Hey guys! It's been a few months since our most recent media release, and we're working daily to bring a quality game to our loyal fanbase. The style of this update will be more "down and personal", but if you're too tl;dr about it, at least check out the video

2 Years Since First Release

The 2nd Year Anniversary of the first Renegade X beta release is coming up in a few days. Renegade X version 0.35 was released on September 30th, 2009. Since then, we've made five beta releases, earned several awards from Epic Game's MSUC and ModDB, and have begun our move to the Unreal Development Kit. The current Renegade X beta, version 0.55, was released for Unreal Tournament 3 last year around this time, gaining widespread attention and tens of thousands of downloads.

The World of Development

And since then, the public sphere has been calm - the team has crawled back into its hole, which is quite nostalgic of the early stages of the project - and started working on the standalone version of Renegade X. We have been making substantial progress on the project regularly, but instead of putting out updates every week, we'd rather give out the news in big chunks. Renegade X right now is constantly being refined, and we prefer showing what is finished rather than what is in progress.

We recently put out an ad saying we had some positions available for people wanting to join the project. Since then, we've received over 150 applicants, all coming from different artistic disciplines. So there have been some additions to the team, but there are still some positions open. Namely, if you're a programmer, animator, character artist, or environment artist, check out the following thread:
http://forums.epicgames.com/threads/808326-Renegade-X-is-looking-for-talent!

Soul Searching

We've recently been reviewing our project and how far we have gotten. We began development of Renegade X years ago, when most of us were still in highschool. The team and the project have come a long way, and as we've matured, so has our vision for Renegade X. During the UT3 beta phase, we were strictly a remake mod of Command & Conquer Renegade, and we were very conservative with changes that would effect gameplay. From that perspective, the UT3 betas succeeded, because we kept true to the original game, remaking its maps, the vast majority of its ratios, and slipping only a few new things in between.

With the UDK, we see a glowing opportunity to bring Renegade X to its climax. Over the summer, we've written a new Game Design Document and began executing our new vision for the project - we want Renegade X to be less of a remake, and more of a spiritual successor to Westwood's

classic in 2002. Renegade X will still be the Command & Conquer FPS everyone knows and loves, but brought to the modern day. Some innovations have been inspired by other contemporary FPS games, while others have always existed within the team and community, and it is only now that we are bringing these things to life. We want to emphasize the "X" in Renegade X.

Other changes are not necessarily gameplay oriented - our visual, audio, and animation work is constantly evolving.

Beyond Black Dawn

In the video log below, we show some never-before-seen snippets of Black Dawn gameplay, cinematics, and I discuss some of the new innovative changes this post has described earlier. It will also feature the first look at Renegade X's UDK multiplayer maps. The video has TONNES of new content that you don't want to miss.

YouTube: http://www.youtube.com/watch?v=jNpPQN758uc
ModDB: http://www.moddb.com/mods/renegade-x/videos
Direct Link: http://www.renegade-x.com/Rx_BeyondBlackDawn.mp4

We hope you've enjoyed this update. Please follow us on Facebook, Twitter, ModDB and at Renegade-X.com

http://www.renegade-x.com
https://www.facebook.com/pages/Command-Conquer-Renegade-X/51097837430
http://twitter.com/#!/RenXGame
http://www.moddb.com/mods/renegade-x

Subject: Re: Renegade X - Beyond Black Dawn
Posted by NACHO-ARG on Tue, 27 Sep 2011 02:02:19 GMT
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fucking awsome, hope you get this finished soon, cant wait to play it, ho and some questions, it will be posible to play this online whit 40 or 50 players like in original ren? or this engine has his limitations? also when i saw the vid i notice that the inf moving animations were way better than in previus realeases but it doesnt feel allright yet, dont konw how to explain it lol, otter than that this project is the awsomeness inself.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by iRANian on Tue, 27 Sep 2011 06:53:34 GMT
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havoc's face got FAT

Subject: Re: Renegade X - Beyond Black Dawn
Posted by mrchance1 on Tue, 27 Sep 2011 08:03:19 GMT
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That is so freaking awesome! I can't wait to play it.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Sean on Tue, 27 Sep 2011 08:19:51 GMT
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With TT out, Rene X is gonna struggle to get players.

I still adore the quality of the game and the water on islands is to die for.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by sla.ro(master) on Tue, 27 Sep 2011 09:26:40 GMT
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Azazel wrote on Tue, 27 September 2011 11:19With TT out, Rene X is gonna struggle to get players.

I still adore the quality of the game and the water on islands is to die for.

