## Subject: Renegade X Beta Version 0.35 RELEASED!
Posted by [NE]Fobby[GEN] on Thu, 01 Oct 2009 00:28:56 GMT

View Forum Message <> Reply to Message

September 30th is here!

The day you have all waited for has finally arrived! After over two years of planning, building the mod, and updating our fans, the moment we've all worked so hard for is finally here. Our passion for C&C Renegade has been channeled, and manifested into this great project, Renegade X. Today is a great day for our mod and our community, as it marks a new beginning for Command & Conquer Renegade fans everywhere, a fulfillment of our promise, and the start of a new generation of C&C FPS gaming.

Today is the day where we release the very first incarnation of Renegade X. It is our first beta, which features the basis of C&C Renegade's game mode and units. It's the very first of many public releases, given to the public to ensure a stable and exciting full release of the mod in the future. Renegade X 0.35 does not contain everything the mod will eventually offer, as it is an early beta, but it is your chance to get an early taste of Renegade X, and an opportunity for you to share your opinions, ideas, and help us in the process of fixing glitches.

The Renegade X team plans on releasing patches after each beta release, to fix any problems we may encounter as the open beta ensues. New content is also on the way.

Download Renegade X Beta Version 0.35 NOW!

To anyone that has ever doubted that this day would ever come...in your face!

Mirrors


Borgamers.com: http://borgamers.com/RenX/RenegadeX_Beta_v035.rar
Filefront.com: http://commandandconquer.filefront.com/file/;104371
ModDB.com: http://www.moddb.com/mods/renegade-x/downloads/renegade-x-v035-beta-full
FilePlanet:   http://www.fileplanet.com/204585/200000/fileinfo/Unreal-Tournament-3---Renegade-X-Mod-v0.35-Beta-
Renegade-X.com: http://www.renegade-x.com/RenegadeX_Beta_v035.rar
DME 1:http://denver1.dmehosting.com/renx/RenegadeX_Beta_v035.rar
DME2:http://denver2.dmehosting.com/renx/RenegadeX_Beta_v035.rar
AlienX:: http://www.alienxservers.co.uk/private/RenegadeX_Beta_v035.rar

Torrent: http://www.renegade-x.com/RenegadeX_Beta_v035.torrent


Contents

Renegade X so far features the following:

Teams:

The Global Defense Initiative: A globalized and multinational military task force, colloquially known and referred to as GDI, the Global Defense Initiative originated from a secret military alliance between the most industrialized and advanced countries under the United Nations umbrella.

The Brotherhood of Nod: An ancient and secret society that allegedly predates most of civilization\'s recorded history, the Brotherhood of Nod represents a globalized as well as a futuristic cult, and a network of militant cells worldwide.

Buildings:

GDI Advanced Guard Tower: The main GDI defense tower, armed with four machine guns and Tomahawk missiles
GDI Barracks: This allows you to purchase higher classes of infantry
GDI Weapons Factory: This allows you to purchase vehicles
GDI Refinery: This structure sends out an automated Harvester to collect Tiberium resources and return to refine it into usable credits for the team.

Nod Obelisk: The main Nod defense tower, armed with a powerful laser
Nod Turrets: A turret fires tank shells at enemies within range
Hand of Nod: This allows you to purchase higher classes of infantry
Nod Airstrip: This allows you to purchase vehicles
Nod Refinery: This structure sends out an automated Harvester to collect Tiberium resources and return to refine it into usable credits for the team.

-Powerplant coming soon!

Vehicles:

GDI Humvee: GDI\'s basic scout vehicle, armed with a heavy machine gun.
GDI APC: An Armoured Personnel Carrier with room for five passengers and a heavy machine gun.
GDI MRLS: A Mobile Rocket Launcher System that can provide long ranged firepower.
GDI Medium Tank: An M1A1 Medium Tank with a large anti-tank cannon and heavy armour
GDI Mammoth Tank: A massive tank with dual cannons and dual tusk-missile launchers

Nod Buggy: The Brotherhood\'s basic scout vehicle, armed with a heavy machine gun.
Nod APC: An Armoured Personnel Carrier with room for five passengers and a heavy machine gun.
Nod Artillery: A long-ranged G6 Howitzer capable of providing heavy artillery.
Nod Flame Tank: A dual-barreled flame vehicle.
Nod Light Tank: Nod\'s basic combat tank, both fast and effective
Nod Stealth Tank: A stealthed vehicle armed with dual short-ranged homing missiles per clip

-Orca, Apache, Chinook helicopter, and more coming soon!

