Renegade X: The Revolution of Renegade

Hey all. It's been a few weeks since you've heard from us Just a small update for all of you!

Light Tank

Havoc89's been cooking up the light tank, first with a spectacular model and more recently with a texture. It's just about ready to kick some Medium Tank ass!

Walls Flying

Our very own Bret Hart has been working on remaking the Walls Flying map, and he's made some great progress! Take a look for yourself:

Flame Tank Concept

JeepRubi will be tackling the Flame Tank in the coming weeks, and he's already got a concept ready for the high poly! Watch out.

Scorpion Hunters map!

You saw it in our last trailer, and you liked it. We've decided to remake the first level of C&C Renegade as a multiplayer map, with GDI and Nod bases, ready for the upcoming war. Zixxer's done an excellent job!

HUD System

Havoc89 and Warlord have been working on the new Heads Up Display system. Although we had

already remade C&C Renegade's, we at Renegade X decided to go to the next level... X! It's got all the game information you had in the original and more, including mine count information, structure status, vehicle count, and much more, all at your fingertips. It's still a work in progress, but check it out!

Vote for RENEGADE X!

I'd just like to give a reminder that the Mod DB voting for 'Mod of the Year' ends on February 2nd.

If you haven't voted in Phase 2 yet (note! Different from phase 1 voting! Make sure you have voted), then here is the mods to vote for. Remember that you can vote for as many mods as you want.

http://www.moddb.com/events/2008-mod-of-th...r-awards/top100

Remember that our hard-working team is working from our own free time for free, to bring you our updates and future releases. Voting is the just a matter of one button, and anyone could do it - spread the word, as far as you can! Tell your family and friends! The best way for our fans to get Renegade X finished is to spread the word in hopes that we may be in the Top 5.

So vote! And thanks for supporting your friendly neighborhood Renegade X mod.

That's it for now. Be sure to keep up with Renegade X for more compelling updates!

Subject: Re: Renegade X - February Update!
Posted by DeadX07 on Mon, 02 Feb 2009 07:29:53 GMT
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Just simply: amazing work.

Subject: Re: Renegade X - February Update!
Posted by z310 on Mon, 02 Feb 2009 07:30:23 GMT
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Looks promising.

Subject: Re: Renegade X - February Update!
Posted by pvtschlag on Mon, 02 Feb 2009 07:37:00 GMT
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TTFP!

Subject: Re: Renegade X - February Update!
Posted by Goztow on Mon, 02 Feb 2009 07:37:08 GMT
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Can't believe you remade that HUD . The rest looks very nice, though .

Subject: Re: Renegade X - February Update!
Posted by u6795 on Mon, 02 Feb 2009 11:37:52 GMT
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Somewhat disappointed by the building health bars and mine count etc, I thought you guys were trying to mimic Renegades gameplay as much as possible?

Otherwise, looks good. I love the light tank.

Subject: Re: Renegade X - February Update!
Posted by dr3w2 on Mon, 02 Feb 2009 11:50:04 GMT
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wow these look like they should be their own standalone game. Amazing. Can't wait.

Subject: Re: Renegade X - February Update!
Posted by jnz on Mon, 02 Feb 2009 12:11:07 GMT
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I'm quite interested to see if the cargo plane will fly through the mountains or fly an impossibly steep slope to the strip

Subject: Re: Renegade X - February Update!
Posted by Ethenal on Mon, 02 Feb 2009 14:58:30 GMT
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andr3w282 wrote on Mon, 02 February 2009 05:50wow these look like they should be their own standalone game. Amazing. Can't wait.
Yeah, that's what I just said. You've all done some amazing work, and I think this definitely deserves MoTY.

Great job!

Subject: Re: Renegade X - February Update!

Posted by Cunin on Mon, 02 Feb 2009 15:13:16 GMT
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just amazing!
good job everyone!

Subject: Re: Renegade X - February Update!
Posted by Prulez on Mon, 02 Feb 2009 15:18:49 GMT
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This is awesome. It really fucking is.