TT will won

If Renegade X was like Bulletstorm, i was playing it, but is like Ren with graphics without ren's fun/gameplay

---

Subject: Re: Renegade X - Beyond Black Dawn
Posted by EvilWhiteDragon on Tue, 27 Sep 2011 10:07:35 GMT
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sla.ro(master) wrote on Tue, 27 September 2011 11:26Azazel wrote on Tue, 27 September 2011 11:19With TT out, Rene X is gonna struggle to get players.

I still adore the quality of the game and the water on islands is to die for.

TT will won

If Renegade X was like UT3, i was playing it, but is like Ren with graphics without ren's fun/gameplay
Fixed. If it had UT3's hectic gameplay, it would awesome
If it had Renegade-like movement and feel, it would be awesome.

The combination of Renegade's "slow" gameplay and UT3 movement is not a good one. It makes the game feel sluggish unfortunately. If you can get this right, it would be good.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by JohnDoe on Tue, 27 Sep 2011 10:53:13 GMT
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as one of the few smart posters left (i.e. i don't consider final fantasy the greatest story ever told), i feel obligated to write the words.

the good:

- your project has that AAA look and even though some of it comes down to every UE3 game looking similar, not all of them look this good (check out that quake 3 looking turd american mcgee's chinese sweatshop workers came up with)

- you're moving away from copying a dated game in renegade. westwood got a lot of it right (a lot of it by chance imo), but there's much room for improvement gameplay-wise. when i tried ren x, it was renegade with nice graphics and worse balancing. nice to look at, but pointless.

- fighting for control of neutral buildings. i can't think of a better way to broaden the scope of renegade. renalert tried to make the maps bigger, but all this lead to was less battles and more baseraces. useful, but not overpowered neutral structures will channel the action on bigger maps. i'm not sure what capturing will do, but i guess the logical perks would be stuff like being able to buy vehicles there, more income, ammo refill or enabling superweapons. since it's a hybrid game, i think it's important to find a good balance between going for these structures and leaving them to the enemy in order to attack him through his back door.

the bad:

- moving away from enclosed, symmetrical maps. starcraft2 and team fortress 2 are all about that very concept. if you're looking to create a fps/rts hybrid, those two aren't only the most popular, but also the best ambassadors of their respective genres in terms of gameplay. i feel like you're making a huge mistake in trying to be battlefield.

- singleplayer. nobody cares about single player mods. occasionally you come a across a great, overlooked single player mod hardly anyone has heard of. that's the problem, so put all your effort in providing a great multiplayer experience. that's a very hard task in itself.

i don't know shit about making games, but i'm good at playing them.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by JohnDoe on Tue, 27 Sep 2011 10:57:39 GMT
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I sincerely hope you've included in-depth content as Nod.

Brotherhood.

In addition, it's concerning that the above video focused on Multiplayer.

It's C&C, the storyline IS the game. Solo campaigns MUST have the most focus.

KANE LIVES! FOR THE BROTHERHOOD!
Revan8888 1 hour ago

Subject: Re: Renegade X - Beyond Black Dawn
Posted by liquidv2 on Tue, 27 Sep 2011 12:08:45 GMT
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ten bucks says Revan8888 didn't know renegade had a multiplayer mode - silly fuck

how come sydney looks like a babe and hotwire looks like a pissed-off gorilla?

Subject: Re: Renegade X - Beyond Black Dawn
Posted by iRANian on Tue, 27 Sep 2011 13:10:33 GMT
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those faces look pretty funny yeah

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Creed3020 on Tue, 27 Sep 2011 17:08:44 GMT
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That was quite spectacular! Good work guys, looks like a high quality product.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by GEORGE ZIMMER on Tue, 27 Sep 2011 18:20:06 GMT
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JohnDoe wrote on Tue, 27 September 2011 03:57I sincerely hope you've included in-depth content as Nod.
A Nod SP campaign would be badass as hell. Sucks I lack an appropriate computer, or else I'd be doing everything I could to help with Renegade X in this department.

Anyway, that looks fantastic. I'm glad you guys are going to try to improve the gameplay, and not just mimic Renegade's. Might I suggest including all the original vehicles? As in, Recon Bikes and SSM's, and balancing all the vehicles accordingly. Recon bikes would be especially nice for the larger maps.

Speaking of, while I love the idea of larger maps, be sure to not have them being mindlessly empty. They should just be larger scale (More structures, more tech structures to fight over, etc), rather than simply being bigger in size.

