Subject: Renegade 2 or Renegade Alert 2
Posted by blackhand456 on Sun, 18 Apr 2004 13:08:21 GMT
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What would be better Renegade 2 or Renegade Alert 2.

Subject: Renegade 2 or Renegade Alert 2
Posted by Deactivated on Sun, 18 Apr 2004 13:24:49 GMT
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Neither.

Subject: Renegade 2 or Renegade Alert 2
Posted by Blazer on Sun, 18 Apr 2004 13:52:52 GMT
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There won't be a Renegade 2, but at least a RenAlert 2 is a possibility.

Subject: Renegade 2 or Renegade Alert 2
Posted by blackhand456 on Sun, 18 Apr 2004 14:40:49 GMT
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i was asking because i kno a few people who are interested in making renegade 2. But, it would
be a while.

Subject: Renegade 2 or Renegade Alert 2
Posted by IRON FART on Sun, 18 Apr 2004 14:57:35 GMT
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BlazerThere won't be a Renegade 2, but at least a RenAlert 2 is a possibility.
It's not really a possibility until it has a newer or more advanced engine. But having said that, you
are right. It is a possibility.

Subject: Renegade 2 or Renegade Alert 2
Posted by Renx on Sun, 18 Apr 2004 16:41:36 GMT
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I think it would be better to finish the current RA before we start thinking about a RA2

Subject: Re: Renegade 2 or Renegade Alert 2
Posted by Creed3020 on Sun, 18 Apr 2004 17:17:42 GMT
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blackhand456What would be better Renegade 2 or Renegade Alert 2.

Aren't we getting a little ahead of ourselves now...

Subject: Renegade 2 or Renegade Alert 2
Posted by blackhand456 on Sun, 18 Apr 2004 17:35:56 GMT
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how are we getting ahead of ourselves... If we start the mod now a decent version wont be out till 2005

Subject: Renegade 2 or Renegade Alert 2
Posted by smwScott on Sun, 18 Apr 2004 18:17:49 GMT
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I think it's a little late to start brand new mods for Renegade. What would be cool however is a mod that features C&C mode gameplay for the Source (Half-Life 2) engine. I believe Dante is already making one.

Subject: Renegade 2 or Renegade Alert 2
Posted by blackhand456 on Sun, 18 Apr 2004 18:47:54 GMT
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smwScottI think it's a little late to start brand new mods for Renegade. What would be cool however is a mod that features C&C mode gameplay for the Source (Half-Life 2) engine. I believe Dante is already making one.

Whats the point if Dante's already making one

Subject: Renegade 2 or Renegade Alert 2
Posted by smwScott on Sun, 18 Apr 2004 19:32:18 GMT
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Dante's making a Tiberian Dawn based game, there are 4 other C&C games to base mods off, as well as original ideas using the C&C mode formula. Also I don't know the details on the multiplayer, it may or may not be traditional C&C mode.

Subject: Renegade 2 or Renegade Alert 2
Posted by TheKGBspy on Sun, 18 Apr 2004 23:16:34 GMT
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there is already a ra2 mod for renegade: Ra2: Vengeance.

Subject: Renegade 2 or Renegade Alert 2
Posted by blackhand456 on Mon, 19 Apr 2004 01:39:12 GMT
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O really u all have a site i'd like to take a look at it.

Subject: Renegade 2 or Renegade Alert 2
Posted by Dante on Mon, 19 Apr 2004 07:06:15 GMT
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smwScottDante's making a Tiberian Dawn based game, there are 4 other C&C games to base mods off, as well as original ideas using the C&C mode formula. Also I don't know the details on the multiplayer, it may or may not be traditional C&C mode.

its complete C&C mode with enhancements and better gameplay additions based off of the pure C&C mode.

its a game mode you will be very familiar with when you play on a C&C mode map the first time. after playing more, you will see the enhancements/additions to the pure mode.

Subject: Renegade 2 or Renegade Alert 2
Posted by kawolsky on Mon, 19 Apr 2004 17:32:02 GMT
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sounds interesting

Subject: Renegade 2 or Renegade Alert 2
Posted by dommafia on Mon, 19 Apr 2004 21:02:29 GMT
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DantesmwScottDante's making a Tiberian Dawn based game, there are 4 other C&C games to base mods off, as well as original ideas using the C&C mode formula. Also I don't know the details on the multiplayer, it may or may not be traditional C&C mode.

---

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site for us to keep track of yoru ideas prrogress?

Subject: Renegade 2 or Renegade Alert 2
Posted by Dante on Mon, 19 Apr 2004 21:06:41 GMT
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http://www.dead6.net

Subject: Renegade 2 or Renegade Alert 2
Posted by smwScott on Tue, 20 Apr 2004 02:32:00 GMT
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Sounds great, can't wait for it.

