
Subject: C&C 3 Renegade Mod

Posted by [Oblivion165](#) on Fri, 02 Mar 2007 21:22:55 GMT

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We all know its coming and I would just like to say contact me when you start it. I am interested in some modding and this would be a great project to be apart of.

Subject: Re: C&C 3 Renegade Mod

Posted by [u6795](#) on Fri, 02 Mar 2007 21:31:24 GMT

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This needs to happen.

I think I heard something about the AR team doing it after finishing up Apocalypse Rising, but I might be getting confused...

Somebody confirm that..?

Subject: Re: C&C 3 Renegade Mod

Posted by [danpaul88](#) on Fri, 02 Mar 2007 21:33:15 GMT

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Some members of the AR team are indeed thinking of going on to do a CnC3 mod later, but that does not mean it will actually happen, we have a lot of work to do on AR first.

Subject: Re: C&C 3 Renegade Mod

Posted by [u6795](#) on Fri, 02 Mar 2007 21:39:38 GMT

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I understand completely, just curious. That would be a pretty awesome mod though, judging from the work you guys have done.

Subject: Re: C&C 3 Renegade Mod

Posted by [Zion](#) on Fri, 02 Mar 2007 22:50:58 GMT

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It's called Tiberian Wars and we have a moddb page for it too with a few vehicles done by the infamous Ric.

Subject: Re: C&C 3 Renegade Mod

Posted by [cmatt42](#) on Fri, 02 Mar 2007 22:57:24 GMT

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Merovingian wrote on Fri, 02 March 2007 16:50It's called Tiberian Wars and we have a moddb page for it too with a few vehicles done by the infamous Ric.
Really? What did he do that was so bad?

Subject: Re: C&C 3 Renegade Mod

Posted by [Zion](#) on Sat, 03 Mar 2007 01:08:10 GMT

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Contextual mistake , i meant that in a good way

Subject: Re: C&C 3 Renegade Mod

Posted by [Spice](#) on Sat, 03 Mar 2007 05:09:17 GMT

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This sounds like a bad idea. That's just me though.

Subject: Re: C&C 3 Renegade Mod

Posted by [Oblivion165](#) on Sat, 03 Mar 2007 05:59:57 GMT

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Well this is what I can do in max 8 around an hour plus. Of course the detail and quality would go up but that's about all I care to put into a demo.

Contact me if interested

File Attachments

1) [Power.jpg](#) , downloaded 1233 times



2) [capture_02032007_164108.jpg](#), downloaded 1256 times



Subject: Re: C&C 3 Renegade Mod

Posted by [Mad Ivan](#) on Sat, 03 Mar 2007 07:54:14 GMT

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Yeah, i was "working" on a C&C3 mod for Renegade but I found out about your mod and stopped...I rarely have time to mod anymore, but i do have time to play and i have been playing Renegade for a few years now. Perhaps...when you need beta-testers: I'M YOUR MAN!!!

Subject: Re: C&C 3 Renegade Mod

Posted by [Zion](#) on Sat, 03 Mar 2007 09:32:40 GMT

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If you have any experience you could actually become a modeller for us and work on that while the rest of us work on AR. You'd have to talk to nameme99 though.

Subject: Re: C&C 3 Renegade Mod

Posted by [Spyder](#) on Sat, 03 Mar 2007 09:57:40 GMT

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How about the tip some people gave me:

Start off by extracting the C&C 3 building models etc. out of the main game and just import them in renegade and see how it works out and get some ideas.

Subject: Re: C&C 3 Renegade Mod

Posted by [u6795](#) on Sat, 03 Mar 2007 14:44:09 GMT

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And pull a scud storm?

I guess that might be good for just testing general ideas and concepts.

And I'd play it, to keep me busy

Subject: Re: C&C 3 Renegade Mod

Posted by [JeepRubi](#) on Sat, 03 Mar 2007 16:38:16 GMT

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I was going to do a mod just ripping the models out of c&c3, and since I thought they were still .w3d, I thought it would be easy. If someone can find a way to rip models out of c&c3 and import them into max, tell me and I'll get to work on a mod. Of course, the models could then be redone, but having the stuff ingame would let you do balancing and all that stuff even before you get the new models.

Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Sat, 03 Mar 2007 20:18:16 GMT

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Jeep Rubi wrote on Sat, 03 March 2007 16:38I was going to do a mod just ripping the models out of c&c3, and since I thought they were still .w3d, I thought it would be easy. If someone can find a way to rip models out of c&c3 and import them into max, tell me and I'll get to work on a mod. Of course, the models could then be redone, but having the stuff ingame would let you do balancing and all that stuff even before you get the new models.

I'm sure that if you bug Nameme99 enough he'll adopt you into his Moddb page to prevent multiple mods sparking up.

Subject: Re: C&C 3 Renegade Mod

Posted by [Nameme99](#) on Sun, 04 Mar 2007 06:28:01 GMT

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I guess I should post then huh?

TBH, there will be no w3ds in C&C3 only W3x (I think that's what Assassin told me) so ripping would take a LONG time...

Subject: Re: C&C 3 Renegade Mod

Posted by [Spyder](#) on Sun, 04 Mar 2007 12:57:51 GMT

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Ok let's try this:

Extract a model and rename the w3x file to w3d? Might work...Westwood has always been using w3d or something similar to it.

BTW I'm downloading C&C 3 demo now, so I'll try to help you a bit when I have installed it.

Subject: Re: C&C 3 Renegade Mod

Posted by [Mad Ivan](#) on Sun, 04 Mar 2007 13:46:21 GMT

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Currently, it is not possible to extract most of the files from the demo, since they are encrypted. Also, renaming W3X to W3D WON'T WORK as the w3x format is brand new and can be text-edited, unlike w3d, meaning that a W3D Importer/Viewer won't work - the file structure is different.

Also, Westwood has used the W3D Format only once - in Renegade. Emperor uses a different format and the other games are made by EA.

Subject: Re: C&C 3 Renegade Mod

Posted by [Spyder](#) on Sun, 04 Mar 2007 14:18:33 GMT

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Westwood and EA also used it with Generals and if I'm right they used it with RA too...

Subject: Re: C&C 3 Renegade Mod

Posted by [Nameme99](#) on Sun, 04 Mar 2007 15:18:22 GMT

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no, not RA, just Renegade and Gens/ZH

no other game uses .w3d

C&C3 uses .w3x for all the new shadders....

Subject: Re: C&C 3 Renegade Mod

Posted by [Mad Ivan](#) on Sun, 04 Mar 2007 17:42:37 GMT

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Guys, we are going off-topic in a silly argument!

Here is the thing:

Nameme99 wrote on Sun, 04 March 2007 17:18no, not RA, just Renegade and Gens/ZH
no other game uses .w3d

C&C3 uses .w3x for all the new shadders....

Renegade, Generals/Zero Hour, Battle For Middle Earth and Battle For Middle Earth II/Rise Of The Witch King use W3D. Renegade is the only W3D game developed by Westwood.

Generals was the brainchild of EA Pacific/Westwood Pacific which was a different studio.

w3x has new shaders + is half-XML according to one of the podcasts.

Currently we can't port C&C3 models to Renegade because:

- A) We can't decompress the models.
- B) We can't import the models into Max, due to A) and the format change.

Now, lets get back on topic!

EXdeath wrote on Sat, 03 March 2007 07:09This sounds like a bad idea. That's just me though.

EX, why? If done right, i think that a C&C3 mod would add a variety of game modes that can spawn interesting tactics and a fun and unique gameplay that renegade lacks.

Subject: Re: C&C 3 Renegade Mod

Posted by [jamiejrg](#) on Sun, 04 Mar 2007 17:52:45 GMT

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So why not just use what god gave you... your eyes. From what i have seen on C&C3 all the models in there would be too high a quality for the renegade engine to handle anyways. So modeling everything from scratch would be hard.. But the end product would be something to be proud of. Am I wrong?

Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Sun, 04 Mar 2007 17:55:37 GMT

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You'll need to wait for the official tools then

jamiejrg: The models on C&C3 would go into Renegade. Renegade can hold more polygons than you think. Personally I don't believe the models are that high a quality in C&C3. It's just the textures and shaders that make them look nice.

Subject: Re: C&C 3 Renegade Mod

Posted by [rm5248](#) on Sun, 04 Mar 2007 18:08:30 GMT

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One Winged Angel wrote on Sun, 04 March 2007 18:55

jamiejrg: The models on C&C3 would go into Renegade. Renegade can hold more polygons than you think. Personally I don't believe the models are that high a quality in C&C3. It's just the textures and shaders that make them look nice.

Actually, Renegade holds polygons very well, it's just that it absolutely dies when you put any sort of texture on them.

Subject: Re: C&C 3 Renegade Mod

Posted by [Nameme99](#) on Sun, 04 Mar 2007 18:33:26 GMT

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well, it depends on the texture, some textures on high poly models work well, I mean you can have a low poly model and a texture and rene will crash.

so, IMO, it depends on the texture...

Subject: Re: C&C 3 Renegade Mod

Posted by [Renarding6](#) on Tue, 06 Mar 2007 11:10:03 GMT

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EXdeath wrote on Sat, 03 March 2007 13:09 This sounds like a bad idea. That's just me though.

And me also. Why starting a mod on this game in 2007?

Get C&C Far Cry from Renevo and do something cool with it. Everything is coded, all you have to do is adding models.

Subject: Re: C&C 3 Renegade Mod

Posted by [Richbk](#) on Tue, 06 Mar 2007 13:58:59 GMT

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Hey it's Ric. I have actually started some work on a very high poly version of the GDI Barracks but it's gonna take a while to get it finished before I post a render. I know I've mentioned this before but perhaps it could become a mod for Renegade 2007. After all it's gonna be Renegade just much prettier.

Ric

Subject: Re: C&C 3 Renegade Mod

Posted by [IronWarrior](#) on Tue, 06 Mar 2007 14:17:50 GMT

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Even though an C&C 3 Mod would really be cool, by the time you completed it, it be year 2010+

Do you really wanna do an other Reborn? lol

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Tue, 06 Mar 2007 14:40:58 GMT

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If it was based on C&C 3 it would be nothing like Reborn.

Subject: Re: C&C 3 Renegade Mod

Posted by [IronWarrior](#) on Tue, 06 Mar 2007 14:48:01 GMT

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Jerad Gray wrote on Tue, 06 March 2007 08:40If it was based on C&C 3 it would be nothing like Reborn.

I dont mean the mod itself, I mean when the mod is completed.

Reborn has been in the works for how many years now?

Aleast 3, coming upto 4 unless its already passed that.

No offence to the Reborn Mod team, but I have no hopes in playing it by the time am 30.

Subject: Re: C&C 3 Renegade Mod

Posted by [Fabian](#) on Tue, 06 Mar 2007 15:15:43 GMT

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STEP AWAY from the Renegade engine! Nothing to see here folks.

Subject: Re: C&C 3 Renegade Mod

Posted by [jamiejrg](#) on Tue, 06 Mar 2007 16:41:57 GMT

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Are the rebord guys picky about who joins? I mean if they got a lot more staff it would speed it up. Or we could start our own mod team. So we could do away with this "In my spare time" crap because lets face it, with that kind of attitude is anything going to get done?

Just my opinion.

Jamie

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Tue, 06 Mar 2007 18:49:13 GMT

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mjfabian wrote on Tue, 06 March 2007 08:15STEP AWAY from the Renegade engine! Nothing to see here folks.

Be careful what you say, someone might listen.

Just Kidding.

Subject: Re: C&C 3 Renegade Mod

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 06 Mar 2007 23:58:17 GMT

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Yeah this mod would be better off on a new engine. W3D Engine is 5 years old, and even back then it was nothing new.

Subject: Re: C&C 3 Renegade Mod

Posted by [Tankkiller](#) on Wed, 07 Mar 2007 00:07:02 GMT

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Quote: Yeah this mod would be better off on a new engine. W3D Engine is 5 years old, and even back then it was nothing new.

In Hardware and software terms, it's stone-aged. Look it's an unique engine, but not an advanced one though. EA is looking into its possibilities and maybe will temp a more advanced one out of it.

Subject: Re: C&C 3 Renegade Mod

Posted by [Slave](#) on Wed, 07 Mar 2007 00:34:04 GMT

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your source?

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Wed, 07 Mar 2007 01:12:06 GMT

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[NEFobby[GEN] wrote on Tue, 06 March 2007 16:58]Yeah this mod would be better off on a new engine. W3D Engine is 5 years old, and even back then it was nothing new.

Renegade maybe old but it works fine, and we are gaining more stuff for it all the time, so just stay with it, it has free multiplayer, and a lot of people still play it. And it can look pretty good, look at Reborn for example. And we have bloom now (3.2 is taking a long time to come out, what are the chances that there will be another new feature for Renegade do you think 100 to 1).

Regardless what people say the C&C3 mod will be made on Renegade, the REAL Command and Conquer Renegade game.

Subject: Re: C&C 3 Renegade Mod

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 07 Mar 2007 01:32:53 GMT

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Either way, imagine this takes a year or two to develope (like most successful mods), that means a full release wont happen until sometime 2008 or 2009.

I don't doubt Renegade's awesomeness (just look at my signature) however no matter what this engine can pull off, its abilities cannot be compared to those of new-generation engines.

Especially in these new engines, where you can easily recreate C&C mode in a game with good netcoding, graphics, mod support, tools, etc.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Wed, 07 Mar 2007 02:05:31 GMT

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So you expect tons of people to go out and buy UT3 just for new graphics when the current game runs fast even on old computers and UT3 engine probably won't. Sorry to burst you bubble but Renegade has been around for 5 years and I actually think that I am seeing an increase in on line activity in the last three months, so I hardly doubt Renegade is just going to drop off the face of the Earth in the next two years. As long as there are people modding it it will continue to exist.

Subject: Re: C&C 3 Renegade Mod

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 07 Mar 2007 02:33:40 GMT

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I never said Renegade was going to drop, nor did I say people would run for UT3 for its graphics. Common people who follow the UT series would be buying UT3, whose numbers are many times greater than this community.

If anything C&C Renegade's a great game and I can see many years left for it. It's my favourite game of all time, and I still play it constantly. However anyone experienced in different engines knows that Ren's version of W3D is very outdated and obsolete.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Wed, 07 Mar 2007 02:43:25 GMT

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That may be true (I do like the UT series in general, except that the original UT doesn't work right on my new computers it will run extremely fast and then drop to normal speed than fast again). I simply think that Renegade is more fun to mod, and I hate it when people give it less credit than it deserves.

Subject: Re: C&C 3 Renegade Mod

Posted by [Spice](#) on Wed, 07 Mar 2007 05:55:44 GMT

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Renardin6 wrote on Tue, 06 March 2007 06:10EXdeath wrote on Sat, 03 March 2007 13:09This sounds like a bad idea. That's just me though.

And me also. Why starting a mod on this game in 2007?

Get C&C Far Cry from Renevo and do something cool with it. Everything is coded, all you have to do is adding models.

Quoted for truth.

Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Wed, 07 Mar 2007 13:46:41 GMT

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I personally think that no big TC mods should have been announced for Renegade any time after

RA2: Apocalypse Rising started.....

