Subject: Renegade was made a long time ago.
Posted by Viking on Tue, 29 May 2007 21:01:06 GMT
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I think it is time, we as people who love and still play the game, get together and remake the skins/sounds used.

We could even import the models into max and re-unwrap them for new high quality skins! The skins now are nice, but they could be bigger and look better! Also the sounds could be better the same old sounds all the time are kinda boring...

Till renegade 2007 comes out lets do this! Who wants to get in?
I dunno...

Subject: Re: Renegade was made a long time ago.
Posted by Renardin6 on Tue, 29 May 2007 21:55:47 GMT
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actually, it can be done in collaboration with team REN 2007 if they want to share their work.

Subject: Re: Renegade was made a long time ago.
Posted by jamiejrg on Tue, 29 May 2007 22:23:52 GMT
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Ya, why not just help them out.

Subject: Re: Renegade was made a long time ago.
Posted by Viking on Tue, 29 May 2007 22:47:29 GMT
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They are using new models and stuff, maybe the sounds?

I am talking resin stuff not remake it completely.

PS:Look closely at the med tank icon than buy a med tank lol it is different!!

Subject: Re: Renegade was made a long time ago.
Posted by [NE]Fobby[GEN] on Wed, 30 May 2007 01:00:14 GMT
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Funny you guys bring this up...

As some of you may know, in Renegade 2007's early planning stages dating back to late 2005, we wanted to do something like this - just a remake of the game on W3D engine. But we finally decided that Unreal Engine 3 would cradle the mod, for obvious reasons, in early 2006.

There are people I know of who are trying to add bump mapping or other affects to the game, which by itself will make Renegade look very nice.

About model/skin replacements in W3D, wait until Renegade 2007's next news announcement on this forum, which isn't very far away. We'll be releasing a couple 1st person models from the mod.

Subject: Re: Renegade was made a long time ago.
Posted by nopol10 on Wed, 30 May 2007 01:11:59 GMT
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That's great!

Subject: Re: Renegade was made a long time ago.
Posted by jamiejrg on Wed, 30 May 2007 01:41:23 GMT
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So when ren2007 comes out it'll be a totaly stand alone game right? For free download?

Subject: Re: Renegade was made a long time ago.
Posted by [NE]Fobby[GEN] on Wed, 30 May 2007 01:52:11 GMT
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As my posts and signature suggests, it is a mod for the upcomming Unreal Tournament 3. With a valid copy of UT3 you'd be able to download the mod for free (when it is released)

Subject: Re: Renegade was made a long time ago.
Posted by Gen_Blacky on Wed, 30 May 2007 01:57:34 GMT
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was renegades engine even completely finished, i really dout it.

Subject: Re: Renegade was made a long time ago.
Posted by Scrin on Wed, 30 May 2007 03:19:59 GMT
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Renardin6 wrote on Tue, 29 May 2007 16:55actually, it can be done in collaboration with team REN 2007 if they want to share their work.
renardin is back ffs.....!

Subject: Re: Renegade was made a long time ago.
Posted by EA-DamageEverything on Wed, 30 May 2007 08:54:28 GMT
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As far as I can see from the following page, some people are still working on re-designing=

Look for "reskined 2007" + "Renegade graphics improvement" on the Mod-DB page

http://games.moddb.com/10/cc-renegade/mods

Subject: Re: Renegade was made a long time ago.
Posted by Viking on Wed, 30 May 2007 13:44:43 GMT
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Can I help ren 2007???

Anything???

I suck at stuff though... Maybe I can make level props like chairs and stuff? Rocks lol?

Subject: Re: Renegade was made a long time ago.
Posted by EvilWhiteDragon on Wed, 30 May 2007 15:46:37 GMT
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Gen_Blacky wrote on Wed, 30 May 2007 03:57was renegades engine even completely finished, i really dout it.

Well, perhaps the engine was, but atleast a lot of things where not implemented in the real game. That's the pitty thing.

Subject: Re: Renegade was made a long time ago.
Posted by [NE]Fobby[GEN] on Wed, 30 May 2007 22:15:37 GMT
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W3D was supposed to last them through 3 First Person games - Renegade, Renegade 2, and Continuum. Both the game and W3D were incomplete, but W3D at its current state is actually quite close to complete. From my knowledge, Renegade 2 added a better lighting engine.

Subject: Re: Renegade was made a long time ago.
Posted by Slave on Wed, 30 May 2007 22:38:37 GMT
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There's a higher quality texture for the nod shotgunner in the Texture pack, found on ww ftp. Might help.

Subject: Re: Renegade was made a long time ago.
Posted by Viking on Wed, 30 May 2007 23:26:26 GMT
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Can you upload it instead of making me DL who whole thing plz?

PS:Renegade 07 what is the scale you are using for stuff? The same one renegade used?

I want to know cus I get bored sometimes and make random stuff and I might try making a old renegade map or something that looks real nice?