Infantry:

All of the following are armed with a pistol and at least one timed C4.

GDI Soldier: Basic rifle infantry.
GDI Shotgunner: Basic infantry armed with a shotgun.
GDI Grenadier: Basic infantry armed with an automatic grenade launcher.
GDI Engineer:  Armed with a repair gun and remote explosives.
GDI Officer: Special character armed with a heavy chaingun
GDI Sniper: Special character armed with a sniper rifle
GDI Gunner: Dead 6 Commando armed with a heavy rocket launcher
GDI Personal Ion Cannon Havoc (temporary): Havoc the Commando is back, but with this build he will be carrying the PIC until our Sydney is done
GDI Hotwire: Special engineer unit armed with an additional timed C4, proximity mines, and an advanced repair gun

Nod Soldier: Basic rifle infantry
Nod Shotgunner: Basic infantry armed with a shotgun.
Nod Flamethrower: Basic infantry armed with a flamethrower
Nod Engineer:  Armed with a repair gun and remote explosives.
Nod Officer: Special character armed with a heavy chaingun
Nod Black Hand Sniper: Special character armed with a sniper rifle
Nod Stealth Black Hand: A stealth trooper armed with a laser-rifle
Nod Railgun (Sakura, temporary): Sakura is back, but with this build she will be carrying the Railgun
Nod Technician: Special engineer unit armed with an additional timed C4, proximity mines, and an advanced repair gun

10 more infantry coming soon!

Superweapons:

Ion Cannon beacon: A giant beam shot by a space-based satellite at a selected target.
Nuclear Strike beacon: A tactical nuclear blast at a selected target.

Current animations are very temporary, new animations coming soon!

Maps:

Islands: A beautiful group of islands linked by land bridges on a clear-blue-skied setting, with no automated defenses.
Field: A dark grassland setting with a waterfall, river and a barn, with a large field for action

Many more maps coming soon!

Unreal Tournament 3 Patch

Before even attempting to install Renegade X, please make sure you have the latest Unreal

Tournament 3 patch. You can find that here:

http://udn.epicgames.com/Files/UT3/UT3patch5.exe

NOTE: If you bought the Steam Unreal Tournament 3 Black Edition you do NOT need this patch.

Minimum System Requirements

The minimum system requirements for Renegade X are about the same as Unreal Tournament 3. You must have the necessary PC parts either as powerful or more powerful than the ones listed below.

Minimum:
o Supported OS: Windows XP SP2 or Windows Vista
o Processor: 2.0+ GHZ Single Core Processor
o Memory: 512 MB RAM
o Graphics: NVIDIA 6200+ or ATI Radeon 9600+ Video Card
o Sound: Windows Supported Sound Card
o DirectX: DirectX 9.0c

How to Install Renegade X Beta Version 0.35

To install the mod, run the "Renegade-X 0.35 Beta.exe" file. A self extractor will ask you to where you wish to install the mod. You must install Renegade X in "Documents/My Games/Unreal Tournament 3", otherwise it will not work. Afterwords, you must manually create a ut3.exe shortcut - this can be placed anywhere on your computer. Then, right click on that new shortcut, click properties, and edit the Target: place "-mod=..\Renegade -solomod" at the end of the target, minus the quotations. Renegade X should now successfully be installed.

Tutorial Video!

For those of you who plan on downloading the mod, or are interested in knowing how to play, we've released the Renegade X Basic Tutorial. It briefly explains the basics of our mod's game mode "C&C mode", for those of you who either haven't played C&C Renegade online, or simply need a refresher. We highly recommend you watch it before playing our mod.