I also agree with Renardin, C&C Far cry is a much better bet than Renegade for the next generation.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Wed, 07 Mar 2007 22:02:53 GMT

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One Winged Angel wrote on Wed, 07 March 2007 06:46I personally think that no big TC mods should have been announced for Renegade any time after RA2: Apocalypse Rising started..... You really should not say that beings your part of the AR team. It makes you sound like you want you mod to be the last mod for Renegade ever made, and rather self absorbed. I'm sure there will be plenty more Renegade mods in the future.

Subject: Re: C&C 3 Renegade Mod

Posted by [Zion](#) on Wed, 07 Mar 2007 22:04:24 GMT

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I have to agree with Jerad on this one.

I believe the more mods the better since it will most likely bring players from other genre of games into C&C.

Subject: Re: C&C 3 Renegade Mod

Posted by [u6795](#) on Wed, 07 Mar 2007 22:12:10 GMT

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Agreed. What harm is it doing anyways, it may be redundant a bit but with all the improvements made by the community (IE- Scripts, shaders), in my personal opinion Renegade has been almost upgraded and feels a lot more like something that was released in 2003 or 2004 than in 2001/2.

It's amazing what people can do when they put their minds to it...

Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Wed, 07 Mar 2007 22:16:22 GMT

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Jerad Gray wrote on Wed, 07 March 2007 22:02One Winged Angel wrote on Wed, 07 March 2007 06:46I personally think that no big TC mods should have been announced for Renegade any time after RA2: Apocalypse Rising started..... I'm sure there will be plenty more Renegade mods in the future.

Mods, maybe. Big TC mods, unlikely but possible nonetheless. My opinion varies day to day. My opinion now is that if the Renegade Source code is released, it could be a great option for TC mods.

Keyword = if

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Wed, 07 Mar 2007 22:20:59 GMT

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One Winged Angel wrote on Wed, 07 March 2007 15:16Jerad Gray wrote on Wed, 07 March 2007 22:02One Winged Angel wrote on Wed, 07 March 2007 06:46I personally think that no big TC mods should have been announced for Renegade any time after RA2: Apocalypse Rising started.....

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Keyword = if

Renhalo is a TC.

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Posted by [OWA](#) on Wed, 07 Mar 2007 22:49:21 GMT

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Jerad Gray wrote on Wed, 07 March 2007 22:20One Winged Angel wrote on Wed, 07 March 2007 15:16Jerad Gray wrote on Wed, 07 March 2007 22:02One Winged Angel wrote on Wed, 07 March 2007 06:46I personally think that no big TC mods should have been announced for Renegade any time after RA2: Apocalypse Rising started.....

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Keyword = if

Renhalo is a TC.

I don't see it on Moddb yet. Is there a website and forum you can link me to?

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Keyword = if

Renhalo is a TC.

I don't see it on Moddb yet. Is there a website and forum you can link me to?

I am the only person working on it, and it has not been released yet, when it gets closer to completion I will type some stuff about it.

Subject: Re: C&C 3 Renegade Mod

Posted by [Titan1x77](#) on Thu, 08 Mar 2007 00:36:07 GMT

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This mod is better suited for another engine, You'd have a better chance at getting the engine for CnC3 to be controlled in 1st/3rd person...then to have a large fanbase to play this mod in 2010 on the w3d engine.

The Renegade already had a "bloom" effect awhile ago, this new one is just increased, to a point where it blinds you.

Lets see you set up an Avatar 1st in the w3d engine... I wanna see it rip off a tanks weapon and attach it, that'd be cool to do.

Hell, why don't the 4 mod teams combine, and make a super TD/TS/TW/RA/RA2 mod, and have all the assets in one gigantic .dat file and you could have a nice rotation of mixing different era's from C&C.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Thu, 08 Mar 2007 01:30:35 GMT

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Titan1x77 wrote on Wed, 07 March 2007 17:36This mod is better suited for another engine, You'd have a better chance at getting the engine for CnC3 to be controlled in 1st/3rd person...then to have a large fanbase to play this mod in 2010 on the w3d engine.

So you could have massive game of 32 - 64 players max (I mean that is nothing compared to Renegade's 125).

Titan1x77 wrote on Wed, 07 March 2007 17:36

The Renegade already had a "bloom" effect awhile ago, this new one is just increased, to a point

where it blinds you.
It was only added in in scripts 3.0.

Titan1x77 wrote on Wed, 07 March 2007 17:36

Lets see you set up an Avatar 1st in the w3d engine... I wanna see it rip off a tanks weapon and attach it, that'd be cool to do.
Its called Scripting.

Subject: Re: C&C 3 Renegade Mod

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 08 Mar 2007 01:44:29 GMT

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Jerad Gray wrote on Wed, 07 March 2007 20:30

So you could have massive game of 32 - 64 players max (I mean that is nothing compared to Renegade's 125).

...

Its called Scripting.

By the time such a mod comes out (2009, 2010?) I honestly doubt you'll be able to fill 125 players in 1 server. Even though there's plenty of people playing APB, you'd never be able to get a game of half that number. Let alone 125 players in one server, for a mod which probably won't be finished for at least year or two.

Coding on the W3D engine isn't unlimited, I don't think we'll ever be able to fully script the avatar... picking weapons off other vehicles.

Subject: Re: C&C 3 Renegade Mod

Posted by [Renardin6](#) on Thu, 08 Mar 2007 11:49:01 GMT

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Jerad Gray wrote on Wed, 07 March 2007 16:02

I'm sure there will be plenty more Renegade mods in the future.

Unless we get the source code, you are just dreaming man.

Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Thu, 08 Mar 2007 12:53:16 GMT

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Renardin6 wrote on Thu, 08 March 2007 11:49Jerad Gray wrote on Wed, 07 March 2007 16:02
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QFT

Subject: Re: C&C 3 Renegade Mod

Posted by [Oblivion165](#) on Thu, 08 Mar 2007 13:02:43 GMT

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One Winged Angel wrote on Thu, 08 March 2007 07:53Renardin6 wrote on Thu, 08 March 2007

11:49Jerad Gray wrote on Wed, 07 March 2007 16:02

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QFT

Quick Fat Turtles

Quiet Fountain Toads

Quit Flirting T'am it

Quick Fox Trot

Quiet Forum Thread

Queued Fast Torrents

Quote Future Threads

Quit Forwarding Threads

Quirt Found dead

Quick Freaking Transfer

Quicktime Failed Test

Question For Time

Oh oh Question For Thought? Maybe?

I cannot for the life of me figure out that abbreviation.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Thu, 08 Mar 2007 14:52:44 GMT

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Renardin6 wrote on Thu, 08 March 2007 04:49Jerad Gray wrote on Wed, 07 March 2007 16:02

I'm sure there will be plenty more Renegade mods in the future.

Unless we get the source code, you are just dreaming man.

No offense, but last time I checked I could make a Mod whenever I want to, for any game that I am capable of editing. If anyone is still around to play it, that is a different story.

Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Thu, 08 Mar 2007 18:23:15 GMT

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Oblivion165 wrote on Thu, 08 March 2007 13:02

Quick Fat Turtles
Quiet Fountain Toads
Quit Flirting T'am it
Quick Fox Trot
Quiet Forum Thread
Queued Fast Torrents
Quote Future Threads
Quit Forwarding Threads
Quirt Found dead
Quick Freaking Transfer
Quicktime Failed Test
Question For Time
Oh oh Question For Thought? Maybe?

I cannot for the life of me figure out that abbreviation.

Quoted for Truth

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Thu, 08 Mar 2007 18:47:06 GMT

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One Winged Angel wrote on Thu, 08 March 2007 11:23Oblivion165 wrote on Thu, 08 March 2007 13:02

Quick Fat Turtles
Quiet Fountain Toads
Quit Flirting T'am it
Quick Fox Trot
Quiet Forum Thread
Queued Fast Torrents
Quote Future Threads
Quit Forwarding Threads
Quirt Found dead
Quick Freaking Transfer
Quicktime Failed Test
Question For Time
Oh oh Question For Thought? Maybe?