Keep up the great work

EDIT:

(NE)Fobby(GEN) wrote on Mon, 02 February 2009 07:37
http://www.moddb.com/events/2008-mod-of-th...r-awards/top100

URL be broken

Subject: Re: Renegade X - February Update!
Posted by Starbuzz on Mon, 02 Feb 2009 16:15:38 GMT
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Pretty neat stuff with the maps and vehicles. New HUD looks beautiful though I liked the original HUD remake; it looked awesome still.

A bit disappointed with extra info on HUD though would suggest you make a toggle feature for the building info to keep screen clutter-free. I think Renegade X would play a bit differently than Renegade gameplay-wise.

Subject: Re: Renegade X - February Update!
Posted by Muad Dib15 on Mon, 02 Feb 2009 17:57:42 GMT
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OMG, your hud is like cheetz magnified. You shouldn't use them lol.

/hud unchange fanboys

If you guys can get away with that, then we should be able to use huds like that in Renegade. Every thing in here is awesome.

Subject: Re: Renegade X - February Update!
Posted by ArtyWh0re on Mon, 02 Feb 2009 18:28:44 GMT
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You guys at Renegade X never cease to amaze me.
The walls flying looks much better than the
original, it has more to look at like the paths
leading into each base as opposed to the original
map where its just a plain wall surrounding the base.

The Light tank looks awsome. very well made and skinned.

Like most people have said the building health bars on
the hud will significantly change the game play.
Its a cool feature and I like it but its different
from Renegade.

Subject: Re: Renegade X - February Update!
Posted by ErroR on Mon, 02 Feb 2009 18:33:55 GMT
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MY EYES HIRT of such a beauty!

Subject: Re: Renegade X - February Update!
Posted by Havoc 89 on Mon, 02 Feb 2009 20:31:03 GMT
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Hey all,

We had an internal discussion when we were very early in the development stage of this hud
about additional information and server side options so let me fill you in on those discussions.

We did decide that we will have the option of disabling all of the new items in the hud with a click
of a button at the player's will to simply switch back to a classic layout. Ofcourse that brought up
the discussion about "well it wouldnt be fair if someone wanted to use classic style and other
wanted to use the full hud". So we decided that it will be upto the server admin to select which
new features of the hud they want to globally disable so that none of the player can view them.
However all the other info in ren which was accessible with the "J", "K" and "L" keys will still be
avaliable.

All of the new info that is in this new hud minus the mine count and vehicle count were already
avaliable to any player to view at any time. They even had the info on the enemy structure status.
We simply decided to make that information more easy to view without having to push and hold a
button to view them while that pauses all of the player's actions. Also some of the new huds that
are made for the original ren have already intigrated the mine count system which in my opinion is
a great new addition. Its a small enough detail which allows you to miss any change if you're not

paying attention to that detail. Its simply the same process with this new hud.

I hope that clears everything up.

Subject: Re: Renegade X - February Update!
Posted by luv2pb on Mon, 02 Feb 2009 20:56:42 GMT
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as soon as I saw that last screen I knew there was going to be a shit storm.

Personally I love that HUD.

Subject: Re: Renegade X - February Update!
Posted by u6795 on Mon, 02 Feb 2009 21:09:17 GMT
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Havoc 89 wrote on Mon, 02 February 2009 15:31Hey all,

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We did decide that we will have the option of disabling all of the new items in the hud with a click of a button at the player's will to simply switch back to a classic layout. Ofcourse that brought up the discussion about "well it wouldnt be fair if someone wanted to use classic style and other wanted to use the full hud". So we decided that it will be upto the server admin to select which new features of the hud they want to globally disable so that none of the player can view them. However all the other info in ren which was accessible with the "J", "K" and "L" keys will still be avaliable.

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I hope that clears everything up.
This does sound like a good compromise. Hopefully there'll actually be servers that host with the extra features disabled, although I'm sure nobody would care.

Subject: Re: Renegade X - February Update!
Posted by BlueThen on Mon, 02 Feb 2009 21:29:32 GMT

Havoc 89 wrote on Mon, 02 February 2009 14:31"well it wouldnt be fair if someone wanted to use classic style and other wanted to use the full hud".
Woah! That's their problem. As long as it's available to everyone, it's fair. People are just over-exaggerating the significance of "building bars" way too much here.

