
Subject: New RenX Update

Posted by [Prulez](#) on Mon, 05 Jan 2009 18:37:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Havoc89 @ Jan 5 2009, 02:14 PM

Renegade X: Fulfilling the Dream

Hey guys. It's been a little over a month since you've last seen an update from us, so let's share some progress, shall we?

EPIC TRAILER

This is today's main item. We've recently been hard at work getting things done, play testing alpha versions of Renegade X and recording footage. We've prepared an amazing trailer for you all, which features all of our latest content ingame. Watch vehicle and infantry battles on various maps, NOW!:

Renegade-X.com HD Download (Recommended): COMING SOON

Streaming:

Mod DB (Recommended): <http://www.moddb.com/mods/renegade-x/video...railer#imagebox>

YouTube: <http://www.youtube.com/watch?v=R8g4txL-Jps&fmt=18>

Be sure to leave comments!

Islands:

Zixxer, who is our newest mapper here on Renegade X, has completed remaking the C&C Renegade map "Islands", and my God does it look gorgeous! With our very own palm trees and map assets as well. Don't take my word for it, check it out yourself:

<http://img141.imageshack.us/img141/4451/96865860fl4.jpg>

<http://img140.imageshack.us/img140/324/97723688dd4.jpg>

<http://img517.imageshack.us/img517/2572/93278383ga7.jpg>

Engineers!:

Our very own Rafael has cooked up an excellent Engineer for the mod. The GDI and Nod Engineers are ready for combat, and we've even got an urban camo for the Nod Engineer for those who want an old-school C&C look on your Nod infantry.

<http://i26.photobucket.com/albums/c149/raffael1231/Nod1.jpg>

<http://i26.photobucket.com/albums/c149/raffael1231/Nod2.jpg>

<http://i26.photobucket.com/albums/c149/raffael1231/Gdi.jpg>

Render!:

We've got a nice wallpaper of the two Engineers standing side by side:

<http://i26.photobucket.com/albums/c149/raffael1231/RenegadeXENGINEER.jpg>

GDI Mammoth Tank:

Some people like power. Others like great power. But the GDI Mammoth Tank is beyond all power - being the toughest vehicle in the mod, costing a whopping 1500 credits, this baby's got dual cannons, a missile pod on each side, and a load of armour. Watch out though, it is slow and will therefore need backup when moving it into the battlefield. With that said, all GDI ground vehicles are now finished. Made from scratch by JeepRubi!

<http://img61.imageshack.us/img61/2073/wip20ld6.jpg>

Mod of the Year Awards!

It's that time again. If you've enjoyed today's media, then we need your help.

<http://www.moddb.com/mods/renegade-x>

Vote Renegade X for the MOTY. We will first have a top 100 phase, in which we must reach before hitting phase 2. We will then be voting on which mod deserves the unreleased MOTY award. And if you've already voted for a mod, you can actually vote again.

Some Release Information...

The number one question we get on all venues is, "When will the mod come out?". The only answer we've been giving is "It's done when it's done". For an FPS total conversion, Renegade X is progressing very quickly. The team is constantly working at all times, and considering UT3's only been out for a little over a year, we've got a lot in game.

The team would like to announce the contents of its first beta.

The content of our first release has been debated before - we want to get you this mod as soon as possible, but at the same time we would also like to take the time to complete enough content for it to play like the original game. The list is in no way final, and should not be thought of religiously, but our first release will generally feature the following:

- All GDI Ground Vehicles
- All Nod Ground Vehicles

- More than half of GDI Infantry
- More than half of Nod Infantry
- All buildings
- Remakes of most maps as well as a couple original maps

The missing content will be made up through patches, as well as glitch fixes and new features. Don't expect to see ALL of the features we've announced in the first beta release - the majority of it will be added as we get things done. As for the infantry we've chosen to be a part of the first beta, we've chosen the infantry that best shape the Renegade experience, which will still create a variety of pretty much everything you will need ingame.