I cannot for the life of me figure out that abbreviation.

Quoted for Truth

That is the lamest abbreviation ever, there are a lot of others that would be better suited for it "Quit

Forwarding Threads" seems like a good one.

Subject: Re: C&C 3 Renegade Mod

Posted by [Zion](#) on Thu, 08 Mar 2007 21:39:32 GMT

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Some of those made me laugh Never knew torrents were fast lol most of the ones i download are slow.

I think it's a bad idea for him to start making his own acrynom, especially when no-one knows what they mean.

Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Thu, 08 Mar 2007 21:59:50 GMT

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Jerad Gray wrote on Thu, 08 March 2007 18:47

That is the lamest abbreviation ever, there are a lot of others that would be better suited for it "Quit Forwarding Threads" seems like a good one.

Lots of people use that, why is it lame?

Subject: Re: C&C 3 Renegade Mod

Posted by [Titan1x77](#) on Thu, 08 Mar 2007 22:24:35 GMT

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Renegade always had a bloom, your an idiot... remove the scripts and look up into the sun (ingame, not outside your home)...you'll notice the screen gets a little brighter, 3.0 just increased that on a larger scale.

125 players in a game like Renegade is dumb anyways... Renegade is meant to be small and fast pace, for a CnC 3 mod 64 would be plenty.. and im not saying that the CnC3 engine would be the best, just saying it would be better then the aging w3d engine.

Quote:Its called Scripting.

yea no shit huh?.. I wasnt asking how to do it, I wanted to see it done.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Fri, 09 Mar 2007 03:20:19 GMT

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Titan1x77 wrote on Thu, 08 March 2007 15:24Renegade always had a bloom, your an idiot... remove the scripts and look up into the sun (ingame, not outside your home)...you'll notice the

screen gets a little brighter, 3.0 just increased that on a larger scale.

Hay guess what, your the idiot! Because that's a dazzle effect, bloom makes the all bright objects glow (and flicker as you move), and does not just simply make the screen get brighter when you look at the object. It is at least 95 percent different, dazzle effects are also 100 % textures.

Titan1x77 wrote on Thu, 08 March 2007 15:24

Quote:Its called Scripting.

yea no shit huh?.. I wasn't asking how to do it, I wanted to see it done.

Use model changing script, weapon detection scripts, and the weapon change scripts. I could do it, but why would I spend my time on something I would not use.

Apparently you don't know much about Renegade, no wonder you want to switch to a different engine.

Subject: Re: C&C 3 Renegade Mod

Posted by [Titan1x77](#) on Fri, 09 Mar 2007 04:14:43 GMT

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Not going to waste my time with ya after this, Im sure you need to rip off more models from other mods and continue to troll the forums and get into things you have no idea what your talking about.

The dazzle is the lens flare your reffering to...Don't try and put words in my mouth.

The bloom effect causes the screen to be full of light(it washes away the screen with light), Im telling you to remove the damn scripts and see for yourself...it does exactly what that bloom effect does in 3.0 but less powerful.

We want to switch to get away from all of the bugs and horrible netcode, that you, nor anyone else is capable of fixing without the source code...by all means if you can get rid of the flickering snipers, blue hell, random game crashes, lagging vehicles with repair beams shooting out of them, wall lagging, and every other bug that hampers the game, Knock yourself out.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Fri, 09 Mar 2007 04:50:16 GMT

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Titan1x77 wrote on Thu, 08 March 2007 21:14Not going to waste my time with ya after this, Im sure you need to rip off more models from other mods and continue to troll the forums and get into things you have no idea what your talking about.

#1. The ranger was a temp and is no longer in, that was the only thing I have ever used from another Renegade mod, and ever will.

#2. That was completely off subject, so I think you are the one who probably has no clue what he is getting into.

Titan1x77 wrote on Thu, 08 March 2007 21:14

The dazzle is the lens flare your reffering to...Don't try and put words in my mouth.

The bloom effect causes the screen to be full of light(it washes away the screen with light), Im telling you to remove the damn scripts and see for yourself...it doers exactly what that bloom effect does in 3.0 but less powerful.

1st this is bloom:

see how the turret glows, which it will not in any scripts version that is previous to 3.0. Also it does not seem to be filling my screen full of light.

2nd this is Renegade's definition of a lensflare:

see how it is composed of multiple textures (which move with the camera).

3rd this is the ini definition of the sun's dazzle:

See how it is a texture, maybe you didn't know this but bloom is not a texture.

Titan1x77 wrote on Thu, 08 March 2007 21:14

We want to switch to get away from all of the bugs and horrible netcode, that you, nor anyone else is capable of fixing without the source code...by all means if you can get rid of the flickering snipers, blue hell, random game crashes, lagging vehicles with repair beams shooting out of them, wall lagging, and every other bug that hampers the game, Knock yourself out.

If I am trolling what are you doing when you are trying to get a whole community to switch to another game by calling their current game out dated dated, and not fixable.

File Attachments

1) [dazzel.png](#), downloaded 634 times

dazzle - Notepad

File Edit Format View Help

```
SizeOptimizationLimit=0.05
Historyweight=0.975
UseCameraTranslation=1
HaloTextureName=SunHalo.tga
DazzleTextureName=SunDazzle.tga
DazzleColor=1,1,1
HaloColor=1,1,1
DazzleTestColor=1,1,1

[SUN]
HaloIntensity=0.0
HaloIntensityPow=0.0
HaloSizePow=0.0
HaloArea=0.0
HaloScaleX=0.0
HaloScaleY=0.0
DazzleArea=0.07
DazzleDirectionArea=0.0
DazzleDirection=0,1,1
DazzleSizePow=0.5
DazzleIntensityPow=2.0
DazzleIntensity=1.0
DazzleScaleX=2.0
DazzleScaleY=2.0
SizeOptimizationLimit=0.05
Historyweight=0.996
UseCameraTranslation=0
DazzleTextureName=SunDazzle.tga
LensflareName=SUN_LENSFLARE

[REN_L5_STREETLIGHT]
HaloSizePow=1.0
HaloIntensityPow=1.0
HaloArea=0.5
HaloScaleX=0.15
HaloScaleY=0.15
DazzleArea=0.5
DazzleDirectionArea=1
DazzleDirection=0,0,1
DazzleSizePow=1.0
DazzleIntensityPow=1.0
DazzleIntensity=1.0
DazzleScaleX=0.1
DazzleScaleY=0.1
FadeoutStart=40.0
FadeoutEnd=150.0
SizeOptimizationLimit=0.05
Historyweight=0.99
UseCameraTranslation=1
HaloTextureName=L05_halo.tga
HaloColor=1.0,1.0,1.0
DazzleTextureName=SunDazzle.tga
```



GameSpy Arcade 2.0.5...

My Documents

Command and Conquer...

LevelEdit

dazzle

2) [lensflare.png](#), downloaded 648 times

dazzle - Notepad

File Edit Format View Help

```
DazzleColor=1.0,0.0,0.0,0.0
DazzleTestColor=0,1,0

[REN_VEHICLELIGHT_WHITE]
HaloSizePow=1.0
HaloIntensityPow=1.0
HaloArea=0.25
HaloScaleX=0.05
HaloScaleY=0.05
DazzleArea=0.5
DazzleDirectionArea=1
DazzleDirection=0,0,1
DazzleSizePow=1.0
DazzleIntensityPow=1.0
DazzleIntensity=1.0
DazzleScaleX=0.05
DazzleScaleY=0.05
FadeoutStart=40.0
FadeoutEnd=100.0
SizeOptimizationLimit=0.05
HistoryWeight=0.99
UseCameraTranslation=1
HaloTextureName=L05_halo.tga
HaloColor=1.0,1.0,1.0
DazzleTextureName=SunDazzle.tga
DazzleColor=1.0,1.0,1.0
DazzleTestColor=0,1,0
```

;===== LENSFLEARE DEFINITIONS =====

```
[SUN_LENSFLARE]
TextureName=SunLensFlare.tga
FlareCount=6
FlareLocation1=1.3
FlareLocation2=0.4
FlareLocation3=-0.1
FlareLocation4=-0.6
FlareLocation5=-0.9
FlareLocation6=-1.2
Flaresize1=0.06
Flaresize2=0.04
Flaresize3=0.03
Flaresize4=0.15
Flaresize5=0.20
Flaresize6=0.30
FlareUV1=0.000,0.000,0.118,0.238
FlareUV2=0.134,0.048,0.204,0.190
FlareUV3=0.228,0.079,0.276,0.175
FlareUV4=0.000,0.619,0.165,1.000
FlareUV5=0.181,0.365,0.488,1.000
FlareUV6=0.496,0.000,1.000,1.000
```



GameSpy Arcade 2.0.5...

