
Subject: Modding News

Posted by [R-07](#) on Sun, 10 Dec 2006 22:14:35 GMT

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The beginning of the end is merely the end of the beginning. As one day passes, another day arrives.

I'm here to speak to you about a mod. As this month goes by, you'll be hearing more about us. But for now, I will be leaving two teaser images for hype reasons.

Give attention to the logo on the bottom left of both images.

The game we all love will be passing by a new route and taken to a new level. The only barrier is time... expect to hear from us again soon, with more information.

Subject: Re: Modding News

Posted by [flood3d](#) on Sun, 10 Dec 2006 23:16:53 GMT

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Looking forward to hearing more on this...

Subject: Re: Modding News

Posted by [Daemon](#) on Mon, 11 Dec 2006 08:09:35 GMT

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I hope this is true for I have seen many mods say this and yet none of them are alive anymore but I will show my best reaction to this and pray it won't die like the other mods did saying the same thing like this one but still, I wish you the best of luck with this mod at any rate! lol

Subject: Re: Modding News

Posted by [Goztow](#) on Mon, 11 Dec 2006 12:00:15 GMT

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Titanx771 wasn't expecting this type of post. I was told that they wanted to make some promo pictures and didn't realize it would be posted without the majority of the team confirming it.

So let's just ignore the "teasers" and let me introduce the mod.

Sometime awhile ago I planned on taking Renegade to a new engine to use more advanced features, better net code, and to help increase the life of a great game.

I didn't want any hype or even a community for this project until we got into testing... After a team was peiced together over the last 6 or so months we worked from a set of private forums, I then realized we should put up a site and forums to gain attention of coders and other artists, when we lacked in a few areas.

The team consists of about 16 members, some active some not so much... When creating a mod I understand not everyone has the free time, so if anyone wanted to help out, then it was fine by me.

So this project isn't something meant to be hyped up...I'd like to post here to inform you guys and leave a link to the site once it's up...You'll be able to find out much more information on this mod at that time.

A brief explanation of the mod can be summed up with...

It's Renegade
Same Infantry,Vehicles,Buildings,Levels..etc.
Same hit point system, same scoring system.

Along with that mode (Classic) there will be a variant which will be more of a TD mod with anything left out of renegade plus more.

I also plan on adding new game modes that rely on "C&Cmode" where attacking bases while including other objectives enhance the Classic "c&cmode" ...plus quite a few other ideas on gameplay.

and Yes it's on the unreal 3 engine....and if all goes well, with any remaining members interested Im considering a 1st/3rd person mod of C&C3 on the unreal engine once we have finished Ren 2007

Subject: Re: Modding News
Posted by [Daemon](#) on Mon, 11 Dec 2006 21:17:38 GMT
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So it is yet another loss for C&C renegade, why can't there ever be a mod like this for C&C Renegade like it said it was called I mean it really makes me a bit angry that it's C&C Renegade but not for the original C&C Renegade game though you know, that really hurts my emotions for this mod, I was hoping it would be yet another good mod for C&C Renegade but there always HAS to be something that screws the excitement up eh? Well now I am totally not interested in this mod since I was expecting it to be for C&C Renegade but it's not from what Goztow says, yet another heart is broken, good job breaking my heart for the excitement of this mod as well, I was hoping it would be a mod for C&C Renegade but it's not, i'm sad now. :(

Subject: Re: Modding News

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 11 Dec 2006 21:21:20 GMT

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Last time I checked the Renegade engine was almost 5 years old.. to begin a mod now (and take a year to develop it) wouldn't be a smart move I don't think.

Subject: Re: Modding News

Posted by [Mighty BOB!](#) on Tue, 12 Dec 2006 03:02:50 GMT

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Daemon wrote on Mon, 11 December 2006 15:17: So it is yet another loss for C&C Renegade, why can't there ever be a mod like this for C&C Renegade like it said it was called I mean it really makes me a bit angry that it's C&C Renegade but not for the original C&C Renegade game though you know, that really hurts my emotions for this mod, I was hoping it would be yet another good mod for C&C Renegade but there always HAS to be something that screws the excitement up eh? Well now I am totally not interested in this mod since I was expecting it to be for C&C Renegade but it's not from what Goztow says, yet another heart is broken, good job breaking my heart for the excitement of this mod as well, I was hoping it would be a mod for C&C Renegade but it's not, i'm sad now. :(

[engage sarcasm] Wow what a GREAT idea! Let's make a Mod for C&C Renegade that converts it to... C&C RENEGADE!! [/sarc]

There is a reason it isn't for Renegade..

Subject: Re: Modding News

Posted by [Daemon](#) on Tue, 12 Dec 2006 06:54:14 GMT

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Yes but it would be a mod that would improve the games' story plus it would add the second feature it said it would give, from what the preview titles said, it appears this mod is going to improve what C&C Renegade left out and improve its original gameplay even better.
