
Subject: Renegade 2007 Update

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 01 Jul 2007 04:55:57 GMT

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Before somebody goes out and screams "Ahhhh this should be in the mod forum!", I know what I'm doing. This project firstly has nothing to do with the W3D engine, or the Renegade tools. Secondly, the topic doesn't regard needing help or advice for using Renegade tools. That's what the Mod forum is being used for lately.

So this is going to be quite a big update, since we haven't posted any news on this forum. Only thing we've said so far was that we exist.

To clear things up, Renegade 2007 is a total conversion mod for the upcoming game Unreal Tournament 3. We will be recreating this great game, C&C Renegade, on this modern [and awesome] engine. We're doing everything from scratch on the powerful Unreal Engine 3, with the permission EA-LA. Renegade 2007 is recreating C&C Ren for what it was: a game of its own.

Renders and Wallpapers!

First off, we've prepared a few renders of our finished work.

The Nod Wall... it'll act as a defensive barrier on custom maps.

The Nod Obelisk is the Brotherhood's main tool for self defense.

The Humvee is GDI's light-armored scout. We've decided to redesign this vehicle, and mix the old Renegade design with a more realistic formula.

The APC is GDI's transport vehicle; carries up to five troops.

Nod Laser Rifle, wielded by the SBH

GDI Personal Ion Cannon, carried by the GDI Sydney.

Here's our wallpapers:

Music

Renegade 2007's music department has been busy making high quality remixes of Frank Klepacki's original work. We've so far recreated two of Frank K's songs, and have met great success. I've prepared a download link containing a zip of our current two songs: "Command & Conquer", and "Got a Present for Ya!". Check them out, they're really good.

Music (C&C, GAPFY)

<http://files.filefront.com//;7874088;;/>

Scripts - A working HUD system

Taking advantage of Unreal's script language, our team's coder is redesigning Renegade's HUD system. The following video is a test on Unreal Tournament 2004, showing off that we've achieved the Renegade-style HUD including the bounding box, when hovering your mouse over units. We are currently testing the scripts with the old C&C Renegade HUD, but a remake of it is underway. Check out the video.

<http://video.google.com/videoplay?docid=3801120257701667479>

Model Replacements for Renegade

The team has also prepared a little treat for the Renegade community. We've prepared Renegade model replacements for the Personal Ion Cannon and Laser Rifle's first person models. Note, the 3rd person models will not change due to the high polygon count of the replacements. Here's the download link to the replacements:

<http://files.filefront.com//;7874002;;/>

That's it for now. If you have any questions, be sure to visit our forums at <http://ren2007.renbase.com/forums/index.php> Take a look at our WIP (work in progress) section for dozens of more pictures, including weapon models, buildings, vehicles, characters, etc. If you have any questions, be sure to post on our Q&A section.

Thanks again,

[NE]Fobby[GEN]

Renegade 2007 Manager

www.renegade2007.com (temporary web page)

<http://mods.moddb.com/8709/renegade-2007/> Mod Database link

Subject: Re: Renegade 2007 Update
Posted by [Lone0001](#) on Sun, 01 Jul 2007 05:03:04 GMT
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Looks awesome great job

Subject: Re: Renegade 2007 Update
Posted by [Canadacdn](#) on Sun, 01 Jul 2007 05:14:05 GMT
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It's looking great. Do you guys have any maps yet, though?

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 01 Jul 2007 05:32:34 GMT
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We're currently remaking "Walls_Flying". It's basically done, but we need to wait for UT3's release to get it really polished up.

Subject: Re: Renegade 2007 Update
Posted by [Jecht](#) on Sun, 01 Jul 2007 05:46:57 GMT
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almost makes me wish I had UT2007

Subject: Re: Renegade 2007 Update
Posted by [Crusader](#) on Sun, 01 Jul 2007 06:51:32 GMT
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Jecht wrote on Sun, 01 July 2007 00:46almost makes me wish I had UT2007

Well, after seeing Renegade 2007's great progress and excellent work, I have decided to buy UT2007 no matter what it may cost.