Subject: Re: Renegade X - February Update!
Posted by EvilWhiteDragon on Mon, 02 Feb 2009 21:39:10 GMT

Starbuzz wrote on Mon, 02 February 2009 17:15Pretty neat stuff with the maps and vehicles. New HUD looks beautiful though I liked the original HUD remake; it looked awesome still.

A bit disappointed with extra info on HUD though would suggest you make a toggle feature for the building info to keep screen clutter-free. I think Renegade X would play a bit differently than Renegade gameplay-wise.

I'm sure it will play differently with this HUD :(I'm seriously disappointed about all the information that just shouldn't be avaible to the normal soldier. As a commander hud, it might work.
Before this HUD I loved it now Ihave second thoughs, so I hope you'll make it serverside-controllable.

Subject: Re: Renegade X - February Update!
Posted by BoMbZu on Mon, 02 Feb 2009 21:57:51 GMT

I dont think the new HUD is going to change the element of surprise in rushes that much.

I mean when its to late to save a building it is to late.

I think we can all agree it looks awesome

Subject: Re: Renegade X - February Update!
Posted by [NE]Fobby[GEN] on Mon, 02 Feb 2009 21:58:04 GMT

Havoc89 summed it what I wanted to say, the extra information on the HUD will be up to the server host, and you will be able to toggle it on and off whenever. Though I just wanted to say, what extra information are you really getting? In Renegade, you were also able to check the health of buildings, mine limits and vehicle limits.

The only difference was, to see your buildings' health you had to hold K, or to see the mine limits

you had to type in a command for most servers. All that really just got in the way of the gameplay. The new HUD does not display more information, but rather the same information and much more easily accessed.

Though again, if you really have a problem with that, then have the option off on your server. It's that easy.

Subject: Re: Renegade X - February Update!
Posted by mrÃ£Ã§Ã·z on Mon, 02 Feb 2009 21:59:45 GMT
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Ever asked to make Renegade X standalone? Heh i wanna see EA´s face when Renegade X releases lol

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Subject: Re: Renegade X - February Update!
Posted by bisen11 on Mon, 02 Feb 2009 22:02:17 GMT
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Psht. You can access all that stuff in regular renegade anyways. Just not everyone knows about it. The only thing it might change is since people are more aware, they'll also be more aware of stank rushes that passed by everyone and are attacking the base.

Subject: Re: Renegade X - February Update!
Posted by BlueThen on Mon, 02 Feb 2009 22:07:19 GMT
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EvilWhiteDragon wrote on Mon, 02 February 2009 15:39Starbuzz wrote on Mon, 02 February 2009 17:15Pretty neat stuff with the maps and vehicles. New HUD looks beautiful though I liked the original HUD remake; it looked awesome still.

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Why does this have to be realistic? Why are you guys making a big deal? You guys are making it seem like it's ruining the entire game, you're giving insignificant and unlikely examples like "WHUT IF UR IN THE MIDDLE OF A INTENSE BATTLE!" FFS, people! IF you were in the middle of an "intense battle", you wouldn't have time to run back all the way to that building anyways.

The game already announces every other time when a building is damaged (which you'll most likely notice more than the hud), and Renegade already offers a way to check both team buildings health, just by pressing K!

You guys are fucking BRAINWASHED. All starting from a harmless little hud, you're all fucking CONVINCED that this will RUIN the game ENTIRELY! AGAIN, this is WAY too insignificant! GET OVER IT, and keep playing. These "everyday situations" you're listing where the hud would come in handy, THEY often SELDOMLY!
STOP WORRYING!

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STOP WORRYING!
Calm down broseph. Nobody other than you is acting like this is the end of the world. It's just a minor change that's kind of lame and has a barely noticeable effect on the gameplay. Does not kill the entire game, just has an effect.

Subject: Re: Renegade X - February Update!
Posted by DeadX07 on Mon, 02 Feb 2009 22:14:02 GMT
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The hud argument on building health really is ridiculous.., but you may argue your points in the threads already associated to it.. don't clutter up their February update thread..

Subject: Re: Renegade X - February Update!
Posted by Ethenal on Tue, 03 Feb 2009 00:17:26 GMT
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As luv said, I knew there'd be a shitstorm, but jesus christ guys, read his post; he said it could be disabled on the server side.