Subject: Renegade 2 or Renegade Alert 2
Posted by blackhand456 on Tue, 20 Apr 2004 10:34:04 GMT
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anyone know where i can buy tiberium dawn i cant find it anywhere

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Subject: Renegade 2 or Renegade Alert 2
Posted by Renx on Tue, 20 Apr 2004 11:17:45 GMT
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yea, the dead 6 mod looks very good, i've been keeping an eye on it now for a little while. I can't wait until HL2 comes out so we can all give it a try

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Subject: Renegade 2 or Renegade Alert 2
Posted by PiMuRho on Tue, 20 Apr 2004 11:22:00 GMT
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You'll have to wait until at least Summer then

Subject: Renegade 2 or Renegade Alert 2
Posted by Demolition man on Tue, 20 Apr 2004 17:51:22 GMT
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Pi how is your game going?

and why are the buildings you made a while back (the con yard, obelix and hand of nOd) missing?
Or will those be redone b/c HL2 can be higher quality?

Subject: Renegade 2 or Renegade Alert 2
Posted by PiMuRho on Tue, 20 Apr 2004 19:17:37 GMT
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They're not part of this

If they were, they'de be much higher quality.

Subject: Renegade 2 or Renegade Alert 2
Posted by Gus on Wed, 21 Apr 2004 02:08:31 GMT
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It's quite amazing how people still think there will be a sequel for Renegade. There won't, like
Blazer said. If we from the community want a new Renegade game,with improved graphics and
stuff, we should ask for the modders to make it based on some of the best engines out there, like
UT, Farcry, Battlefield 2 (2005). By the way, BF2 was officially announced and will hit the shelves
in 2005 (Spring), bringing everything most of us expects from a game, including the commander
mode, which turns the game into mix of FPS with RTS, built-in voice comm in a modern warfare
scenario. I can't wait for it as well for the mods will come behind. The current big EA franchise is
Battlefield, not Command & Conquer, unfortunately, I'd say.

Subject: Renegade 2 or Renegade Alert 2
Posted by [A-I]NastyDead on Wed, 21 Apr 2004 02:42:35 GMT
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Dante could I test your mod on a warez version of HL2?? I got a warez version and modding tools
but dont know how to use them.

Subject: Renegade 2 or Renegade Alert 2
Posted by skater910 on Wed, 21 Apr 2004 03:33:59 GMT
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[A-INastyDead]Dante could I test your mod on a warez version of HL2?? I got a warez version

and modding tools but dont know how to use them.

Warez = bad.

Subject: Renegade 2 or Renegade Alert 2
Posted by xptek_disabled on Wed, 21 Apr 2004 04:12:51 GMT
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The leaked version sucks anyway. There's like one playable map. Took me three days of changing INI files to get it working on my computer anyway.

Subject: Renegade 2 or Renegade Alert 2
Posted by PiMuRho on Wed, 21 Apr 2004 06:54:37 GMT
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That's because it was never supposed to have been given to the public.

Subject: Renegade 2 or Renegade Alert 2
Posted by Demolition man on Wed, 21 Apr 2004 17:04:39 GMT
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GusIt's quite amazing how people still think there will be a sequel for Renegade. There won't, like Blazer said. If we from the community want a new Renegade game,with improved graphics and stuff, we should ask for the modders to make it based on some of the best engines out there, like UT, Farcry, Battlefield 2 (2005). By the way, BF2 was officially announced and will hit the shelves in 2005 (Spring), bringing everything most of us expects from a game, including the commander mode, which turns the game into mix of FPS with RTS, built-in voice comm in a modern warfare scenario. I can't wait for it as well for the mods will come behind. The current big EA franchise is Battlefield, not Command & Conquer, unfortunately, I'd say.They announced all the stuff soldner has.

Subject: Renegade 2 or Renegade Alert 2
Posted by [A-I]NastyDead on Tue, 27 Apr 2004 13:48:04 GMT
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actually I have like 50 working maps, including the E3 maps. Its still kinda buddy though like soldiers wont attack sometimes, and enemies spawn out of nowhere, but all the gameplay mechanics work.

Subject: Renegade 2 or Renegade Alert 2

Posted by chickendippers on Thu, 29 Apr 2004 19:38:22 GMT
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[A-INastyDead]Dante could I test your mod on a warez version of HL2?? I got a warez version
and modding tools but dont know how to use them.

There is no tangable mod moron, Dante condemns warez and thus isn't going to go around
breaking the law to develop a mod that probably wouldn't work with the release version of HL2, let
alone all the different versions of the warez HL2.