You can check that out here: http://borgamers.com/RenX/RenX_CnCTutorial.avi

Streaming on ModDB HERE: http://www.moddb.com/mods/renegade-x/videos


"How to Play" Document

If you'd like to view a more detailed text version of how to play the mod, there is a .txt file included in the download rar. You can also read that here:
http://www.renegade-x.com/Forums/index.php?showtopic=2909

How to Join a server

Renegade X Beta Version 0.35 is a multiplayer-only mod. Although you can play the mod in "Instant Action" mode offline, no AI are currently available. That feature will be released in a later beta. Therefore, you need to be connected to the internet to play with this mod with others. There are two ways to join a server:

1) Load "Renegade-X.exe" in the Renegade folder after you install the mod. It will launch a server client program, where you will see the available servers listed. Refresh the list if necessary. Simply set up your screen name at the bottom of the client, click on the server you wish to join, and click the "Join Server" button. Make sure the file path under "UT3.exe Location" is correct before joining the server.

*NOTE: The server client does not always show the right amount of players. This will be fixed asap.

2) If for whatever reason you are unable to join a server with the "Renegade-X.exe" server client program, there is a secondary way to join a Renegade X server. Launch your Renegade X shortcut, login to your multiplayer account, click "Multiplayer", then click "Join Game". Once on that screen, press F10. This should launch a console. Then, simply type the word "open" in the console (no quotations), followed by a space, and the IP of the server you wish to join. Then hit enter, and it should take you straight to the server. Make sure the server IP is correct - you can find the IPs to the official servers on http://www.renegade-x.com/forums

Please make sure the mod is fully and properly installed before attempting to join a server. If you have any questions or problems, please do not hesitate to voice your problems at our official forums. http://www.renegade-x.com/forums

Renegade X OFFICIAL Servers

Our official server IPs are as follows:

Renegade-X.com Official USA Server: COMING SOON, WILL BE UPDATED WITHIN 24 HOURS
Official RenX Beta Server(borgamers.com): COMING SOON, WILL BE UPDATED WITHIN 24 HOURS
[OFFICIAL]Renegade-X UK Server #1: 78.129.164.83:7777
[OFFICIAL]Renegade-X UK Server #2: 78.129.164.70:7777
[OFFICIAL]Renegade-X UK Server #3: 78.129.164.69:7777
[OFFICIAL]Renegade-X UK Server #4: 78.129.164.67:7777


And you can always join us at our official Teamspeak server: 75.126.220.122:8769

October Patch

We will be releasing a Renegade X 0.35 patch sometime in October, which will address any immediate problems encountered in the mod. The patch will be released by the team, and will be available once it is done.

Screenshots!

---

## Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by [NE]Fobby[GEN] on Thu, 01 Oct 2009 05:05:45 GMT
View Forum Message <> Reply to Message

As many of you have noticed, the server client program does not accurately present a server's playercounts.

A quick fix for the Renegade X server client has been uploaded. The patch is dependent on the servers. Server owners must install this patch and update their server(s) for their servers to properly display the player count info.

All non-server owners will need this patch as well. You can find it below:

http://borgamers.com/RenX/RenX_SC_Patch1.zip

---

## Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Dover on Thu, 01 Oct 2009 05:17:16 GMT
View Forum Message <> Reply to Message

Wait, a beta?

Oh, lord. This is Reborn all over again...

---

## Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Renardin6 on Thu, 01 Oct 2009 05:29:48 GMT
View Forum Message <> Reply to Message

it's the end of renegade w3d for those who have ut3...
Toggle Spoiler

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by danpaul88 on Thu, 01 Oct 2009 10:05:52 GMT
View Forum Message <> Reply to Message

Going to download it in a minute, but I must say I am dissapointed if it's true that the install program doesn't create the start menu shortcuts for you and you have to do it manually, bit silly really...


Anyway, the mod itself looks awesome, see you all ingame...