My Documents

Command and Conquer...

INI

dazzle

3) [true bloom.png](#), downloaded 648 times



Subject: Re: C&C 3 Renegade Mod
Posted by [Titan1x77](#) on Fri, 09 Mar 2007 08:58:33 GMT
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Anything with a shader like that takes in the lighting to make it have a specular look...yes your right we didnt have shaders before... many many other engines support this though!

I meant the sunlight bloom, which was always there and was increased with the bloom introduced in scripts 3.0... ok?

Allright , the point is, this engine wont have the players around by time you complete this project... Let me slow this down for you

If
Someone
WAS
to
make
this
.....

They would be better off on another engine, for more then a few reasons.

We all know what the w3d engine has been updated with, we understand what its capable of, but we also understand it's easier to do these things in another engine, and also get rid of all the problems the w3d engine still has...Did you know UE3 doesnt have VIS generation and what a pain in the ass that was... No more zones for Unreal engine 3

Also deco layers can be drawn within a lower draw distance, can w3d engine draw a group of easily placed objects for only a certain distance?

Im not gonna get into what is possible in newer game engines, I'll let you figure it out the hard way and let you be stubborn.

Where do you see me trying to get this community to leave renegade and play it on a new engine?... I don't recall ever saying don't play renegade on that old engine, I infact still play on it all the time.

Subject: Re: C&C 3 Renegade Mod
Posted by [OWA](#) on Fri, 09 Mar 2007 12:04:11 GMT
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I have to agree with Titan1x77. There aren't going to be the players around unless the Source code is released and those bugs are fixed.

JeradGrey, look at the sun ingame on a cloudy map. When you see the sun glowing through it slightly, what you see is a mild form of bloom. If you don't believe me or Titan, ask Saberhawk since the new shaders are his doing.

Subject: Re: C&C 3 Renegade Mod

Posted by [Crow3333](#) on Fri, 09 Mar 2007 13:04:50 GMT

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short question not related to the topic: Which script do I have to use to get this bloom effect?

Scriptname?

...Thanks

Subject: Re: C&C 3 Renegade Mod

Posted by [jamiejrg](#) on Fri, 09 Mar 2007 15:52:31 GMT

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Wait, but we don't know much of anything about the C&C3 Engine yet. How could we mod it?

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Fri, 09 Mar 2007 17:05:55 GMT

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I believe that if enough people continue to release/update their mods/maps the players will stay around.

Also, I realized what you meant when you were talking about the sun's bloom (although I always thought that it was just the sun's texture showing through the clouds, being the cloud layers are just add and subtract layers) and before I even finished typing my previous post I knew that the bloom and at least lensflares must be related (being that once bloom was added for a while there was a glitch with the lens flares).

As for vis generation, I just quit using it. Took too long to implement on each level, and most of my levels are flat enough that it would not have done much anyway. But I am sure the UT3 will be a lot harder for the older computers to run, while Renegade will run on pretty much any engine in the present day.

And the only reason I try to support Renegade so much is because I am working on two mods for it currently.

Crow3333 wrote on Fri, 09 March 2007 06:04short question not related to the topic: Which script do I have to use to get this bloom effect? Scriptname?

...Thanks

Its not a script, once you have the scripts 3.14 installer, or 3.13 script just simply install it with bloom selected, otherwise you have to put postprocess.sdb into your Renegade data folder.

jamiejrg wrote on Fri, 09 March 2007 08:52Wait, but we don't know much of anything about the C&C3 Engine yet. How could we mod it?

They have already released the source code for it.

Subject: Re: C&C 3 Renegade Mod
Posted by [jamiejrg](#) on Fri, 09 Mar 2007 18:06:18 GMT
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lol, hot damn!

Still, i think we should get a little mod going for it. I need practise with this kinda stuff and I also need to learn how to utilize LE better becuase i feel like an idiot not knowing much about it.

JAmie

Subject: Re: C&C 3 Renegade Mod
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 09 Mar 2007 20:25:43 GMT
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I'll have to agree with Titan.

Subject: Re: C&C 3 Renegade Mod
Posted by [Spice](#) on Fri, 09 Mar 2007 20:30:12 GMT
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Titan: 3
Jerad: 0

Subject: Re: C&C 3 Renegade Mod
Posted by [OWA](#) on Fri, 09 Mar 2007 21:55:05 GMT
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Jerad Gray wrote on Fri, 09 March 2007 17:05
jamiejrg wrote on Fri, 09 March 2007 08:52Wait, but we don't know much of anything about the C&C3 Engine yet. How could we mod it?
They have already released the source code for it.

Link please otherwise you're talking bullshit.

Subject: Re: C&C 3 Renegade Mod
Posted by [Jerad2142](#) on Sat, 10 Mar 2007 07:31:58 GMT
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One Winged Angel wrote on Fri, 09 March 2007 14:55Jerad Gray wrote on Fri, 09 March 2007 17:05

jamiejrg wrote on Fri, 09 March 2007 08:52Wait, but we don't know much of anything about the C&C3 Engine yet. How could we mod it?

They have already released the source code for it.

Link please otherwise you're talking bullshit.

Ask the Renegade 2007 mod team for it, or you could search these vary forums for it, I personally had no use for it so I did not save it.

Subject: Re: C&C 3 Renegade Mod

Posted by [Mad Ivan](#) on Sat, 10 Mar 2007 08:12:28 GMT

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Jerad, with all the respect, but C&C3 is NOT OUT YET, how can the source code be out? What the hell are you talking about?

Subject: Re: C&C 3 Renegade Mod

Posted by [Tunaman](#) on Sat, 10 Mar 2007 09:17:36 GMT

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Isn't it using the Generals engine? x_X

Subject: Re: C&C 3 Renegade Mod

Posted by [nopol10](#) on Sat, 10 Mar 2007 12:04:21 GMT

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Jerad, you are talking about the R2007 team which is using the Unreal 3 engine isn't it? Its not the C&C 3 Engine.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Sat, 10 Mar 2007 15:06:53 GMT

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Jerad Gray

jamiejrg wrote on Fri, 09 March 2007 08:52Wait, but we don't know much of anything about the C&C3 Engine yet. How could we mod it?

They have already released the source code for it.

Sorry I was in a hurry and misread it, yes they are using the UT3 engine.

Secondly if he wants to make a mod on Renegade these are the mod forums where people should be HELPING him, not trying to discourage him from making it. If that was the case this should be in General Discussion.

Subject: Re: C&C 3 Renegade Mod

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 10 Mar 2007 16:38:58 GMT

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Jerad Gray wrote on Sat, 10 March 2007 02:31One Winged Angel wrote on Fri, 09 March 2007 14:55Jerad Gray wrote on Fri, 09 March 2007 17:05

jamiejrg wrote on Fri, 09 March 2007 08:52Wait, but we don't know much of anything about the C&C3 Engine yet. How could we mod it?

