider free advertisement. I, honestly, would be more worried about the fine makers of UT shutting it down.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:25:00 GMT

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Yes, I suppose it would compete with Renegade... And honestly, I can see many more people preferring this sort of mod over Renegade itself... So, what to do about that? Base it on Red Alert 2 or Generals?

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Subject: Renegade Meets UT2K3

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Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:27:00 GMT

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Epic have no say in it at all - you can make any kind of mod you like and, as long as it doesn't infringe their IP rights, there's nothing they can do. EA/Westwood are the stumbling block here, and I believe it's the way that they're asked for permission that will dictate how they respond (i.e. no mention of "improving" renegade, or "better netcode" etc) - anything that appears to denigrate Renegade will be summarily dismissed. It's certainly an interesting situation.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:33:00 GMT

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Well, I do thank you for your help and input on this. I certainly agree that a request for permission will have to be carefully worded, and that wording will make all the difference. There also can be no mention of "allowing UT players to play Renegade" in any way, shape, or form, since that would be dismissed on the grounds of possibly hurting sales of Renegade. Another thing is that using an improved engine could possibly affect sales future versions of renegade-type games, if there even are any thoughts of such things. I admit that that scenario is very remote, but something else to be considered.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 14:38:00 GMT

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we could just make a "less advanced" version of renegade for the fun of it, just tel westwood we want to explore unrels capabilities along with involving our favourite game series.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 07 Dec 2002 15:35:00 GMT

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LOL, I like the sound of that.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sun, 08 Dec 2002 10:49:00 GMT

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Okay, we're looking for someone who knows C++ to do menus and other things, and someone who knows their way around modding and UT2k3. Any takers?

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 11:07:00 GMT  
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Yeah somebody needs to make it but then real TD and all buildings.

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 14:44:00 GMT  
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TD as in Tiberian Dawn, correct? One thing will be the question of characters. Do we want to stick strictly to C&C, or do we want to include Mobius, Hotwire, Sydey, Mendoza, Ravenshaw, and the such. I suppose you would choose your character's appearance at the start, and all the weapons of the characters would be available to grab on the field or from a victim.

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 15:00:00 GMT  
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Vehicles: I'm not familiar with the UT2k3 engine, so I have no clue on this one. Since there is one vehicle in UT, would it be possible to add more of them? If the vehicles of C&C could be added.....  
Well, I'm off to frag on my demo version, lol. I've got to get the full version..... Edit- to clarify with the vehicle things, there was a six-wheeled vehicle included for those who mod, and is accessed by one of the one-word codes (don't know what it so, sorry). I suppose that it would be possible to add the vehicles of Renegade if the coding for vehicles is already in place. [ December 08, 2002, 15:46: Message edited by: Aaron Caveglia ]

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 16:30:00 GMT  
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the name of the vehicle is bulldog you can add it in UnrealEd, the weapon is a cannon that fires but you have to lock on to something in order to direct your aim, i believe this is overridable

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 16:35:00 GMT  
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aaron, get on msn

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Sun, 08 Dec 2002 20:45:00 GMT  
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Interesting...

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 00:36:00 GMT  
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im inwhen im bored ill look for a modder that knows C++. ive learned the basics, including, walls, terrain, water, volumes, textures, and adding objects

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 01:58:00 GMT  
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What you need is a design document...

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:29:00 GMT  
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shinzzz what is ur msn

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Mon, 09 Dec 2002 19:51:00 GMT  
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Shiz, yeah! We want you! Shinzzz, what's your MSN? You know, this could actually work out!

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Subject: Renegade Meets UT2K3  
Posted by [Anonymous](#) on Tue, 10 Dec 2002 00:17:00 GMT  
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I all ready made a new weapon in 3dsmax(code and model part) in ut2003. Also I know the in's&out's of the level editor.Give me a call on MSN if you need me.

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Subject: Renegade Meets UT2K3

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Posted by [Anonymous](#) on Fri, 13 Dec 2002 14:05:00 GMT

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Fri, 13 Dec 2002 15:57:00 GMT

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I'd like to help too.. I have UT2K3 and I know how to use the editor... know how to mod scripts but creating a new one is different.. but I can work on that.. I like to learn new things I can make some Static Meshes too ya know.. we need a lot of things and people in a mod teamMSN: drakkoon@hotmail.com

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Fri, 13 Dec 2002 21:43:00 GMT

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quote:Originally posted by DraKKooN:I'd like to help too.. I have UT2K3 and I know how to use the editor... know how to mod scripts but creating a new one is different.. but I can work on that.. I like to learn new things I can make some Static Meshes too ya know.. we need a lot of things and people in a mod teamMSN: drakkoon@hotmail.comive added you to msn, any chance you could help me with WOTgreal???

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sat, 14 Dec 2002 11:22:00 GMT

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Okay, okay, I'm alive, lol. I'm on MSN right now, and I'll be looking for others interested in the mod.

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Sun, 15 Dec 2002 07:46:00 GMT

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How will you guys make it? Will this be just renegade on the UT2k3 engine or more like TD?Or maybe RA, TS or RA2????

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Subject: Renegade Meets UT2K3

Posted by [Anonymous](#) on Fri, 20 Dec 2002 18:48:00 GMT

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**Subject: Renegade Meets UT2K3**  
Posted by [Anonymous](#) on Fri, 20 Dec 2002 18:50:00 GMT

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quote:Originally posted by Demolition man:How will you guys make it? Will this be just renegade on the UT2k3 engine or more like TD?Or maybe RA, TS or RA2????more like a recreation of renegade, but it would be cool to just go right into TS instead and try to implement everything, including caryalls

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