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by kannies on Thu, 01 Oct 2009 11:33:09 GMT
View Forum Message <> Reply to Message

Been waiting for this

Message to all the haters and critics, STFU, these guys have worked hard and are way smarter than you and their IQ's double yours! End of.

Good job Ren X team

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by halo2pac on Thu, 01 Oct 2009 11:46:10 GMT
View Forum Message <> Reply to Message

Is the online multiplayer like wol is setup? (login based)
or is it like Counter strike where u just type a random name and you can change it every 30 secs?
or is it total Direct connect?

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Omar007 on Thu, 01 Oct 2009 12:04:00 GMT
View Forum Message <> Reply to Message

Renardin6 wrote on Thu, 01 October 2009 07:29it's the end of renegade w3d for those who have ut3...

LARGE PICTURE
I have bot but im not going to give up on W3D!!!

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by CarrierII on Thu, 01 Oct 2009 12:08:55 GMT

At least I can't push the harvester into field's river, or get it to drive over my med on W3D.

Physics, guys...

Looks nice, though.

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by nopol10 on Thu, 01 Oct 2009 12:25:09 GMT

The physics is great fun, now I just drive my medium tank over my ally's medium tank if I'm running out of space. All that with no blue hell!

Can't wait to play it on my non-laggy computer!

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by LeeumDee on Thu, 01 Oct 2009 12:45:25 GMT

Is there a thread of known bugs and bug reports over at the renx forums?

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by danpaul88 on Thu, 01 Oct 2009 13:32:34 GMT

Played it for a while earlier... graphics are very nice but it's clearly showing it's beta status. The third person skeleton animations just look wrong, although I have heard this is because they are using the standard UT3 animations for that.

The glowing line effect thing around everything you point at looks a bit stupid, I assume its meant to replicate the hitbox from Renegade but can we please have an option to turn that off? It really spoils the looks of the units which you have put so much effort into.

Stealth units (especially the SBH) don't seem to work at all, I bought one and was immediatly run over by a humvee which spotted me from the other side of the map before I had used a single round of ammunition and came straight at me, even following me as I dodged to the side. I didn't try the stealth tank but I did manage to spot a few by noticing red blobs moving around on the radar while they were cloaked.

The only other big thing I noticed in the couple of games I played was that the vehicles feel like they are made from plastic and filled with helium, they bounce all over the place and cornering feels awful.... the physics need some serious tweaking there.

Anyway, it is a beta, so heres hoping the next release is even better and the team can continue to keep up the pace of development and quality of the models and graphics. The scripting side of things seems fairly solid from what I have seen, although not being able to use the server browser inside UT3 itself was a bit dissapointing.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by danpaul88 on Thu, 01 Oct 2009 13:33:26 GMT
View Forum Message <> Reply to Message

Played it for a while earlier... graphics are very nice but it's clearly showing it's beta status. The third person skeleton animations just look wrong, although I have heard this is because they are using the standard UT3 animations for that.

The glowing line effect thing around everything you point at looks a bit stupid, I assume its meant to replicate the hitbox from Renegade but can we please have an option to turn that off? It really spoils the looks of the units which you have put so much effort into.

Stealth units (especially the SBH) don't seem to work at all, I bought one and was immediatly run over by a humvee which spotted me from the other side of the map before I had used a single round of ammunition and came straight at me, even following me as I dodged to the side. I didn't try the stealth tank but I did manage to spot a few by noticing red blobs moving around on the radar while they were cloaked.

The only other big thing I noticed in the couple of games I played was that the vehicles feel like they are made from plastic and filled with helium, they bounce all over the place and cornering feels awful.... the physics need some serious tweaking there.

Anyway, it is a beta, so heres hoping the next release is even better and the team can continue to keep up the pace of development and quality of the models and graphics. The scripting side of things seems fairly solid from what I have seen, although not being able to use the server browser inside UT3 itself was a bit dissapointing.