They have already released the source code for it.

Link please otherwise you're talking bullshit.

Ask the Renegade 2007 mod team for it, or you could search these vary forums for it, I personally had no use for it so I did not save it.

What are you talking about Jerad? No, we do not have the source code of C&C3, Renegade, or UT3. Neither of their source code's have even been released. Do you have any idea of what you're saying?

C&C3 isn't even out.. Renegade's code was never released.. and the UE3 source code comes out with UT3, which is NOT out.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Sat, 10 Mar 2007 16:52:01 GMT

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[NEFobby[GEN]] wrote on Sat, 10 March 2007 09:38]Jerad Gray wrote on Sat, 10 March 2007 02:31One Winged Angel wrote on Fri, 09 March 2007 14:55Jerad Gray wrote on Fri, 09 March 2007 17:05

jamiejrg wrote on Fri, 09 March 2007 08:52Wait, but we don't know much of anything about the C&C3 Engine yet. How could we mod it?

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What are you talking about Jerad? No, we do not have the source code of C&C3, Renegade, or UT3. Neither of their source code's have even been released. Do you have any idea of what you're saying?

C&C3 isn't even out.. Renegade's code was never released.. and the UE3 source code comes out with UT3, which is NOT out.

I don't put one word in and your lack of an ability to figure stuff out gets you all worked up.
Demo

I never said that Renegade's source code was released, and I misread jamiejrg's message and thought he was talking about the UT3 demo.

I suggest you read all post from now on, like the one above your post.

Subject: Re: C&C 3 Renegade Mod
Posted by [jamiejrg](#) on Sat, 10 Mar 2007 18:36:21 GMT
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Wow, guys. Lets settle down now. We're all friends here !

Stop rag'in on Jerad. He missread, simple as that.

Since I am kinda new to this community i'm not sure i understand this whole stigma about starting new mods. Everyone keeps saying.. 'oh we dont want another reborn' Everyone seems to be too pre-occupied with talking about how it will never get done instead of actualy saying something constructive.

Jamie

Subject: Re: C&C 3 Renegade Mod
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 10 Mar 2007 21:12:53 GMT
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That's still not a source code Jerad.

Subject: Re: C&C 3 Renegade Mod
Posted by [Titan1x77](#) on Sat, 10 Mar 2007 23:56:29 GMT
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either way source code isn't essential to mod a game anyways... The bit I said about CnC3 was meant to show that even an RTS engine could become an FPS, thru some nifty coding and work.

and yea, source code always helps with introducing new types of code to use for shaders, etc..

When I first seen this topic, I thought someone was going to make a TD(Renegade) mod for CnC 3..lol

I think after we have a bunch of our models done for the R07 mod, We could work with another team to make an RTS from the Renegade characters/vehicles assets...basically a TD mod in the end...this would have to be another team as we are dedicated to working on R07 for awhile after its first release....but that's the opposite of the topic.

Subject: Re: C&C 3 Renegade Mod

Posted by [Aprime](#) on Sun, 11 Mar 2007 00:09:33 GMT

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http://www.n00bstories.com/n00bfile_view.php?id=6848

Fobby, wtf really.

DX8 to my knowledge never sported bloom, and the fancy lens flare effect we get when we stare at the sun isn't bloom.

Bloom is something new and was made available to the community by Saberhawk (who dissociates himself from BHS even though his work is bundled in scripts 3.0 and further, but I believe that's only the result of a partnership between BHS (Jonwil) and APB/Reborn).

Jerad also apologized concerning the stealing of game assets from our modification, so there's no need to treat him the way you are concerning this.

But you do have a point, rather than starting to work on a 5 year old game that doesn't have support comparable to say Starcraft, you're better off finding a better game to modify.

You can't just go on and call him a n00b for having a different opinion, if he feels that this engine is perfectly adequate and that the improvements made to it lately are satisfying, then so be it.

Subject: Re: C&C 3 Renegade Mod

Posted by [jnz](#) on Sun, 11 Mar 2007 00:33:53 GMT

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i see no disadvantage to using the renegade engine. in fact, using UT or some other engine just gives it that "boring, played" game feel. renegade's is totally diffrent. i tryed UT and it was totally crap, nothing on that i could see that renegade couldn't do.

Subject: Re: C&C 3 Renegade Mod

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 11 Mar 2007 01:04:39 GMT

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About modding a different engine- It's not about the gameplay of that game, it's about what you can do in that engine. In the case of the Unreal Engines, there's a lot you can do. Check out UE3's Wikipedia and you'll see games that are nothing like UT (example: the new MOH game).

You can even make an RTS game with that engine if you really wanted to.

Subject: Re: C&C 3 Renegade Mod

Posted by [Aprime](#) on Sun, 11 Mar 2007 01:22:38 GMT

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You can make an RTS with practically any engine.

Subject: Re: C&C 3 Renegade Mod

Posted by [nopol10](#) on Sun, 11 Mar 2007 01:39:18 GMT

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Roleplay2

Subject: Re: C&C 3 Renegade Mod

Posted by [Blazea58](#) on Sun, 11 Mar 2007 01:54:18 GMT

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not a car engine o.O

Subject: Re: C&C 3 Renegade Mod

Posted by [Titan1x77](#) on Mon, 12 Mar 2007 04:54:21 GMT

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Comrade wrote on Sat, 10 March 2007

19:09 http://www.n00bstories.com/n00bfile_view.php?id=6848

Fobby, wtf really.

DX8 to my knowledge never sported bloom, and the fancy lens flare effect we get when we stare at the sun isn't bloom.

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You can't just go on and call him a n00b for having a different opinion, if he feels that this engine is perfectly adequate and that the improvements made to it lately are satisfying, then so be it.

I tried to distinguish the lens flare from the bloom....he first brought up the lens flare, i never mentioned that until afterwards, remove the scripts and look into the sky, its a fake bloom sort of how it is with the scripts... I really only see increased brightness with 3.0+ scripts... they are more or less the same...the area around you brightens...but your right its not a true bloom, but does the same effect in the end.

I didn't want to go into great detail cause he was getting side tracked with dazzling, and textures and whatever else he brought up.

I dont even play with those new scripts anyways, for more reasons then just the bugs (disco ball effect), Scripts should of stayed server side...I'll leave it at that.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 05:46:14 GMT

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Titan1x77 wrote on Sun, 11 March 2007 22:54

I tried to distinguish the lens flare from the bloom....he first brought up the lens flare, i never mentioned that until afterwards, remove the scripts and look into the sky, its a fake bloom sort of how it is with the scripts... I really only see increased brightness with 3.0+ scripts... they are more or less the same...the area around you brightens...but your right its not a true bloom, but does the same effect in the end.

Jerad Gray wrote on Thu, 08 March 2007 20:20

Because thats a dazzle effect, bloom makes the all bright objects glow (and flicker as you move), and does not just simply make the screen get brighter when you look at the object. It is at least 95 percent different, dazzle effects are also 100 % textures.

Titan1x77 wrote on Thu, 08 March 2007 21:14

The dazzle is the lens flare your reffering to...Don't try and put words in my mouth.

No, you were the one that mentioned the lens flare, I was originally was talking about dazzle, you actually put words into my mouth.

The effect the sun makes is done by a dazzle effect which shows through the clouds. There are two layers of clouds with "multiply and Add" set as their shaders. The dazzle is added into the cloud textures and makes what you are calling the suns bloom.

But yes this is further brightened by the new scripts.

Titan1x77 wrote on Sun, 11 March 2007 22:54 I didn't want to go into great detail cause he was getting side tracked with dazzling, and textures and whatever else he brought up.

My last post was meant to end this discussion, because I am getting tired of seeing this tread at the top of the topics list. And yet you bring it all up again.