Excellent work, Fobby!

Subject: Re: Renegade 2007 Update
Posted by [Goztow](#) on Sun, 01 Jul 2007 09:27:13 GMT
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Don't keep the obelisk as it is. It looks way to much as a vibrator...

Other than that: looking good .

Subject: Re: Renegade 2007 Update
Posted by [BoMbZu](#) on Sun, 01 Jul 2007 09:57:25 GMT
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Very nice

Subject: Re: Renegade 2007 Update
Posted by [Ryu](#) on Sun, 01 Jul 2007 10:20:07 GMT
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Oh My..

Excellent work Ren 07 Dev. team! I can't wait for this!

Subject: Re: Renegade 2007 Update
Posted by [Veyrdite](#) on Sun, 01 Jul 2007 10:20:53 GMT
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IronBalls wrote on Sun, 01 July 2007 16:51 Jecht wrote on Sun, 01 July 2007 00:46 almost makes me wish I had UT2007

Well, after seeing Renegade 2007's great progress and excellent work, I have decided to buy UT2007 no matter what it may cost.

Excellent work, Fobby!

Show this post to EA and you might make money from indorsing their product(!)

Nice, love em, but isn't 2007 strictly xbox 360? if so, they've broken their contract with microsoft.

Mind you, the engine probably isn't contracted.

Subject: Re: Renegade 2007 Update
Posted by [Carrierll](#) on Sun, 01 Jul 2007 12:03:36 GMT
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Heheh

Nope. You're wrong there mate.

Epic license their engine out to whoever wants it (at a horribly expensive cost) and they also produce versions of it for the Xbox, but The Unreal Engine is not strictly Xbox.

Subject: Re: Renegade 2007 Update
Posted by [sadukar09](#) on Sun, 01 Jul 2007 12:09:08 GMT
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its UT3 omg i must get that game now -.- thanks fobby

Subject: Re: Renegade 2007 Update
Posted by [jnz](#) on Sun, 01 Jul 2007 20:45:49 GMT
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This looks like a TC where all the models are completely diffent, weren't they supposed to be the same but better?

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 01 Jul 2007 20:51:05 GMT
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They're not completely different... they're the same style, except way more detailed.

Unreal Tournament 3 is going to also come out on PC actually.

And EA is already very well aware of our project. They've (Apoc) posted a couple times on our forums, and have mentioned Renegade 2007 on the C&C 3 forums.

Thanks for all the great comments guys!

Subject: Re: Renegade 2007 Update
Posted by [jnz](#) on Sun, 01 Jul 2007 21:03:14 GMT
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the models looked completely diffrent :/ in the vid

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 01 Jul 2007 21:12:37 GMT
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You should read what I say The video is not ingame footage of Renegade 2007. It is footage of Unreal Tournament 2004. the purpose of that footage is to show off that our HUD works ingame. Ignore everything else though.

Subject: Re: Renegade 2007 Update
Posted by [Oblivion165](#) on Sun, 01 Jul 2007 21:14:11 GMT
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Looking great guys

The HUD is awesome and is 100% dead on but isn't that look a little tired? I think it's time for something a little better.

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 01 Jul 2007 21:18:19 GMT
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As I have said... HUD in that video is Renegade's skin... Phyre's making us a really awesome remake of it

Subject: Re: Renegade 2007 Update
Posted by [jnz](#) on Sun, 01 Jul 2007 22:29:13 GMT
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ah sorry didn't get you.

Those models you posted did look pretty awesome, though.

Subject: Re: Renegade 2007 Update
Posted by [trooprm02](#) on Mon, 02 Jul 2007 21:37:36 GMT
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Wow, looks amazing. Wish titan was back on reborn tho first to finish it. But meh, i would get UT2003 just for the mod, and I will for sure anyway

Subject: Re: Renegade 2007 Update
Posted by [sadukar09](#) on Mon, 02 Jul 2007 22:11:14 GMT
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now troop, unless you haven't been reading the topic (which I'm sure about) it's UT3 not UT2003

Subject: Re: Renegade 2007 Update
Posted by [trooprm02](#) on Mon, 02 Jul 2007 22:38:25 GMT
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thats what I meant, I have ut2003 thats why I got mixed up, if you didn't understand what I meant to say, hold on your parents are comming with the wheelchair as we speak..