EDIT: Oh, and one last thing.... can we have a new ingame font please? I can't read the current one at all, I gave up trying to work out the names of things after a while, it's all too blurry and smudged. I assume the font's DO scale with resolution? Otherwise that could be the problem,

perhaps they just get shrunk down too much on 1680x1050 resolutions to be able to see them properly.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Stumpy on Thu, 01 Oct 2009 15:16:20 GMT
View Forum Message <> Reply to Message

LeeumDee wrote on Thu, 01 October 2009 08:45Is there a thread of known bugs and bug reports over at the renx forums?
http://www.renegade-x.com/Forums/index.php?showtopic=2946

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by IronWarrior on Thu, 01 Oct 2009 15:58:43 GMT
View Forum Message <> Reply to Message

Hehe, I get 1 FPS on the menu.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by ErroR on Thu, 01 Oct 2009 16:15:27 GMT
View Forum Message <> Reply to Message

nopol10 wrote on Thu, 01 October 2009 15:25The physics is great fun, now I just drive my medium tank over my ally's medium tank if I'm running out of space. All that with no blue hell!

Can't wait to play it on my non-laggy computer!
i actually drove a mammy near hon, on islands, tun side, and it started spinning like blue hell, then it turned upside down

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by IronWarrior on Thu, 01 Oct 2009 17:41:12 GMT
View Forum Message <> Reply to Message

ErroR wrote on Thu, 01 October 2009 11:15nopol10 wrote on Thu, 01 October 2009 15:25The physics is great fun, now I just drive my medium tank over my ally's medium tank if I'm running out of space. All that with no blue hell!

Can't wait to play it on my non-laggy computer!
i actually drove a mammy near hon, on islands, tun side, and it started spinning like blue hell, then it turned upside down

They did say RenX is a copy of Renegade.

---

Wouldn't be Renegade without blue hell.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by terminator 101 on Thu, 01 Oct 2009 17:46:08 GMT
View Forum Message <> Reply to Message

So any chance of this ever being released on PS3? before I get a new PC, I am stuck with that.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Dover on Thu, 01 Oct 2009 17:53:37 GMT
View Forum Message <> Reply to Message

Terminator 101 wrote on Thu, 01 October 2009 10:46So any chance of this ever being released on PS3? before I get a new PC, I am stuck with that.

Lol. Silly. The PS3 has no games.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Goztow on Thu, 01 Oct 2009 17:58:45 GMT
View Forum Message <> Reply to Message

I've been playing a bit now. :-S And i decided to stick with Renegade, at least for the moment. RenX looks a bit like Renegade, but it doesn't feel like it for me. Maybe it's because I don't have the PC power to play on high settings, I don't know.

I guess it's a good thing for Renegade that RenX is so different.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by reborn on Thu, 01 Oct 2009 18:10:50 GMT
View Forum Message <> Reply to Message

Goztow wrote on Thu, 01 October 2009 13:58I've been playing a bit now. :-S And i decided to stick with Renegade, at least for the moment. RenX looks a bit like Renegade, but it doesn't feel like it for me.

I guess it's a good thing for Renegade that RenX is so different.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by LR01 on Thu, 01 Oct 2009 18:34:24 GMT
View Forum Message <> Reply to Message

I has something against me, stuck at 1 FPS at the menu to (XP SP3)_
though, I could join one game, which was empty...

Well, it looks good, just the driving is getting used to

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Good-One-Driver on Thu, 01 Oct 2009 18:40:27 GMT
View Forum Message <> Reply to Message

reborn wrote on Thu, 01 October 2009 13:10Goztow wrote on Thu, 01 October 2009 13:58I've
been playing a bit now. :-S And i decided to stick with Renegade, at least for the moment. RenX
looks a bit like Renegade, but it doesn't feel like it for me.

I guess it's a good thing for Renegade that RenX is so different.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by gnoepower on Thu, 01 Oct 2009 19:29:04 GMT
View Forum Message <> Reply to Message

Good-One-Driver wrote on Thu, 01 October 2009 20:40reborn wrote on Thu, 01 October 2009
13:10Goztow wrote on Thu, 01 October 2009 13:58I've been playing a bit now. :-S And i decided
to stick with Renegade, at least for the moment. RenX looks a bit like Renegade, but it doesn't feel
like it for me.

