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Subject: Renegade 2007 Podcast and Media Release

Posted by [NE]Fobby[GEN] on Mon, 19 Nov 2007 01:21:04 GMT

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## Podcast

CnC Source's very own MightyBOB! interviews Fobby, Titan, and Havoc89 in this cast. The Renegade 2007 team has chosen specific questions from our Community on the previous Podcast threads. In this clip, 24 questions are directed towards the representatives. It is approximately 50 minutes long, featuring Chicajo's and Frank Klepacki's music in the background. Big thanks to those who have taken part, and thanks to our community for posting their questions.

No download needed, stream it off our server:

<http://ren2007.totemarts.net/Podcast/podcast.mp3>

The GDI Barracks is a place where the GDI team can purchase their advanced weaponry, or re-arm themselves. Without this structure, GDI will have to revert to using basic weapons. It has been modeled and textured by our very own Deathlink.

Check out the GDI Barracks being rendered in real time!

<http://www.trauti.de/inetfiles/ren2007/gdi-barracks-turnaround.zip>

The proximity C4 is one of the most basic forms of base defense. It is an anti-infantry explosive charge that detonates when enemy troops approach, and often carries-out deadly results. Often referred to as the "mine", a grouping of proximity C4's is perfect for defending doorways to friendly structures. Modeled by JeepRubi, unwrapped and textured by Havoc89.

The Nod soldier is the most important in Nod's arsenal. This revolutionary is a basic infantry unit armed with an assault rifle, trained specifically to fight off and ambush GDI infantry and light vehicles. You will learn to either be his best friend, or worst enemy at the starting minutes of every game. Completely created by Havoc89

(The weapon being carried is a temporary place holder, and not the Nod Autorifle.)

Havoc89 also let us to a special treat, a wallpaper of the Nod Soldier. Make it your background, or just save it as something cool to look at.

Uneal Tournament 3 releases tomorrow, the 19th of November! Be sure to pick it up if you plan to

play the mod!

<http://www.renegade2007.com>

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [Oblivion165](#) on Mon, 19 Nov 2007 01:42:16 GMT

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Man for something explosive like C4 that case sure is all beat to hell

I would probably get UT3 for this mod if they release it on steam...if not queue it up.

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [R315r4z0r](#) on Mon, 19 Nov 2007 02:24:55 GMT

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Oblivion165 wrote on Sun, 18 November 2007 20:42Man for something explosive like C4 that case sure is all beat to hell

I would probably get UT3 for this mod if they release it on steam...if not queue it up.  
I said the exact same thing when they first showed off the C4. However it looks awesome. Havoc even made up an awesome story to give some background on why it is all beat up. Lol.

Great podcast!

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [Havoc 89](#) on Mon, 19 Nov 2007 02:43:27 GMT

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Actually no, it wasnt I. We had just hired some guy named Darkz to texture it. He did a crap job, so nearing the deadline of this update. I decided to redo the skin. That guy went MIA, and is now fired cuz he hasnt finished a single thing, and like i said before, he went MIA. He was the one who made up that stupid story. Even though everyone told him its way too beat up. Also, if you look at the proxy mine's texture in ren, you'll notice is not too far off from this one. Infact this is less beat up.

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [Matix101](#) on Mon, 19 Nov 2007 02:53:53 GMT

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Renegade 2007 looks awesome guys, good job.

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I hope this mod really does come through and goes gold.

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [Jerad2142](#) on Mon, 19 Nov 2007 07:05:40 GMT  
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Matix101 wrote on Sun, 18 November 2007 19:53Renegade 2007 looks awesome guys, good job.

I hope this mod really does come through and goes gold.  
Agreed, but don't forget about us either, visit once in a while!

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [sadukar09](#) on Mon, 19 Nov 2007 12:28:04 GMT  
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Wow, that soldier looks really nice! ^\_^

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [terminator 101](#) on Mon, 19 Nov 2007 14:17:00 GMT  
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what are those wires that are coming out of his mask to his chest for?

Nod soldiers in renegade do not have camo shirt, but I guess, it will make them better looking than with the plain red shirt.

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 19 Nov 2007 15:02:01 GMT  
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Yeah we tried adding the red, but it really doesn't work out. It makes it look like an action figure.

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Subject: Re: Renegade 2007 Podcast and Media Release  
Posted by [Carrierll](#) on Mon, 19 Nov 2007 16:47:41 GMT  
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Terminator 101 wrote on Mon, 19 November 2007 14:17what are those wires that are coming out of his mask to his chest for?

Nod soldiers in renegade do not have camo shirt, but I guess, it will make them better looking than

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with the plain red shirt.

We don't know either, but they're there in Renegade, I posted a SS somewhere...

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Subject: Re: Renegade 2007 Podcast and Media Release

Posted by [BoMbZu](#) on Mon, 19 Nov 2007 17:50:59 GMT

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Awesome!!

Cant wait to play this mod

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Subject: Re: Renegade 2007 Podcast and Media Release

Posted by [trooprm02](#) on Tue, 20 Nov 2007 01:00:06 GMT

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Looking good, so im getting the game as we speak, but when will the mod be released? eta?

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