EDIT: On second thought, would it be possible to compromise? Maybe only change the icon from green, to yellow, and then to red to show the relative health of the building? That way, if someone's attacking a building and nobody's paying attention to it, they can't just simply watch the building bar trickle down; they won't notice until the building has already lost a large portion of its health. I don't know though, it's just a thought seeing as this seems to upset some people. And honestly, I have to agree... the whole building bars thing could change some tactics slightly. As for the mine count, well I have no idea what to do about that...

Subject: Re: Renegade X - February Update!
Posted by DeadX07 on Tue, 03 Feb 2009 01:15:12 GMT
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Quote:If it is one thing that a good mod team has in common with software developers, it is that quality matters.

http://www.dcomproductions.com/forums/viewtopic.php?f=30&t=1292

Subject: Re: Renegade X - February Update!
Posted by R315r4z0r on Tue, 03 Feb 2009 02:15:06 GMT
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Question: In the final version, you wont be able to see the enemy structures, correct? If so, keep it that way. It's better.

Also, this wont have any effects on the gameplay of Renegade other than possibly speeding the gameplay up about .5 seconds from the norm.

Also, you say you can toggle the extra info on and off between "Classic HUD" and the new HUD. Is "Classic HUD" that same HUD without all the extra features? Or is it the remake of the Renegade style HUD that you already showed us all those months ago?

Subject: Re: Renegade X - February Update!
Posted by Havoc 89 on Tue, 03 Feb 2009 05:18:00 GMT
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In this hud you will only see your own building status. To view the enemy building status, you will have to press K just like in ren.

As per your second question it will be the same hud, we are not going to use our old one.

Subject: Re: Renegade X - February Update!
Posted by RTsa on Tue, 03 Feb 2009 06:48:20 GMT
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[NEFobby[GEN] wrote on Mon, 02 February 2009 08:37]

drool

Damn..I really want this mod to be released as a standalone!

Subject: Re: Renegade X - February Update!
Posted by _SSnipe_ on Tue, 03 Feb 2009 06:49:40 GMT
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I wish my pc could support it

Subject: Re: Renegade X - February Update!
Posted by Goztow on Tue, 03 Feb 2009 08:03:24 GMT
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I'm not going to redo the HUD topic in the debates subforum and I ask all of us to not do that. However, I once read that Ren X wanted to remake Renegade as a UT3 mod. Is this still the idea or will there be other important changes to gameplay like this one?

Also: if everyone has access to it standard in the game, it can't be an advantage or cheat of course .

Subject: Re: Renegade X - February Update!
Posted by nopol10 on Tue, 03 Feb 2009 12:39:07 GMT
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BlueThen wrote on Tue, 03 February 2009 06:07EvilWhiteDragon wrote on Mon, 02 February 2009 15:39Starbuzz wrote on Mon, 02 February 2009 17:15Pretty neat stuff with the maps and

vehicles. New HUD looks beautiful though I liked the original HUD remake; it looked awesome still.

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You guys are fucking BRAINWASHED. All starting from a harmless little hud, you're all fucking CONVINCED that this will RUIN the game ENTIRELY! AGAIN, this is WAY too insignificant! GET OVER IT, and keep playing. These "everyday situations" you're listing where the hud would come in handy, THEY often SELDOMLY!
STOP WORRYING!

QFT, stop fucking things up by bringing the minutest of issues to a mod that you haven't even been playing. There is a difference between Renegade and RenegadeX you know? The mod team has all the rights in the world to decide what to put in their mod.

Anyway, this is another quality update by a quality team for a quality mod! I think we have all been conditioned to not accept anything less
Good luck with MOTY!

Subject: Re: Renegade X - February Update!
Posted by ChewML on Tue, 03 Feb 2009 15:26:21 GMT
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What would be the chances of this being released as a stand alone?

These SS's are so friggin sweet looking, can't wait till it is finished.

As for the HUD.

Subject: Re: Renegade X - February Update!
Posted by Goztow on Tue, 03 Feb 2009 16:00:09 GMT
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A friend of mine found UT3 for 5 € in the store. No need for standalone then, tbh.