I guess it's a good thing for Renegade that RenX is so different.

That it feels different is probably because the characters move like monkeys.

I really liked playing it, although it took me 4 hours to finally get in a server I really liked it. The
downside especially the aiming ruins it though

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by slosha on Thu, 01 Oct 2009 19:34:43 GMT
View Forum Message <> Reply to Message

I wanna play....

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!

---

Posted by Goztow on Thu, 01 Oct 2009 19:49:35 GMT
View Forum Message <> Reply to Message

gnoepower wrote on Thu, 01 October 2009 21:29Good-One-Driver wrote on Thu, 01 October 2009 20:40reborn wrote on Thu, 01 October 2009 13:10Goztow wrote on Thu, 01 October 2009 13:58I've been playing a bit now. :-S And i decided to stick with Renegade, at least for the moment. RenX looks a bit like Renegade, but it doesn't feel like it for me.

I guess it's a good thing for Renegade that RenX is so different.

That it feels different is probably because the characters move like monkeys.

I really liked playing it, although it took me 4 hours to finally get in a server I really liked it. The downside especially the aiming ruins it though

No, it's kinda everything :-S.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Good-One-Driver on Thu, 01 Oct 2009 20:04:16 GMT
View Forum Message <> Reply to Message

Goztow wrote on Thu, 01 October 2009 14:49gnoepower wrote on Thu, 01 October 2009 21:29Good-One-Driver wrote on Thu, 01 October 2009 20:40reborn wrote on Thu, 01 October 2009 13:10Goztow wrote on Thu, 01 October 2009 13:58I've been playing a bit now. :-S And i decided to stick with Renegade, at least for the moment. RenX looks a bit like Renegade, but it doesn't feel like it for me.

I guess it's a good thing for Renegade that RenX is so different.

That it feels different is probably because the characters move like monkeys.

I really liked playing it, although it took me 4 hours to finally get in a server I really liked it. The downside especially the aiming ruins it though

No, it's kinda everything :-S.

ye i keep crashing when in vehical just beacasue it is so hard and my fps is usally 1-5 and the moving is completly new and hard to get use to and yes the aiming is hard espically without freeaim

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Chuck Norris on Thu, 01 Oct 2009 20:32:49 GMT
View Forum Message <> Reply to Message

There's two main things I'm not liking (not counting glitches or bugs or the fact that it's a Beta, as all of that is to be expected).

---

One is the new HUD system, almost all of it. It's not as easy to keep up with IMO (sometimes even hard to see since it's transparent, even though the numbers aren't), and new interface system of it is just generic and, well, pretty bad. I liked the C&C health bars, and I liked the C&C targeting box system. These Green lines are annoying seeing through the ground and buildings, and the health bars aren't easy to see either. The new reticals are fine though. This really takes away alot of the feel of the original.

The second is the lag. My system and connection is fine, so it isn't that. I can tell the difference between a system that can't generate enough FPS and server lag. There were 30+ players at the time, but it will need to be able to hold up to that if it's going to want players to stick around.

Edit: Would just like to clarify that I joined another server with 30 people, and it was fine with regards to lag. Either the previous server wasn't sufficient with hardware, or when alot of vehicles are used, it bogs down.

---

## Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by renalpha on Thu, 01 Oct 2009 20:50:43 GMT
View Forum Message <> Reply to Message

im jealous, i have not even got the chance to play it.

im working too much.

First school, then work.
Im working my ass of everyday from 8:30 till 20:30
im only 19

---

## Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by JohnDoe on Thu, 01 Oct 2009 22:04:28 GMT
View Forum Message <> Reply to Message

renalpha wrote on Thu, 01 October 2009 15:50im jealous, i have not even got the chance to play it.

im working too much.