We've not announced a release date, nor will we. The team behind this mod is working purely on its free time, and we could never guarantee how much free time we'll get per week. Your estimates on release are just as good as mine, you all know what is finished so far, and we are always informing you all on progress and what we're working on.

Be patient, and pay close attention to our next progress updates, because you never know when we'll come out and say "hey guys, the mod's done, have fun". Neither do we, so stop asking

That's it for now!

Be sure to visit <http://www.renegade-x.com> and keep track of more exciting updates, and remember to vote Renegade X for mod of the year!

Quoted from Havoc89

Original topic: <http://www.renegade-x.com/Forums/index.php?showtopic=2269>

My opinion? Hot stuff. Keep up the good work, RenX team!

Subject: Re: New RenX Update
Posted by [mr£Ä\\$Ä-z](#) on Mon, 05 Jan 2009 18:58:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I CANT FUCKING WAIT FOR THE BETA RELEASE!

Subject: Re: New RenX Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 05 Jan 2009 20:10:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just a tip, the Mod DB video is higher quality than YouTube's, but if you still want to use YouTube make sure you add fmt=18 at the end of the link. It plays a much higher quality version of the trailer than YouTube's standard quality.

<http://www.moddb.com/mods/renegade-x/videos/renegade-x-holidays-trailer#imagebox>

Subject: Re: New RenX Update
Posted by [pawky](#) on Mon, 05 Jan 2009 20:10:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

These guys never cease to amaze me...it's amazing! The Engi is so cool looking! It's awesome how the facemask looks so modern but YET resembles that of the Renegade engi mask.

Awesome work yet again!

Subject: Re: New RenX Update
Posted by [mr£Ä\\$Ä-z](#) on Mon, 05 Jan 2009 20:12:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Use &fmt=18 code to have a better YouTube Quality

Subject: Re: New RenX Update
Posted by [pawky](#) on Mon, 05 Jan 2009 20:14:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

VIDEO LINKS UPDATED HERE COS THEY DON'T WORK IN ORIGINAL POST:

YouTube:
<http://www.youtube.com/watch?v=R8g4txL-Jps>

I just watched the video lol! Damn, this is really really hot man! It's amazing! Words don't exist to say my feelings! I am just freaking happy I am ready for this mod hehe!!

Good job Fobby! Good job Ren X team! Awesome mod!

Subject: Re: New RenX Update
Posted by [Prulez](#) on Mon, 05 Jan 2009 20:27:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Edited first post with working links, also added &fmt=18 to the youtube link.

Sorry for the hassle

Subject: Re: New RenX Update
Posted by [u6795](#) on Mon, 05 Jan 2009 20:34:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

HOLY MOTHER OF SWEET FUCKING RAPTOR CHRIST

Subject: Re: New RenX Update
Posted by [ArtyWh0re](#) on Mon, 05 Jan 2009 20:34:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, Wow, Wow.....Wow, First screenshot looks too awesome and the Mammoth Tank, so much detail.

Just watched the video lol. Awesome! I love the fact that the first Renegade video was remade but with a few enhancements and additions like the (n00b)Sbh Sniper, lol.

Subject: Re: New RenX Update
Posted by [DutchNeon](#) on Mon, 05 Jan 2009 20:51:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks good! Only thing is that the water looks a bit like a oasis on the second screen of Islands And what area of the islands tunnel is showed on the third screen? I don't recognize it

Subject: Re: New RenX Update
Posted by [Goztow](#) on Mon, 05 Jan 2009 21:19:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Am I the only one that thinks the tanks look like the Ren toy action figures? :-S No offence.

Subject: Re: New RenX Update
Posted by [pawky](#) on Mon, 05 Jan 2009 21:48:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Mon, 05 January 2009 16:19Am I the only one that thinks the tanks look like the Ren toy action figures? :-S No offence.

I think so too....

Fobby, all is great but will you add some sort of slightly reflective/shiny texture on the vehicles?

They seem to be rendered in soft shadows and could look a lot more better like the UT3 vehicles texture-wise...