Titan1x77 wrote on Sun, 11 March 2007 22:54

I dont even play with those new scripts anyways, for more reasons then just the bugs (disco ball effect), Scripts should of stayed server side...I'll leave it at that.

The disco ball effect was fixed in 3.4.

Subject: Re: C&C 3 Renegade Mod

Posted by [Titan1x77](#) on Mon, 12 Mar 2007 07:36:01 GMT

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Man, I wasnt directing that towards you, even quoted him.

Well I learned something anyways, the sun is produced with the dazzle that uses "shaders" in the long run to "light up" the area, which i referred to as the "old/fake bloom"...

What I hope you learned is theres nothing special with the shader support in Renegade, as something as simple as a bloom effect was faked by a dazzle and shaders (that were already supported)...while many newer engines have per pixel lighting, native normal mapping support, and better netcode

I worked and played with this engine for years, Love the game, dont care for the engine anymore...it's old now.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 13:34:25 GMT

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Yah, I know that Renegade's shaders are nothing special, I'm just happy that it is getting closer to the newer games.

And I am also happy that jonwil is adding Antialiasing and Anisotropic settings (even though if you had the right graphics card you could have set these settings up anyway).

But who knows in the future they might add in some more really cool effects/options.

Subject: Re: C&C 3 Renegade Mod

Posted by [Spetz5](#) on Mon, 12 Mar 2007 14:12:32 GMT

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lol.. renegade is not getting closer to the newer games, and it never will. Theres RTS games that support graphics just as good as renegeades, it honestly doesn't stand a chance.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 17:47:07 GMT

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Spetz5 wrote on Mon, 12 March 2007 08:12lol.. renegade is not getting closer to the newer games, and it never will. Theres RTS games that support graphics just as good as renegeades, it honestly doesn't stand a chance.

You obviously have not been around much, or else you would know that it is getting closer, unless you have problems with basic logic. Here, I will make you an example to help you understand.

EX:

Object1 = 1

Object2 = 45

Object1 gets five additional points because it gained something it originally didn't have.

Object1 = 6

Object2 = 45

Question: Did object1 get closer to Object2?

Answer: Yes (If this does not make sense to you then please don't reply).

Although your post was helpful and all, please don't post again unless you can make more constructive posts, or at least more specific (that way it will be a lot easier to prove you wrong).

Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Mon, 12 Mar 2007 19:42:30 GMT

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Jerad Gray wrote on Mon, 12 March 2007 17:47Spetz5 wrote on Mon, 12 March 2007 08:12lol.. renegade is not getting closer to the newer games, and it never will. Theres RTS games that support graphics just as good as renegeades, it honestly doesn't stand a chance.

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Although your post was helpful and all, please don't post again unless you can make more constructive posts, or at least more specific (that way it will be a lot easier to prove you wrong).

object2 is always updating. Renegade can't catch up, even though I share your sentimentality with the Renegade engine, there is always a better place to start.

Subject: Re: C&C 3 Renegade Mod
Posted by [Jerad2142](#) on Mon, 12 Mar 2007 22:01:20 GMT
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Actually I meant that object2 was released, and is no longer being updated.

Subject: Re: C&C 3 Renegade Mod
Posted by [Renarding6](#) on Wed, 14 Mar 2007 10:55:37 GMT
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Titan1x77 wrote on Sat, 10 March 2007 17:56either way source code isn't essential to mod a game anyways... The bit I said about CnC3 was meant to show that even an RTS engine could become an FPS, thru some nifty coding and work.

and yea, source code always helps with introducing new types of code to use for shaders, etc..

When I first seen this topic, I thought someone was going to make a TD(Renegade) mod for CnC 3..lol

I think after we have a bunch of our models done for the R07 mod, We could work with another team to make an RTS from the Renegade characters/vehicles assets...basically a TD mod in the end...this would have to be another team as we are dedicated to working on R07 for awhile after its first release....but thats the opposite of the topic.

Well as I said in the past, a core patch for Renegade with all the models you are making would be a great upgrade for Renegade. Think about it. We jsut reduce the textures size, polys aren't a problem.

Subject: Re: C&C 3 Renegade Mod
Posted by [saberhawk](#) on Wed, 14 Mar 2007 21:58:24 GMT
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Titan1x77 wrote on Mon, 12 March 2007 01:36Man, I wasnt directing that towards you, even quoted him.

Well I learned something anyways, the sun is produced with the dazzle that uses "shaders" in the long run to "light up" the area, which i referred to as the "old/fake bloom"...

What I hope you learned is theres nothing special with the shader support in Renegade, as something as simple as a bloom effect was faked by a dazzle and shaders (that were already suported)...while many newer engines have per pixel lighting, native normal mapping support, and

better netcode

I worked and played with this engine for years, Love the game, dont care for the engine anymore...it's old now.

Alright, first off, the bloom is anything but 'faked'. While it may not be implemented the same way some other engines do it (Source for example), the end result is the same. A 'bright pass' filter is run on the frame which gets anything that is above a certain brightness level. It then performs a horizontal, then vertical blur on said 'filtered' image, and then combines it with additive blending to the original scene image. IF we were making the Renegade game right now, the better solution would be to pack a luminosity texture along with all the other textures in the game and simply render to an alternative target and then perform the blurring and combining stages, leaving an image that is more clearly 'bloomed' with less GPU load. You also say that newer engines have per-pixel lighting. Take a look at this screenshot then, it clearly has per-pixel specular lighting. Oh, it doesn't have fancy distortion effects? Wrong again. There are other things that are being worked on that I can't even talk about yet!

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Thu, 15 Mar 2007 03:17:58 GMT

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saberhawk wrote on Wed, 14 March 2007 15:58

There are other things that are being worked on that I can't even talk about yet!

Come on real bump mapping (like what you see some games use for cloak) and reflections, although dynamic lighting will make me happy to.

Subject: Re: C&C 3 Renegade Mod

Posted by [Canadacdn](#) on Thu, 15 Mar 2007 03:41:12 GMT

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Both of those features would be awesome, but only if they fix the massive performance decrease caused by the bloom. (Apparently fixed in 3.2)

Subject: Re: C&C 3 Renegade Mod

Posted by [Jonty](#) on Thu, 15 Mar 2007 18:12:02 GMT

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Canadacdn wrote on Thu, 15 March 2007 03:41 Both of those features would be awesome, but

only if they fix the massive performance decrease caused by the bloom. (Apparently fixed in 3.2) Yeah, I have to lower my resolution settings from 1280x1024@60fps to 1024x768@40fps if I enable new shaders. I used them for a while, but then I decided I wanted the higher resolution more than a couple of blur effects. If this is fixed or at least made less painful in 3.2, then yay!

Oh, and lol email addresses.

Subject: Re: C&C 3 Renegade Mod
Posted by [Spetz5](#) on Thu, 15 Mar 2007 21:23:32 GMT

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Jerad Gray wrote on Mon, 12 March 2007 11:47Spetz5 wrote on Mon, 12 March 2007 08:12lol.. renegade is not getting closer to the newer games, and it never will. Theres RTS games that support graphics just as good as renegeades, it honestly doesn't stand a chance. You obviously have not been around much, or else you would know that it is getting closer, unless you have problems with basic logic. Here, I will make you an example to help you understand.

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Although you post was helpful and all, please don't post again unless you can make more constructive posts, or at least more specific (that way it will be a lot easier to prove you wrong).

Really? Firstly, who are you to tell me not to reply? You obviously fail to relise that shaders may bring renegade a little up, but the game still does not stand a chance against todays games. Your "example" is extremly stupid, and proves next to nothing. Renegade is incomplete, and can't update in big strides, because no offical company is working on it. Yes, jonwils work, aswell as the work of others has helped keep the game alive for now, but it is getting to the point were they can't do much more.

