
Subject: Renegade on a new game engine?
Posted by [xoham](#) on Fri, 28 Jul 2006 04:24:50 GMT
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Did anyone ever do a total conversion to Renegade on a another game engine such as: BF1942, BF2, UT200x, etc?

I heard that someone was using the BF engine but I think the Unreal Tournament engine would be at least as good if not better consider that most of the game mechanics already exist: stealth, repair guns, VTOL aircraft, for example.

I think it would be great to play the old game on a new engine.

Subject: Re: Renegade on a new game engine?
Posted by [LR01](#) on Fri, 28 Jul 2006 08:03:02 GMT
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that would be, but how do you get a engine, like unreal?

Subject: Re: Renegade on a new game engine?
Posted by [Mad Ivan](#) on Fri, 28 Jul 2006 10:41:50 GMT
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LR01 wrote on Fri, 28 July 2006 11:03that would be, but how do you get a engine, like unreal?

You mod the existing game

In my humble oppinion, the best game for the job is HL2, but a huge ammount of work is required for that one...

Subject: Re: Renegade on a new game engine?
Posted by [Aprime](#) on Fri, 28 Jul 2006 17:16:26 GMT
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Mad Ivan wrote on Fri, 28 July 2006 06:41LR01 wrote on Fri, 28 July 2006 11:03that would be, but how do you get a engine, like unreal?

You mod the existing game

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Hum, I beg to differ...

cough <http://www.empiresmod.com/> *cough*.

Subject: Re: Renegade on a new game engine?
Posted by [Oblivion165](#) on Fri, 28 Jul 2006 17:36:05 GMT
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The HL2 engine is absoulty the best imo. I would love to see Renegade on it, however it would be the work of 10 men.

Subject: Re: Renegade on a new game engine?
Posted by [=HT=T-Bird](#) on Fri, 28 Jul 2006 18:30:48 GMT
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Already being done (in essence) <http://www.dead6.net>

Subject: Re: Renegade on a new game engine?
Posted by [Jaspah](#) on Fri, 28 Jul 2006 18:42:46 GMT
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Comrade wrote on Fri, 28 July 2006 13:16Mad Ivan wrote on Fri, 28 July 2006 06:41LR01 wrote on Fri, 28 July 2006 11:03that would be, but how do you get a engine, like unreal?

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Hum, I beg to differ...

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YAY! The laggiest game ever!

Subject: Re: Renegade on a new game engine?
Posted by [Renardin6](#) on Fri, 28 Jul 2006 18:58:55 GMT
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Interesting...

I think something like that is happening behind the scene...

Wait and see and remember this topic.

Subject: Re: Renegade on a new game engine?
Posted by [Mad Ivan](#) on Fri, 28 Jul 2006 20:12:56 GMT
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You mean the Source Version of Reborn?

As for empires, it's not C&C Mode

Subject: Re: Renegade on a new game engine?
Posted by [Oblivion165](#) on Fri, 28 Jul 2006 20:25:16 GMT
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=HT=T-Bird wrote on Fri, 28 July 2006 14:30Already being done (in essence)
<http://www.dead6.net>

I dont see anything renegade related on that website. The media section is a mess, no thumbnail list...

Subject: Re: Renegade on a new game engine?
Posted by [Spice](#) on Fri, 28 Jul 2006 20:33:46 GMT
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Me either! I only see a mod based around the Renegade story line.

Subject: Re: Renegade on a new game engine?
Posted by [Titan1x77](#) on Fri, 28 Jul 2006 22:42:11 GMT
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Mad Ivan wrote on Fri, 28 July 2006 16:12You mean the Source Version of Reborn?

