
Subject: Renegade X Ingame & CG Trailer!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 29 Apr 2008 06:49:01 GMT

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Renegade X --> Remaking C&C Renegade for Unreal Engine 3.

Hey guys.

For the past month, the Renegade X team has been working on getting more content ingame. So we had decided to compile some ingame clips for a new trailer.

The video also contains Computer-Generated scenes of the original Tiberium meteor crash at the Tiber river.

This awesome trailer contains scenes from Complex, Hourglass, and Field. Watch Nod Stealth Tanks, GDI Humvees, GDI APCs, and GDI MRLS battle it out on the fields, see the C&C Renegade we all love with a spectacular graphical overhaul, and witness the Tiberium Meteor crashing into the Tiber River, just by clicking on one of the links below:

HD Trailer - Renegade X Mirror (Download)

You Tube

Standard Definition (Download)

We've worked really hard to get this trailer to you all. We hope you enjoy it.

Subject: Re: Renegade X Ingame & CG Trailer!

Posted by [Goztow](#) on Tue, 29 Apr 2008 07:07:40 GMT

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Very impressive!

Subject: Re: Renegade X Ingame & CG Trailer!

Posted by [TD](#) on Tue, 29 Apr 2008 07:29:59 GMT

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Looks pretty damn nice and promising, keep up the great work

Subject: Re: Renegade X Ingame & CG Trailer!

Posted by [Blazer](#) on Tue, 29 Apr 2008 07:31:40 GMT

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Very well done. The only things that I wondered about was why none of the stealth tanks had the stealth effect (maybe not implemented yet)? And I would perhaps add some "green-ness" to the

meteor trail.

Just observation, definitely not criticising...the vid was much better than I thought it would be.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Spoony](#) on Tue, 29 Apr 2008 07:48:55 GMT
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Very impressive indeed.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Starbuzz](#) on Tue, 29 Apr 2008 12:42:36 GMT
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That is so awesome, Fobby! Very impressive action...keep up the good work.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Chuck Norris](#) on Tue, 29 Apr 2008 13:55:21 GMT
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Goztow wrote on Tue, 29 April 2008 02:07 Very impressive!
Ditto! I can't believe how well and quick this is coming along. I remember when this was still just an idea with some concept and a few models, and nothing more. Coming along nicely! You know, with Mods like this and EA's permission to do them, sometimes we do have to wonder if we'd really rather have EA throw out unsupported game after another that's not half as good. Of course it'd be nice if EA did things proper, but you have to admit, these Mods are something else. C&C always was about the community, so it doesn't really surprise me that the community can come up with the best. Very nice job RenegadeX team. I'll be buying Unreal Tournament 3 (is that the right one?) JUST for this. In-game shots are jaw dropping, and sounds and the environment are spot on. I've heard the two remake songs too and those are great (we need a good remake, or even the very original version, of Act on Instinct to top it all off). My only critique is that I'd like to see the Stealth Tanks uncloak like in Renegade rather than poof, but really, way to outdo expectations.

Edit: I noticed Black Stealth Tanks. Will most of the vehicles have different skins to choose from?

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Starbuzz](#) on Tue, 29 Apr 2008 14:09:50 GMT
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Fobby, a question:

Will you be keeping the "boink" kill sound?

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [mr£ÄŞÄ-z](#) on Tue, 29 Apr 2008 14:53:36 GMT
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Buildings ???

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Cred3020](#) on Tue, 29 Apr 2008 15:03:17 GMT
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Now that was something really awesome to wake up too...

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Chuck Norris](#) on Tue, 29 Apr 2008 15:40:41 GMT
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[LAWStarbuzz wrote on Tue, 29 April 2008 09:09]Fobby, a question:

Will you be keeping the "boink" kill sound?
According to these, yes.

<http://www.renegade-x.com/Forums/index.php?showtopic=68&st=60&p=3332&#entry3332>

<http://www.renegade-x.com/Forums/index.php?showtopic=68&st=120&p=7376&#entry7376>

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Starbuzz](#) on Tue, 29 Apr 2008 15:48:08 GMT
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Ahh I see straight from Fobby...thanks for the links!

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 29 Apr 2008 20:33:45 GMT
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Hey guys, thanks for the great comments, we greatly appreciate each one!

Quote:

Very well done. The only things that I wondered about was why none of the stealth tanks had the stealth effect (maybe not implemented yet)? And I would perhaps add some "green-ness" to the meteor trail.

Just observation, definitely not criticising...the vid was much better than I thought it would be.

Right now the stealth tanks are coded to stealth properly (unstealth when they shoot, etc.) but we're still working on a proper stealth affect. It's going to be really cool.

Quote:Fobby, a question:

Will you be keeping the "boink" kill sound?

Boink was the pinnacle of C&C Renegade

Quote:Buildings ???

When we get them done.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Lone0001](#) on Tue, 29 Apr 2008 20:54:23 GMT
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One word for the trailer(especially when you watch the HD version) "WOW". Good Job.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 29 Apr 2008 21:01:59 GMT
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New link for the trailer: <http://www.moddb.com/mods/8709/renegade-x/videos>

Mod DB streams like YouTube, except the quality is far better. So if you didn't download the HD/SD versions, be sure to check this one out.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [a000clown](#) on Wed, 30 Apr 2008 05:14:39 GMT
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The HD vid is so amazing, you notice so much more than in the youtube version. (had to watch the youtube version because the sound was out of sync for some reason).

Really great work, I will get a new computer and UT3 just for this ...eventually

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Goztow](#) on Wed, 30 Apr 2008 06:28:55 GMT
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Fobby, the forum doesn't allow me to reply to your pm. I think the [] are to blame :-S.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [havoc9826](#) on Wed, 30 Apr 2008 16:43:34 GMT
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Amazing trailer! I'll need a bit of an upgrade before I can get UT3 though... Pentium 4 3.2 GHz and a nvidia 6800 GT AGP are a bit on the medium-low end these days

Also, Goztow, see if typing [notag][NE]Fobby[GEN][notag] in the PM window works.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 01 May 2008 19:24:11 GMT
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Thanks Renegadeforums team for making this thread an announcement - I was wondering where it went at first

Anyways you can expect to see a lot more soon at our next media release. We're going to concentrate a bit on weapons and buildings in the next couple months, so we hope you'll like what we bring you.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [mr£\\$Å-z](#) on Thu, 01 May 2008 23:31:32 GMT
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Cant wait for the Buildings

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Goztow](#) on Fri, 02 May 2008 11:11:02 GMT
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havoc9826 wrote on Wed, 30 April 2008 18:43
Also, Goztow, see if typing [notag][NE]Fobby[GEN][notag] in the PM window works.
No, didn't work

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Carrierll](#) on Fri, 02 May 2008 13:30:34 GMT
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Ask Fobby very nicely to replace the square brackets?

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [Starbuzz](#) on Fri, 02 May 2008 15:09:38 GMT
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CarrierII wrote on Fri, 02 May 2008 08:30Ask Fobby very nicely to replace the square brackets?

It's a matter of honor, prestige and rank...he won't take off the brackets.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 02 May 2008 18:59:41 GMT
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If someone really needed to talk to me, you can drop by an email or add me on MSN... information is available in my profile.

Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [danpaul88](#) on Sun, 04 May 2008 10:55:40 GMT
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Silly question, why not use || instead of [] ?