Give me concrete proof that renegade stands a chance against games like halo, halo 2, call of duty 2&3, company of heroes, C&C 3, All those games, and a bunch more. Right now, you have not proven me wrong.

Subject: Re: C&C 3 Renegade Mod
Posted by [Jerad2142](#) on Thu, 15 Mar 2007 21:35:57 GMT

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Spetz5 wrote on Thu, 15 March 2007 15:23Jerad Gray wrote on Mon, 12 March 2007 11:47Spetz5 wrote on Mon, 12 March 2007 08:12lol.. renegade is not getting closer to the newer

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Give me concrete proof that renegade stands a chance against games like halo, halo 2, call of duty 2&3, company of heroes, C&C 3, All those games, and a bunch more. Right now, you have not proven me wrong.

If graphics were everything this game would have died years ago. And you should have probably read the post after that one.

Third, call of duty 2&3 look like putty, Halo well soon have fewer graphics options, C&C3 looks like crap, Halo 2 requires vista and I am not upgrading my system just for stupid halo 2 (which is not all that great, I though halo 1 was more fun).

Forth jowil and the rest of Renegade's mod teams are making even more possibilities with each scripts release.

And Finally the example was stupid so you could understand it.

Subject: Re: C&C 3 Renegade Mod

Posted by [Spetz5](#) on Thu, 15 Mar 2007 21:39:34 GMT

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That coming from someone who decided it was ok to steal the APB ranger, You need a life outside this game. COD2 kicks this game's ass 50 times over. halo2 can ALSO be played on an Xbox, yes, there's more out there than just PC's

Again, you provided NO evidence that this game can beat the more modern games.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Thu, 15 Mar 2007 21:42:58 GMT

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Spetz5 wrote on Thu, 15 March 2007 15:39That coming from someone who decided it was ok to steal the APB ranger, You need a life outside this game. COD2 kicks this games ass 50 times over. halo2 can ALSO be played on an Xbox, yes, theres more to life then just PC's dude.

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And that is coming form someone who can't even manage to meet an average of 1 message a day, and probably doesn't even play Renegade anymore, will thanks for some more supportive statements for Renegade on the Renegade Official Forums.

Subject: Re: C&C 3 Renegade Mod

Posted by [Spetz5](#) on Thu, 15 Mar 2007 21:46:33 GMT

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haha.. thats a good one, made me laugh. post per day means NOTHING more then the fact that probably unlike you, I go out and DO stuff with my life, AND that I'm not home often because of military training.

Again, you fail. Keep trying.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Thu, 15 Mar 2007 22:31:17 GMT

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Well I guess since your not home often that explains your lack of knowledge of good games. Hope you have fun in the Reserves.

Subject: Re: C&C 3 Renegade Mod

Posted by [Spetz5](#) on Thu, 15 Mar 2007 22:49:52 GMT

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Ok. You do know that there is more to life then "knowing good games", right? I go out, I work, I earn money. I play a few games here and there in my spare time, and mind you, company of heroes (the game I usually play)is alot better then this in my opinion. Most of your posts, including your most recent one, AND the fact that you attempted to provoke a fight with me, simply because MY opinion does not fall inline with yours, prove you have no life outisde this game.

Grow the FUCK up, and stop trying to attack people because they have an opinion. And yes, I will have fun in the Reserves killing shit. Alot more fun then you'll have writing your little scripties, and killing little virtual people.

Edit: Also, you do relized that I never said Renegade was a bad game, I simply said that, in my opinion, it does not have much of a chance to catch up to todays games. For a somewhat unfinished 2001 game, It was good, in it's time, and still is decent today due to the work of some community members, but again, isn't right up there with the 2006/2007 games.

Subject: Re: C&C 3 Renegade Mod

Posted by [c0vert7](#) on Thu, 15 Mar 2007 23:19:44 GMT

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Spetz, why do u complain how bad renegade is and how good halo and C&C 3 and call of duty are. How come your not on a halo, COD, or C&C3 forum posting? For a game not worth any thing you are sure set on making a point about the game, to go through all the trouble to come back and post every day. If you dont like the game why are you here?

Subject: Re: C&C 3 Renegade Mod

Posted by [Spetz5](#) on Thu, 15 Mar 2007 23:42:18 GMT

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Again, I never directly said that Renegade is a bad game. I DID however say that it doesn't stand a chance when it comes to competition with the newer games.

I'm not on a C&C3 forum posting because I personally don't like C&C 3 eather.

I'm not on a Cod forum posting because I do not play it online much, because my modem is being a peice of shit and wont stop disconnecting me.

I'm not on a halo forum because I haven't bothered looking for one, and again, do not play online because my Xbox does not have Xbox live anymore.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Thu, 15 Mar 2007 23:51:13 GMT

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Subject: Re: C&C 3 Renegade Mod

Posted by [Sn1per74*](#) on Thu, 15 Mar 2007 23:54:41 GMT

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How about we get back to talking about the C&C3 mod?

Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Thu, 15 Mar 2007 23:55:21 GMT

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Spetz5 wrote on Thu, 15 March 2007 15:46

Again, you fail. Keep trying.

Spetz5 wrote on Thu, 15 March 2007 16:49

Grow the FUCK up, and stop trying to attack people because they have an opinion. And yes, I will have fun in the Reserves killing shit. Alot more fun then you'll have writing your little scripties, and killing little virtual people.

This is pretty self explanatory, but if you need help figuring out what I am pointing out, I am always willing to help.

Edit: I found another one:

Spetz5 wrote on Mon, 12 March 2007 08:12lol.. renegade is not getting closer to the newer games, and it never will. Theres RTS games that support graphics just as good as renegeades, it honestly doesn't stand a chance.

Spetz5 wrote on Thu, 15 March 2007 15:39 That coming from someone who decided it was ok to steal the APB ranger, You need a life outside this game.

Spetz5 wrote on Thu, 15 March 2007 16:49 Most of your posts, including your most recent one, AND the fact that you attempted to provoke a fight with me, simply because MY opinion does not fall inline with yours, prove you have no life outside this game.

No it kind of looks like your the one trying to provoke a fight, this topic had virtually dropped until you bumped it, I only attacked you after you attacked me.

Subject: Re: C&C 3 Renegade Mod

Posted by [Jonty](#) on Fri, 16 Mar 2007 07:55:23 GMT

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File Attachments

1) [nobodycares.png](#), downloaded 465 times



Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Fri, 16 Mar 2007 12:19:56 GMT

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Jerad Gray wrote on Thu, 15 March 2007 21:42Spetz5 wrote on Thu, 15 March 2007 15:39That coming from someone who decided it was ok to steal the APB ranger, You need a life outside this game. COD2 kicks this games ass 50 times over. halo2 can ALSO be played on an Xbox, yes, theres more to life then just PC's dude.

Again, you provided NO evidence that this game can beat the more modern games. And that is coming form someone who can't even manage to meet an average of 1 message a day, and probably doesn't even play Renegade anymore, will thanks for some more supportive statements for Renegade on the Renegade Official Forums. Actucally Spetz5 is a very active supporter of Renegade. He is an Apocalypse Rising tester, so somehow I feel your accusations are in vain once more.

Subject: Re: C&C 3 Renegade Mod

Posted by [Spetz5](#) on Fri, 16 Mar 2007 14:02:28 GMT

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Actually, you attacked me for stating my opinion, which was

"lol.. renegade is not getting closer to the newer games, and it never will. Theres RTS games that support graphics just as good as renegades, it honestly doesn't stand a chance. "

YOU proceeded to respond with a post saying that I have problems with basic logic. this topic did NOT bump up because I posted in it, because if you noticed, MY first post was less than an hour after the one before it. I then responded to your example, simply because you attempted to insult me, by saying I have problems with basic logic. Oh, that and the fact that you thought you had the right to tell me not to post.

Edit: Now, Can this stop, or take it to a PM so these guys can get back on topic?