Subject: Re: Renegade X - February Update!
Posted by Havoc 89 on Tue, 03 Feb 2009 16:33:32 GMT
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Percent chance of it being a stand alone is 1%. Why you may ask? Well for one we would have to empty our pockets just to purchase UE3. Of course even if we did win the "Make Something Unreal Contest" and have it turn into a stand alone we would be in deep shit from EA because the fact that we would be making money off of their IP.

Why did I say 1% and not 0%? Because there is always hope

Subject: Re: Renegade X - February Update!
Posted by dr3w2 on Tue, 03 Feb 2009 17:28:17 GMT
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Goztow wrote on Tue, 03 February 2009 10:00A friend of mine found UT3 for 5 € in the store.
No need for standalone then, tbh.
Yup. Currently I can't even play UT3 due to my PC hardware, however when I saw it at EBGames for 9.99 CAD I bought it for Renegade-X and for whenever it is i upgrade.

Subject: Re: Renegade X - February Update!
Posted by Genesis2001 on Tue, 03 Feb 2009 18:21:55 GMT
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Havoc 89 wrote on Tue, 03 February 2009 09:33Percent chance of it being a stand alone is 1%. Why you may ask? Well for one we would have to empty our pockets just to purchase UE3. Of course even if we did win the "Make Something Unreal Contest" and have it turn into a stand alone we would be in deep shit from EA because the fact that we would be making money off of their IP.

Why did I say 1% and not 0%? Because there is always hope

Yea, last I checked, UE3 was...like $150k? I think.

Nice update anyway. I love that HUD!

Subject: Re: Renegade X - February Update!
Posted by cheesesoda on Tue, 03 Feb 2009 18:46:19 GMT
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Wow.

That goes for both the amazing progress of the mod and the stupid bitching from some of this community's members about such a small, insignificant feature as an expanded HUD.

Subject: Re: Renegade X - February Update!
Posted by R315r4z0r on Tue, 03 Feb 2009 19:56:40 GMT
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cheesesoda wrote on Tue, 03 February 2009 13:46Wow.

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QFT!

Subject: Re: Renegade X - February Update!
Posted by u6795 on Tue, 03 Feb 2009 20:03:06 GMT
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LOL U GUISE R SO STOOPID 4 HAVIN PERSONAL OPINYINS ON HUD FEECHURS

GTFO AN DIEE!!!!1

Bluethen and Nopol need to take a chill pill. Nopol, yeah, it's their mod, but if they're trying to mimic Renegades gameplay (which they've stated before) then you'd expect that feature not to be there.

Regardless, the progress on the mod is amazing (as I've said as well,) but shit guys, people are allowed to disagree on something, and you don't need to act like a dumbass because of it.

Subject: Re: Renegade X - February Update!
Posted by R315r4z0r on Tue, 03 Feb 2009 20:07:59 GMT
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Having the said features or not does not make or break Renegade's gameplay. It is exactly the same either way. It just looks different and speeds up personal information by .5 seconds.

That does nothing in terms of changing gameplay. They are still mimicking it perfectly. They are just giving people more options in order to make the mod better received as well as give it more of a hook and combustibility.

Subject: Re: Renegade X - February Update!
Posted by cheesesoda on Tue, 03 Feb 2009 20:19:32 GMT

u6795Bluethen and Nopol need to take a chill pill. Nopol, yeah, it's their mod, but if they're trying to mimic Renegades gameplay (which they've stated before) then you'd expect that feature not to be there.

Regardless, the progress on the mod is amazing (as I've said as well,) but shit guys, people are allowed to disagree on something, and you don't need to act like a dumbass because of it. Having an opinion is all fine and well. Whatever. Nobody cares if you simply have an opinion on a feature, good or bad, but it starts to become annoying when it's so fucking overblown like this whole HUD debate has become. It's pretty bad when you see the screenshot of the expanded HUD and you can just tell that people are going to throw a fucking fit about it. THAT'S when it becomes more than just expressing an opinion and becomes incessant, pointless bitching, especially over such an insignificant feature.