Just a suggestion only!

Cuz with the current lighting, the texture seems a bit bland...a bit more shiny texture would be awesome. Is it possible to make em reflect slightly like this:

Toggle Spoiler

Subject: Re: New RenX Update
Posted by [Majiin Vegeta](#) on Mon, 05 Jan 2009 22:22:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice!!

Still waiting to come back to renny just for this!!

Subject: Re: New RenX Update
Posted by [RTsa](#) on Mon, 05 Jan 2009 22:50:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow.

If only this was a C&C Renegade patch.

Very impressive.

Subject: Re: New RenX Update
Posted by [Ethenal](#) on Mon, 05 Jan 2009 22:59:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

I FUCKING CAME

Subject: Re: New RenX Update
Posted by [Saga](#) on Mon, 05 Jan 2009 23:00:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Patch for an outdated game engine? Nah, Unreal 3 is far superior. I can't wait for this.

Subject: Re: New RenX Update
Posted by [Reaver11](#) on Mon, 05 Jan 2009 23:16:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

That was just amazing!

Subject: Re: New RenX Update
Posted by [Altzan](#) on Tue, 06 Jan 2009 01:58:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is very awesome! I thought Havoc was going to appear near the beginning, lol.

Subject: Re: New RenX Update
Posted by [danpaul88](#) on Tue, 06 Jan 2009 15:39:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Shame it's on a game I don't have...

And that GDI engineer looks really grumpy

And... what's with the wierd blue distortion field type effect on the second screenshot?

Subject: Re: New RenX Update
Posted by [Prulez](#) on Tue, 06 Jan 2009 15:43:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd say it's water

Subject: Re: New RenX Update
Posted by [danpaul88](#) on Tue, 06 Jan 2009 20:00:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Should I ask why the water is floating above the land or is that considered normal in UT3?

Subject: Re: New RenX Update
Posted by [u6795](#) on Tue, 06 Jan 2009 20:04:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Tue, 06 January 2009 10:39And that GDI engineer looks really grumpy Well.. they be sappin' his sentries.

Subject: Re: New RenX Update
Posted by [cmatt42](#) on Tue, 06 Jan 2009 20:11:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Tue, 06 January 2009 14:00Should I ask why the water is floating above the land or is that considered normal in UT3?
It's the angle of the shot.

Subject: Re: New RenX Update
Posted by [Saga](#) on Wed, 07 Jan 2009 14:23:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Danpaul88, I believe you can purchase UT3 for like 10 bucks due to Epics flop for the UT players. IMO, it seems the UT3 game was a secondary interest and that the real showcase was Epic's Unreal engine. Nice for the Renegade fan.

Epic flop = Cheap game + great game engine + insane modability.

Subject: Re: New RenX Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 07 Jan 2009 23:06:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the comments everyone.

RTsa wrote on Mon, 05 January 2009 17:50Wow.

If only this was a C&C Renegade patch.

Very impressive.

There's just so much more we could do with Unreal Engine 3. From the graphics, to the netcode, to the physics engine and pretty much unlimited possibilities when it comes to coding. As you see we're moving through this project very quickly; we've only had the engine for a bit over a year and we've gotten quite far into the project in 2008.

Plus, the TT team is working on a patch for C&C Renegade. If you're looking to stay with W3D, then I'd recommend you check that out

Subject: Re: New RenX Update
Posted by [dr3w2](#) on Thu, 08 Jan 2009 01:10:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saga wrote on Wed, 07 January 2009 08:23: Danpaul88, I believe you can purchase UT3 for like 10 bucks due to Epic's flop for the UT players. IMO, it seems the UT3 game was a secondary interest and that the real showcase was Epic's Unreal engine. Nice for the Renegade fan.

Epic flop = Cheap game + great game engine + insane modability.
Your correct I bought the UT3 for 9.99CAD because it was so cheap, and because of RenX. I can't play it yet due to my shitty desktop, but when I upgrade i'll be looking forward to RenX