One last thing, I'd reeeally like to see the tiered infantry bullshit changed from "SAME THING BUT BETTER AND COSTS MORE". IE: LCG Black Hand is the same thing as the Nod Officer, but better. I HATE that kind of "balancing", it's just nonsensical, arbitrary, and annoying. I'd love to see both useful in various ways. Cost should not determine how overall powerful a unit is, but rather just be a limiter for units that do a lot of things, or do one thing really well.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by [NE]Fobby[GEN] on Tue, 27 Sep 2011 19:10:58 GMT
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Thanks for the compliments, we appreciate it.

Quote:it will be posible to play this online whit 40 or 50 players like in original ren?

The max playercount will be 64.

Quote:also when i saw the vid i notice that the inf moving animations were way better than in previus realeases but it doesnt feel allright yet

Probably one of the main criticisms we've heard of the beta version was regarding infantry movement. Contrary to what some people have said, our infantry move at the same speed as Renegade's, but in the UT3 beta, there were a few differences:

a) Character Animations - in UT3 Renegade X, we used the stock UT3 walking and jumping animations. A lot of people hated them because they didn't suit our characters (which mostly aren't big hulking men), and they were correct, so we have redone all 3rd person animations. You can see what we have so far in the video in the original post. They're still going under changes, anyhow.

b) Physics Engine - since we're based off of the Unreal Engine, our physics engine is a lot more responsive than W3D. If there is an explosion under you, your character will move slightly. Some people didn't like this after jumping from W3D to UE3, but we are not changing that.

c) Smoother movement - in Renegade X you can't tap A and D and get the quick flashy shifting around like in W3D and older FPS games. We also prefer our smoother transitions over the old style.

Quote:moving away from enclosed, symmetrical maps. starcraft2 and team fortress 2 are all about that very concept. if you're looking to create a fps/rts hybrid, those two aren't only the most popular, but also the best ambassadors of their respective genres in terms of gameplay. i feel like you're making a huge mistake in trying to be battlefield.

Quote:Speaking of, while I love the idea of larger maps, be sure to not have them being mindlessly empty.

We didn't say maps were going to be larger or emptier, we said we're going to have less symmetry and less boxed-in canyons. I too am a proponent of smaller, simpler maps. Some of my best games on C&C Renegade and Renegade X were on Field, Complex, Walls, etc. all of which were designed simply. Having a limited amount of choke-points ensures good gameplay in both large and small levels.

This time around though, we'd like to try a couple new things, like a proper urban map (as much as I love City Flying, it's really just a canyon with a city texture), island maps, etc. Most maps will retain the same size and simplicity Renegade had, or sometimes slightly larger or slightly smaller. Remember that there will be capturable elements and objectives on some multiplayer levels, so size should accommodate those as well. Some things will be destructible too.

Quote:- singleplayer. nobody cares about single player mods. occasionally you come a across a great, overlooked single player mod hardly anyone has heard of. that's the problem, so put all your effort in providing a great multiplayer experience. that's a very hard task in itself.

The singleplayer bridges us towards the multiplayer version. The vast majority of the resources used in the singleplayer (weapon and vehicle setups, art assets, code, audio, etc.) were needed for multiplayer anyway. Might as well put something out while people wait, and give players something that they can all attain (standalone) and enjoy.

We'll get into the specifics of the new gameplay direction right after the Black Dawn release. Black Dawn itself will have a lot of the changes I talked about in the OP, so it'll allow us to assess the community reaction.

Quote:I sincerely hope you've included in-depth content as Nod.

Brotherhood.

I would love to do a Nod campaign, but seeing how much work was needed for our short GDI campaign, it probably won't happen. We'd rather focus those energies on multiplayer, which is more important to us. Remember that we are a volunteer group - we're doing this for C&C - so one of the challenges of being a free game is that our time is limited.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Dave Anderson on Tue, 27 Sep 2011 19:18:39 GMT
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Have you thought about setting up a donation fund that could potentially help the progress?

Subject: Re: Renegade X - Beyond Black Dawn
Posted by iRANian on Tue, 27 Sep 2011 19:19:27 GMT
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Are you guys still set for the summer 2010 release date?

Subject: Re: Renegade X - Beyond Black Dawn
Posted by R315r4z0r on Tue, 27 Sep 2011 20:23:42 GMT
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If there is one criticism I have with the physics in Renegade X it would be the fact that infantry "bounce" away from an explosion.

Fobby just mentioned in his last post that they like to keep that.. but I strongly urge you to reconsider.

I'm not against it from a Renegade standpoint, I'm against it from a realism standpoint. It looks stupid and feels stupid when it happens. It isn't realistic at all.