Subject: Re: Renegade X - February Update!
Posted by ErroR on Tue, 03 Feb 2009 20:30:06 GMT

u6795 wrote on Tue, 03 February 2009 22:03LOL U GUISE R SO STOOPID 4 HAVIN PERSONAL OPINYINS ON HUD FEECHURS

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Regardless, the progress on the mod is amazing (as I've said as well,) but shit guys, people are allowed to disagree on something, and you don't need to act like a dumbass because of it. CANCEL THE MOD TOO MANY PROBLEMS! i think the hud is cool, and if everyone can see the building health then why not.. also i would like there to be the original hud too, maybe being able to switch between them without replacing anything

Subject: Re: Renegade X - February Update!
Posted by Mighty BOB! on Tue, 03 Feb 2009 20:37:30 GMT

We're remaking Renegade and the Renegade gameplay with maybe a +/- 5% variable (maybe 10%) of things that are different.

These are different due to either 1) Engine differences between UE3 and w3d, such as wheeled vehicles like the Humvee having a turn radius that acts like a real vehicle as opposed to either off or on turning as in Renegade or

2) Things that were broken in Renegade or things we think could be improved while still staying close to Renegade, such as the MRLS turret not rotating (By default it will turn but we'll make a toggle you can turn off and on so it is frozen in place, letting you fire around corners or behind you).

Here are a few (but not all) changes we think are useful, most of which are just small tweaks (like vehicle owner labels):
*Built-in voice communication (Okay that's in UT3 already) Now everyone can talk which is faster than typing (if they have a mic), and they don't need 3rd party software like Teamspeak (we also have plans for ways to enhance this communication).
*MCT now shows actual info about a building (Like Bar MCT shows teammmates and what classes they are, WF shows what vehicles are on your team and in use, etc)
*Queuing of vehicles. Instead of waiting at a PT for the factory to be available, you can buy a tank (only 1 queue spot per person at a time to prevent 1 guy hogging the entire queue by spamming) and tanks will be built in the order that people paid for them. Tanks will be locked to whoever bought it for X seconds and a text PM will be sent to the player when their particular tank has been built. This lets you do other stuff while waiting for your tank to be built such as switching classes, or if you purchased from the other side of the base, you can walk to the factory while it is queued up.
*Also empty tanks will have a hovering text label of who owns it or if noone owns it, who was the last driver for X seconds, hopefully helps a little with accidental team theft. (Of course that won't stop the asshole who steals intentionally.)(No labels for enemy vehicles.)
*Radar is an actual top-down image of the map. Again a feature already present in UT3.

-edit- A lot of the little tweaks are just about increasing the player's situational awareness by getting them more info that they could already get in Renegade, it just gets them the info faster so they can spend their time making decisions about their actions as opposed to wasting time getting the info in the first place.
-edit 2- Don't knock it 'till you've tried it. Even we, the staff don't know for sure if most of these will work out well since we don't have a build advanced enough to include these features for testing. At this point most are just ideas.

Subject: Re: Renegade X - February Update!
Posted by BlueThen on Tue, 03 Feb 2009 20:39:03 GMT
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u6795 wrote on Tue, 03 February 2009 14:03LOL U GUISE R SO STOOPID 4 HAVIN PERSONAL OPINYINS ON HUD FEECHURS

GTFO AN DIEE!!!!1

Bluethen and Nopol need to take a chill pill. Nopol, yeah, it's their mod, but if they're trying to mimic Renegades gameplay (which they've stated before) then you'd expect that feature not to be there.

Regardless, the progress on the mod is amazing (as I've said as well,) but shit guys, people are

allowed to disagree on something, and you don't need to act like a dumbass because of it.
I get easily pissed off when people are making such huge deals over little things. Aren't I'm
allowed to disagree with people who disagree?

Quote:Calm down broseph. Nobody other than you is acting like this is the end of the world. It's
just a minor change that's kind of lame and has a barely noticeable effect on the gameplay. Does
not kill the entire game, just has an effect. Did you even read my post?

Subject: Re: Renegade X - February Update!
Posted by u6795 on Tue, 03 Feb 2009 20:57:34 GMT
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Personally I think it's no huge deal (but I acknowledge that it has an *effect* on gameplay), and
am just seeing people saying "Well I'm a little disappointed you included this but oh well." That
doesn't qualify as a shitstorm in my opinion, and it wasn't a shitstorm until Bluethen raged about it.

Yeah, I did read your post. You blew it out of proportion and essentially brought the argument
from another thread into this one.

Subject: Re: Renegade X - February Update!
Posted by Goztow on Tue, 03 Feb 2009 21:04:29 GMT
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Tx for the update, Mighty.