First school, then work.
Im working my ass of everyday from 8:30 till 20:30
im only 19

stfu

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by R315r4z0r on Thu, 01 Oct 2009 22:43:30 GMT
View Forum Message <> Reply to Message

no message body

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Scrin on Fri, 02 Oct 2009 06:56:35 GMT
View Forum Message <> Reply to Message

ok, i have played 3 maps few hours ago, and here my opinion...

1- the graphics, models, effects is awesome (same as standart UT3 stuff)
2- vehicle drivable mechanics is terrible (like: very hard to kill free chars if you use apc etc etc...
3- c4 bugs, gdi enemy ref aim bug...
4- after 45 mins i got bored out of this, because its soo renegade looking with these arty camping WF on fields and some...
5- why no Under and ramjets?
6- i have 0 fps on main menu, and can't do much there (but with GTX 280 and GTX 295 its possible)
7- i can't play offline on these maps (to check out all eye candyes), i have type -mod=..\Renegade -solomod on desctop's .exe copy file but after i click it, server listing window appears (no main menu)
8- railgun shoot bug (you can see the laser only after 1 sec when you push "fire" button...
9- the huds... damn huds... these bright "yellow" and "red" is so ugly and ruin the entire game and game screen, if you guys wants different huds per faction, then GIVE IT UNIQUE LOOK! (the big white one was the best)

p.s. islands map is sweet! field map too dark and too small tib crystals on tib ground

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Starbuzzz on Fri, 02 Oct 2009 14:58:04 GMT
View Forum Message <> Reply to Message

hi Niko!!!!

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by ErroR on Fri, 02 Oct 2009 16:50:09 GMT
View Forum Message <> Reply to Message

Niko "The Lay" wrote on Fri, 02 October 2009 09:56
9- the huds... damn huds... these bright "yellow" and "red" is so ugly and ruin the entire game and game screen, if you guys wants different huds per faction, then GIVE IT UNIQUE LOOK! (the big white one was the best)

---

I actually have to agree. But still remeber that it's the beta, and first public release, so it was expected to have some flaws

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by IronWarrior on Fri, 02 Oct 2009 23:09:08 GMT
View Forum Message <> Reply to Message

Added Renegade X and the Update to Game-Maps.NET now.

http://www.renegadex.game-maps.net

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Majiin Vegeta on Sat, 03 Oct 2009 10:48:37 GMT
View Forum Message <> Reply to Message

renalpha wrote on Thu, 01 October 2009 21:50im jealous, i have not even got the chance to play it.

im working too much.

First school, then work.
Im working my ass of everyday from 8:30 till 20:30
im only 19


welcome to life

I do 12 hours shifts 5 days a week and even sometimes work on my days off without getting paid!

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Homey on Sun, 04 Oct 2009 01:55:03 GMT
View Forum Message <> Reply to Message

I had trouble running it earlier. I could get it to work in single player fine, but launching it from the server list gave me like 6 fps and I couldn't click anything. Any suggestions? The menu and game work fine when launched with the target, UT3 works fine as well.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by YazooGang on Sun, 04 Oct 2009 02:28:27 GMT
View Forum Message <> Reply to Message

I simply love it.
The graphics are awesome! Ut3 it self is laggy on my comp but i didnt have a bit of lagging on this mod. Game play is great too.
Love the physics, but not sometimes. They are kinda not realistic. I had a mammoth tank on top of me with an apc. and sometimes, people push me and my veh turns around and gets killed....

My favorite weapon is the chain gun but i think the damage should be decreased by 30%.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Robs on Sun, 04 Oct 2009 23:51:38 GMT
View Forum Message <> Reply to Message

From what ive heard its good and i can't wait to try it.

Hopefully all the bugs will be sorted in the coming months.

Goodjob guys

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by Mighty BOB! on Tue, 06 Oct 2009 04:05:35 GMT
View Forum Message <> Reply to Message

Yeah the null-FPS in the menu is a connection bug we're working to quash.

---

Subject: Re: Renegade X Beta Version 0.35 RELEASED!
Posted by nikki6ixx on Tue, 06 Oct 2009 04:17:53 GMT
View Forum Message <> Reply to Message

Wrong topic. I'm dumb.

---