Now, I'm not against having a consequence for standing near an explosion... just not something as lame as that little "bounce" that infantry do. For example, I'd much prefer that infantry get thrown to the ground if an explosion goes off near them. Or even if you don't want infantry to hit the ground, at least make some sort of "fly away" animation for infantry to play when they get thrown away from an explosion... because like I said watching an infantry unit bounce from an explosion and then land on their feet like nothing happened is just really off putting since it shatters the epic graphical look and feel of the game.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by JohnDoe on Tue, 27 Sep 2011 22:34:05 GMT
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fobby, please ignore this person. renegade literally had worse physics than quake 1 and knockback (as with fluid non-w3dish character animations) is a very important feature that adds depth to weapons. imagine someone in a tank splashing a building entrance and the guys trying to get in or out are stuck in a neverending falling down and getting back up animation. sounds a lot more fun and realistic than getting bounced around a bit.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by GEORGE ZIMMER on Wed, 28 Sep 2011 00:13:43 GMT
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Wait, what? I can't tell if you're being sarcastic and seriously think he wanted a lame "knockdown" animation, but here's how it should be:

Instead of bouncing around a bit, you should actually be moved rather than having just some lame knockdown animation (even Renegade's shitty engine can do that). Think Star Wars Battlefront 2 (first thing that came to mind), where characters flew about when hit with an explosion.

Plus, this would make grenades and rockets more useful rather than just "hurr they do splash damage".

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Aircraftkiller on Wed, 28 Sep 2011 00:16:18 GMT
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Except that explosives-equipped units could simply camp you and make you fly around until you die. That would mean infantry would have to do more damage to tanks - all infantry. Otherwise they become useless when confronted with even a solitary Light Tank that happens to make a shell land nearby.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by GEORGE ZIMMER on Wed, 28 Sep 2011 00:21:01 GMT
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I figured it was implied there'd be different levels of "force" applied to infantry depending on how close they are to an explosion, with a direct hit causing the knockdown effect.

Just getting hit with the splash damage should only damage you and make you flinch a bit, yeah. It's odd that you can basically take a direct hit from a rocket launcher and juggernaut through it, though.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by halo2pac on Wed, 28 Sep 2011 00:52:43 GMT
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Dave Anderson wrote on Tue, 27 September 2011 15:18Have you thought about setting up a donation fund that could potentially help the progress?
Thats a good idea, what ya think Fobby?

Subject: Re: Renegade X - Beyond Black Dawn
Posted by R315r4z0r on Wed, 28 Sep 2011 01:16:41 GMT
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JohnDoe wrote on Tue, 27 September 2011 18:34fobby, please ignore this person. renegade literally had worse physics than quake 1 and knockback (as with fluid non-w3dish character animations) is a very important feature that adds depth to weapons. imagine someone in a tank splashing a building entrance and the guys trying to get in or out are stuck in a neverending falling down and getting back up animation. sounds a lot more fun and realistic than getting bounced around a bit.
I get the feeling you didn't comprehend what I suggested.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by slosha on Wed, 28 Sep 2011 02:36:37 GMT
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WHEN will you guys be releasing the standalone beta? WHEN?! Thanks for the vid!

Subject: Re: Renegade X - Beyond Black Dawn
Posted by JohnDoe on Wed, 28 Sep 2011 10:42:12 GMT
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GEORGE ZIMMER wrote on Tue, 27 September 2011 17:21I figured it was implied there'd be different levels of "force" applied to infantry depending on how close they are to an explosion, with a direct hit causing the knockdown effect.

Just getting hit with the splash damage should only damage you and make you flinch a bit, yeah. It's odd that you can basically take a direct hit from a rocket launcher and juggernaut through it, though.

that's why you'd get knocked back instead of brushing it off like in w3d. knockdowns are an incredibly frustrating mechanic that slows down gameplay unless you're talking beat em ups - battlefront 2 was a clusterfuck of a game anyway. doing shit like that for the sake of realism is especially retarded in a sci-fi fps where bad ass characters can take 10 assault rifle bullets to the dome and still be standing.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by JohnDoe on Wed, 28 Sep 2011 10:44:54 GMT
View Forum Message <> Reply to Message

R315r4z0r wrote on Tue, 27 September 2011 18:16
I get the feeling you didn't comprehend what I suggested.

i get the feeling you've got the autism, are associated with c&c reborn and don't have a lot of fps gaming experience - 3 reasons why anyone trying to make a fun game should ignore you.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by EvilWhiteDragon on Wed, 28 Sep 2011 11:37:35 GMT
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Dave Anderson wrote on Tue, 27 September 2011 21:18Have you thought about setting up a donation fund that could potentially help the progress?
Good luck with that. For a project as BIATCH we got one or two donations, depending on how you count. Something which I think was rather useful at the time of release.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by rrutk on Wed, 28 Sep 2011 15:01:01 GMT
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great trailer....

looking forward for the stand-alone.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Sir Kane on Wed, 28 Sep 2011 16:49:02 GMT
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Doesn't look half as bad as the earlier versions did (UT3 movement lololol). But then again, just ScaleForm itself is orgasmic.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Starbuzz on Wed, 28 Sep 2011 21:09:58 GMT
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Good job Fobby & Co...