Subject: Re: Renegade X - February Update!
Posted by R315r4z0r on Tue, 03 Feb 2009 22:08:57 GMT
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Mighty BOB! wrote on Tue, 03 February 2009 15:37
*Radar is an actual top-down image of the map. Again a feature already present in UT3.
Elaborate on this..

It's not just radar in your immediate area? It's over the entire map?

Subject: Re: Renegade X - February Update!
Posted by candy on Tue, 03 Feb 2009 22:56:44 GMT
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it really looks promising
and in my opinion the hud shouldn't be implanted into renegade
but renegade X is all about the X (like they said already)

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which probably means more hardcore like gameplay that will be a lot faster then in renegade (as i've seen from the vids as well)

my question however is:
will you make the single player as well?
i would LOVE to play those

Subject: Re: Renegade X - February Update!
Posted by [NE]Fobby[GEN] on Tue, 03 Feb 2009 23:11:09 GMT
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A Renegade X singleplayer campaign would be great, but our current priorities are on multiplayer - both through remaking C&C Renegade and improving on it - by means of patches, new features, new game modes, etc.

We'd only start on a singleplayer after our final version is perfected and if the team still has some fight left in it.

Subject: Re: Renegade X - February Update!
Posted by candy on Wed, 04 Feb 2009 00:00:33 GMT
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i would prefer singleplayer over multiplayer when i first play it
my point of view:
-noticing mod is out 2 weeks after everybody else
-joins game, curses that there is no single player to learn
-sees everybody knowing every part of the game already
-gets completely owned and goes back to renegade
if i get some time to learn the keys, movement, whatnot without getting cursed at for being a noob it would be a lot better

---

Subject: Re: Renegade X - February Update!
Posted by R315r4z0r on Wed, 04 Feb 2009 00:11:18 GMT
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If you can play Renegade, chances are you can probably play Renegade X. Its essentially the same game.

Subject: Re: Renegade X - February Update!
Posted by Mighty BOB! on Wed, 04 Feb 2009 00:19:48 GMT
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R315r4z0r wrote on Tue, 03 February 2009 17:08Mighty BOB! wrote on Tue, 03 February 2009 15:37
*Radar is an actual top-down image of the map. Again a feature already present in UT3. Elaborate on this..

It's not just radar in your immediate area? It's over the entire map?

Immediate area surrounding you.

Subject: Re: Renegade X - February Update!
Posted by [NE]Fobby[GEN] on Wed, 04 Feb 2009 00:45:31 GMT
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candy wrote on Tue, 03 February 2009 19:00i would prefer singleplayer over multiplayer when i first play it
my point of view:
-noticing mod is out 2 weeks after everybody else
-joins game, curses that there is no single player to learn
-sees everybody knowing every part of the game already
-gets completely owned and goes back to renegade
if i get some time to learn the keys, movement, whatnot without getting cursed at for being a noob it would be a lot better

Well we will be releasing instruction videos & a basic strategies video prior to the beta release, for those who don't know C&C mode to learn from it. From what I've seen and who I've met while making this mod, the majority of those who will play Renegade X are either Renegade players, former Renegade players, or people who generally know the game, so it should not be a problem.

Subject: Re: Renegade X - February Update!
Posted by CarrierII on Wed, 04 Feb 2009 12:06:44 GMT
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You might want to consider putting in things to do with not stealing vechs, using up mine limits in silly places and other things. Most UT players (the majority of the mods potential playerbase) and used to learning gamemodes from these sorts of videos. Try and pre-empt some of the issues that plague Renegade.

(Oh, I kinda... wow... that light tank... can I have a printed poster?)

Subject: Re: Renegade X - February Update!
Posted by Mighty BOB! on Wed, 04 Feb 2009 22:25:58 GMT
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Oh also, I know this is on page 3 and all, but if you don't want to register on the forums, we always mirror our news on our ModDB page in full.
http://www.moddb.com/mods/renegade-x/news/renegade-x-february-update

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Subject: Re: Renegade X - February Update!
Posted by Majiin Vegeta on Fri, 06 Feb 2009 00:07:10 GMT
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Light tank is looking fantastic I cannot wait to drive it!