Subject: Re: Renegade 2007 Update
Posted by [sadukar09](#) on Mon, 02 Jul 2007 23:14:48 GMT
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hmm my parents seem to be fine...get a better insult before you hurl at someone aimlessly? Lets see...you got disowned by your *original* parents? Or you just got thrown in a ditch and some weirdo picked you up and raised you (im betting on the 2nd one)

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 03 Jul 2007 00:14:56 GMT
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trooprm02 wrote on Mon, 02 July 2007 18:38thats what I meant, I have ut2003 thats why I got mixed up, if you didn't understand what I meant to say, hold on your parents are comming with the wheelchair as we speak..

It's not our fault you worded your sentence wrongly.

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 03 Jul 2007 17:24:31 GMT
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Anyways as you see in the first post, I posted a link to a couple model replacements. We've prepared some previews for those who want to see pictures before downloading:

We weren't able to add the specular maps, so they weren't included. Also, the actual gun textures doesn't have shadows - UE3 automatically adds those, W3D doesn't.

Enjoy.

Subject: Re: Renegade 2007 Update
Posted by [sadukar09](#) on Tue, 03 Jul 2007 22:04:48 GMT
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nice...dam they are way better then those ww made ones!
EDIT:fobby the models are not compatible with renguard :/

Subject: Re: Renegade 2007 Update
Posted by [Oblivion165](#) on Tue, 03 Jul 2007 22:16:18 GMT
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Here is the side by side:

File Attachments

1) [SidebySide.jpg](#), downloaded 430 times



Subject: Re: Renegade 2007 Update
Posted by [sadukar09](#) on Tue, 03 Jul 2007 22:25:53 GMT
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not compatible >.> fobby can you do something about that?

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 04 Jul 2007 00:33:21 GMT
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I guess we'll try and find a way to put in the Spec maps, they make the gun look much better.

As for Renguard, no, we can't make them work.

Subject: Re: Renegade 2007 Update
Posted by [Viking](#) on Wed, 04 Jul 2007 00:45:10 GMT
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On the PIC where it says 889, in REN07 can you make it show the ammo count instead?

Subject: Re: Renegade 2007 Update
Posted by [Starbuzz](#) on Wed, 04 Jul 2007 01:34:23 GMT
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TO FOBBY:

Are you planning to use different "arm and hand" models for the first person shooter view?

Sure, I like my 3rd person view, but it will be nice to see a Mutant hand holding a chemsprayer and a thin white woman's hand (with ring from Havoc-joke!) holding a Ramjet while I am a Sakura.

But instead, all Nod character's seem to be the same hand...coat with red lines...works for the PeeWee Raveshaw but looks "unpleasant" on other characters. And all GDI characters have the basic soldier's hands.

Are you gonna do something about it or is it just too much work?

I know in Renegade it bothers me a lot...I never fight in 1st person but still it would be nice...right now, Renegade in this regard looks incomplete.

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 04 Jul 2007 01:52:59 GMT

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I know exactly what you mean

Of course we'll have different arms for the mod. Right now we're done the GDI male arms. We'll do female arms, etc. when we get those characters done.

And yes Renegade was indeed incomplete in some fashions. The design on the infantry were very abrupt and untrue to their TAS-made concepts. Renegade 2007 will be basing its infantry designs on TAS' concept art, which was far more detailed and better looking. For example, the Nod Soldier:

Anyone can easily point out that creating this version of the Nod soldier would be better. Here's our WIP model (work in progress) of that:

(Helmet will obviously be added, as well as details that were in the concept above.)