Thanks for taking out the green outline targeting and making a better modern hud that pays homage to Renegade.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by GEORGE ZIMMER on Wed, 28 Sep 2011 21:39:41 GMT
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JohnDoe wrote on Wed, 28 September 2011 03:42that's why you'd get knocked back instead of brushing it off like in w3d. knockdowns are an incredibly frustrating mechanic that slows down gameplay unless you're talking beat em ups - battlefront 2 was a clusterfuck of a game anyway. doing shit like that for the sake of realism is especially retarded in a sci-fi fps where bad ass characters can take 10 assault rifle bullets to the dome and still be standing.

true enough, it could be pretty damn annoying, but it depends on how it's done.

I'd personally love to see infantry go flying when taking a direct hit from an artillery shell, though, still.

Also, what's with your obsession with autism? were you beat up by an autistic kid or something?

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Taz on Thu, 29 Sep 2011 20:13:44 GMT
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This is either gonna be really really good... or really really bad.

Can't wait to play the game. :-)

Subject: Re: Renegade X - Beyond Black Dawn
Posted by JohnDoe on Thu, 29 Sep 2011 21:58:29 GMT
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GEORGE ZIMMER wrote on Wed, 28 September 2011 14:39
true enough, it could be pretty damn annoying, but it depends on how it's done.

I'd personally love to see infantry go flying when taking a direct hit from an artillery shell, though, still.

Also, what's with your obsession with autism? were you beat up by an autistic kid or something?

autism is a(n) (un)funny thing and we all suffer from a mild form of it by engaging in this discussion. i like to occasionally claim to be autistic myself in a self-depreciating context irl, but i think throwing out over the top insults is the funnier online posting gimmick.

refusing to use capitalization goes well with the superhip idgaf style too imo

---

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Aircraftkiller on Thu, 29 Sep 2011 23:26:42 GMT
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if you want bonus points for not giving a fuck

try typing like this

don't use punctuation to break sentences

just line breaks

---

you're much more of an asshole this way

Subject: Re: Renegade X - Beyond Black Dawn
Posted by JohnDoe on Fri, 30 Sep 2011 10:32:03 GMT
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that's actually v nice to read

i wish more people typed liek that

needs the occasional ironic typo if you know what im tolkien about

sorry renegade x, but i'm sure theirs a nother thread 4 u

this one's about posting gimmicks now

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Spyder on Fri, 30 Sep 2011 22:11:48 GMT
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SWEET! Can't wait till final release. I will probably be playing Renegade X more often than
Renegade.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by liquidv2 on Fri, 30 Sep 2011 22:53:11 GMT
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i don't use punctuation either
i'm not a sarcasshole, it just seems more informal or casual
i can bust out an essay if need be at any given time but i just don't

woo ren x

Subject: Re: Renegade X - Beyond Black Dawn
Posted by ehhh on Sat, 01 Oct 2011 10:32:25 GMT
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Is it me or does the hotwire look like she has schizophrenia?

Subject: Re: Renegade X - Beyond Black Dawn
Posted by GEORGE ZIMMER on Sat, 01 Oct 2011 10:44:46 GMT
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ehhh wrote on Sat, 01 October 2011 03:32Is it me or does the hotwire look like she has
schizophrenia?
Schizophrenia is a mental disorder. How the fuck do you see a mental disorder?
Are you a wizard?

Subject: Re: Renegade X - Beyond Black Dawn
Posted by ehhh on Sat, 01 Oct 2011 11:02:41 GMT
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She looks slightly paranoid and deluded.

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Aircraftkiller on Sat, 01 Oct 2011 17:03:07 GMT
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Subject: Re: Renegade X - Beyond Black Dawn
Posted by Mauler on Sat, 01 Oct 2011 19:54:45 GMT
View Forum Message <> Reply to Message

Looks great i also cannot wait to play this game!

Subject: Re: Renegade X - Beyond Black Dawn
Posted by Spyder on Mon, 03 Oct 2011 12:32:03 GMT
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Is the song in the background up for download yet?