As for empires, it's not C&C Mode

Nah, he means Renegade on another engine

Subject: Re: Renegade on a new game engine?
Posted by [Saga](#) on Sun, 30 Jul 2006 00:39:57 GMT

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Actually, a bit of modding of Renegade has already been done in UT2004. since UT2004 uses mutators, adding different options is easy. currently, We have found two mutators that convert UT vehicles into Renegade vehicles (Stanks, med, orca etc.) Med, orca, and mlrs are pretty good in terms of skins (could be better), but stank needs some work as well as some of the red alert vehicles. Stealth already exists in the game and the look of stealthed units is was BH should look like. Additionally, the other mutator I have, converts UT base defenses into turrets and an AGT. We have also found that someone figured out how to convert the power nodes in UT to purchase terminals, but there is no working link to obtaining this mutator we have found.

My point is, Renegade or Reborn should be able to convert into an engine like UT2004 and Renegade could become the game we all would like it to be. No more map packs, scripts to manually do or search for client side(UT servers install everything). With the tremendous effort many put in to modding this game still in this crappy Ren engine was put into something like UT2004, I would guess it could convert more easily into the UT2007 engine and those who put the effort into this project would get the added bonus of an even newer engine to play with 3-4 months from now.

Also, isn't it true many westwood employees went to the UT2004 project?
Just some food for thought.

Subject: Re: Renegade on a new game engine?
Posted by [PiMuRho](#) on Sun, 30 Jul 2006 06:44:58 GMT
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Saga wrote on Sat, 29 July 2006 20:39

Also, isn't it true many westwood employees went to the UT2004 project?

No.

Subject: Re: Renegade on a new game engine?
Posted by [xoham](#) on Tue, 01 Aug 2006 17:45:41 GMT
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Saga wrote on Sat, 29 July 2006 19:39Actually, a bit of modding of Renegade has already been done in UT2004. since UT2004 uses mutators, adding different options is easy. currently, We have found two mutators that convert UT vehicles into Renegade vehicles (Stanks, med, orca etc.) Med, orca, and mlrs are pretty good in terms of skins (could be better), but stank needs some work as well as some of the red alert vehicles. Stealth already exists in the game and the look of stealthed units is was BH should look like. Additionally, the other mutator I have, converts UT base defenses into turrets and an AGT. We have also found that someone figured out how to convert the power nodes in UT to purchase terminals, but there is no working link to obtaining this mutator we have found.

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Also, isn't it true many westwood employees went to the UT2004 project?
Just some food for thought.

This is exactly what I was thinking. The UT engine would be great for Renegade. Do you have links to the mutators etc? Thanks.

UT has hack protection like punkbuster right? I haven't played it in ages.

Subject: Re: Renegade on a new game engine?
Posted by [rm5248](#) on Tue, 01 Aug 2006 18:35:30 GMT
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It's been thought of... <http://www.renegadeforums.com/index.php?t=msg&goto=19452> 5

Subject: Re: Renegade on a new game engine?
Posted by [csskiller](#) on Wed, 02 Aug 2006 05:27:28 GMT
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Has anything been done since it was posted? It has been like 3 months

Subject: Re: Renegade on a new game engine?
Posted by [Renardin6](#) on Wed, 02 Aug 2006 07:50:21 GMT
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I was talking about Renegade on a better engine. See you in 2007.

Subject: Re: Renegade on a new game engine?
Posted by [Saga](#) on Wed, 02 Aug 2006 16:19:07 GMT
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No punkbuster in UT. There is an anti-cheat mutator that can be installed and the only cheat i'm aware of to watch for is a speed cheat (which there is an anti-cheat mutator for also). Here is the link for the C&C mutators download. They abandoned the project about a year and a half ago it

seems due to lack of knowledge.

<http://z3.invisionfree.com/UTCC/index.php?>

<http://z3.invisionfree.com/UTCC/index.php?showtopic=79>

This link would give anyone interested in this project a good start.

Also, there is one other thing to consider - there is money to be made in this project. nvidia had paid out over 1 million dollars to the best mod makers and map makers. Hell, they even hire the best of the best.

Subject: Re: Renegade on a new game engine?

Posted by [Fabian](#) on Wed, 02 Aug 2006 17:45:49 GMT

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Christ Renardin, way to make it blatantly obvious! Nothing to do with the Reborn team though. We were just both offered positions.