Subject: Re: Renegade 2007 Update
Posted by [Viking](#) on Wed, 04 Jul 2007 01:56:03 GMT
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He has no eyes!

Subject: Re: Renegade 2007 Update
Posted by [Starbuzz](#) on Wed, 04 Jul 2007 02:00:55 GMT
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Oh...very nice! It's great to know that you are looking into all aspects of Renegade in your Mod. It's good to hear that you will fix the arm issue and take the mod to where Renegade should have been released in.

The picture of the concept Nod soldier does not show up in your post but I know how it looks like...it's more realistic, detailed, and rational.

This picture right?
<http://screenshots.filesnetwork.com/62/others/artnodsoldier2.jpg>

Right now in Renegade, the Nod soldiers look almost like comical cartoony mommy's boys "cutie-pies".

Subject: Re: Renegade 2007 Update

Posted by [NE]Fobby[GEN] on Wed, 04 Jul 2007 02:06:25 GMT

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Quote:He has no eyes!

Why would he need eyes if he wore a helmet?

Quote:The picture of the concept Nod soldier does not show up in your post but I know how it looks like...it's more realistic, detailed, and rational.

This picture right?

<http://screenshots.filesnetwork.com/62/others/artnodsoldier2.jpg>

It shows up for me. And yes, that is the concept I'm speaking of.

Quote:Right now in Renegade, the Nod soldiers look almost like comical cartoony mommy's boys "cutie-pies".

Right. In this mod we're still trying to maintain Renegade's style though. It was never meant to be a totally/completely 100% realistic game... I always looked at it as an arcadey game - fast, fluid, and fun.

However some of the detailchanges here will be tougher-looking, and more real. We'll basically do whatever looks best and still fits into the Renegade scenario.

Subject: Re: Renegade 2007 Update

Posted by Starbuzz on Wed, 04 Jul 2007 02:21:35 GMT

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Ok...good. I also hope Renegade 2007 and it's modellers do a good job of replicating Sakura as she is. Will she look just like in Renegade in your mod? Or different? This also applies for all the major characters...Havoc, Mobius, etc...will the facial features be carried over or the best result will be accepted?

Subject: Re: Renegade 2007 Update

Posted by [NE]Fobby[GEN] on Wed, 04 Jul 2007 03:34:22 GMT

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It all depends on if the character has a different concept counterpart. Havoc, Sakura, and most of the major characters look the same in their concept images, so they probably won't have any major changes in Ren 07. Other than, of course, better visuals.

The only major characters that will undergo facial changes are Mendoza and Sydney, as their concepts were far superior than their in-game versions.

Subject: Re: Renegade 2007 Update
Posted by [luv2pb](#) on Wed, 04 Jul 2007 08:31:48 GMT
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When we get to 2008 are you going to rename the mod?

Subject: Re: Renegade 2007 Update
Posted by [sadukar09](#) on Wed, 04 Jul 2007 11:14:30 GMT
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lol did you block sakura's breasts?

Subject: Re: Renegade 2007 Update
Posted by [Starbuzz](#) on Wed, 04 Jul 2007 14:01:49 GMT
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sadukar09 wrote on Wed, 04 July 2007 05:14lol did you block sakura's breasts?

No, I blocked my girlfriend's nick.

Subject: Re: Renegade 2007 Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 04 Jul 2007 17:17:11 GMT
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luv2pb wrote on Wed, 04 July 2007 04:31When we get to 2008 are you going to rename the mod?

No. This mod was originally named after the game's original title, "Unreal Tournament 2007". Ren 2007 was like a mixture between both names. But now, the title is UT3 so we'll just say we started in 2007.

Subject: Re: Renegade 2007 Update
Posted by [Mighty BOB!](#) on Fri, 06 Jul 2007 02:24:42 GMT
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But we started in 2006! =o

Subject: Re: Renegade 2007 Update

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 06 Jul 2007 02:37:52 GMT

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Started recruiting in 2006 yeah, but we didn't finish recruiting and go public until this year.