Hud looks amazing!

Keep up the good work

Subject: Re: Renegade X - February Update!
Posted by RTsa on Fri, 06 Feb 2009 00:21:36 GMT
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CarrierII wrote on Wed, 04 February 2009 14:06You might want to consider putting in things to do with not stealing vechs, using up mine limits in silly places and other things. Most UT players (the majority of the mods potential playerbase) and used to learning gamemodes from these sorts of videos. Try and pre-empt some of the issues that plague Renegade.
Excellent idea.

Subject: Re: Renegade X - February Update!
Posted by candy on Tue, 10 Feb 2009 22:15:00 GMT
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well renegade X would be the first game i've ever played without playing the single first
there is a first for everything huh

Subject: Re: Renegade X - February Update!
Posted by R315r4z0r on Tue, 10 Feb 2009 22:18:06 GMT
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There is a difference between "not playing the single player" and "there not being a single player."

Not to mention, if you've played Renegade's single player, then that's all you need to know.

Subject: Re: Renegade X - February Update!

Posted by **GEORGE ZIMMER** on Tue, 10 Feb 2009 22:20:28 GMT
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STOP MAKING ME NEED NEW PANTS.
Great work

Subject: Re: Renegade X - February Update!
Posted by **EvilWhiteDragon** on Tue, 10 Feb 2009 23:51:00 GMT
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R315r4z0r wrote on Tue, 03 February 2009 21:07Having the said features or not does not make
or break Renegade's gameplay. It is exactly the same either way. It just looks different and
speeds up personal information by .5 seconds.

That does nothing in terms of changing gameplay. They are still mimicking it perfectly. They are
just giving people more options in order to make the mod better received as well as give it more of
a hook and combustibility.
Please stop presenting this as a fact. Until someone has proven or disproved it does not change
gameplay, it is an opinion. And opinions are personal.

And on this matter I think it is indeed an change in gameplay, and in my opinion, not for the better.
Obviously you have a different opinion. Which is ok by me, but please don't flame people for
having an opinion.

I know I'll turn the advanced HUD off on my server, and you can turn it on in your if you please.

Subject: Re: Renegade X - February Update!
Posted by **R315r4z0r** on Wed, 11 Feb 2009 01:01:07 GMT
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First of all, no it isn't an opinion. An opinion is a personal outlook on a specific situational or
question. Something that I think and does nothing towards any actual results in the long run.

A fact is something that has information or some physical proof that backs it up.

I don't think it will have no noticeable impact on gameplay, I know it wont. It's not my opinion, it's a
fact.

I respect your position on whether or not you prefer the old way or the new way. I'm just trying to
correct some of the facts that people on your side of the argument are making.

So, yes I said I was saying a fact, not an opinion. So what's backing that statement up?
1. All information is given to each player, regardless of how they are getting it, they will always
have a way to get the information.

2. Someone knowing some information and someone acting on that information are two different

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things. If you get information slightly faster at a convenience, your actions revolving around that information will not become any quicker, nor will your thought process be changed or disrupted.

The only difference is, like I said, would be that you will start acting slightly faster. (The difference in time between the time it takes you to look at your HUD information (H) and your 'K' status screen (K) would be equal to the amount of time you save (T).. or to put it into an equation: K - H = T.

So, for example:
Let's say it takes you .5 seconds to read the building bar and assess the information. [H]
If you were to use the status screen, it would of taken you 2 seconds (for the sake of argument, as it may take you faster than that) [K]

So:
K - H = T
2 - .5 = 1.5 seconds saved. Thus increasing your game speed by 1.5 seconds.

Now that's only when there are structures under attack, the rest of the game play remains completely untouched. So, unless I'm missing some detail, can you explain to me your reasoning behind how 1.5 seconds will tarnish the game play?

Second of all, I haven't flamed anyone. The last time I flamed someone was an accidental sarcastic remark in a thread a few weeks old in the Heated Discussion board.

Edit: One thing I forgot to mention that you might want to know about. They have said that using the K status menu in UT3 WON'T interrupt your gameplay like it does in Renegade. In UT3, the menues have the ability to be navigated while the game is still in play. So you can call up the status screen and still see and play with your character unlike how it was in Renegade where you completely pause for a second.