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Subject: Re: Why people let renegade not Renegade  
Posted by [Whitedragon](#) on Sun, 17 Jul 2005 01:35:28 GMT  
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YSLMuffins wrote on Fri, 15 July 2005 21:12 Why can't you get big crates with vehicles? It's stupid that you might lose your vehicle just because you happen to be where the crate spawns. This was originally done because some of the crate rewards would glitch when you got them in vehicles, however as crates became more centered around infantry it stayed like this.

flyngfox wrote on Sat, 16 July 2005 19:35 now dont get me wrong, some stuff, like the spy crate and the "base power down temporarily" is good, but the rest of it shouldn't be there for reasons i would have thought obvious...obviously not. depoints crate? demoney crate? what did I do to lose points, or money, just by running into something? tank wreckages? I just blew up some dude's tank and he came back 20 secs later with the same thing, fully healed? I see a hotty, I think, easy prey, obviously not because she's ARMED TO THE FUCKING TEETH WITH RIFLES, LASER GUNS, SNIPER RIFLES, ROCKET LAUNCHERS AND A KITCHEN SINK TO BOOT. The bad crates are there to deterr people from whoring the crates. Vehicle shells are glitched in the current version of SSAOW and revive at half health instead of full health, this is fixed in the next version.

At the moment there are alot of things that need to be fixed in the drop weapon system in SSAOW, like SBH being able to pickup guns, engis dropping remote c4 when they've already used their ammo, havocs/sakuras dropping 4 shot ramjets instead of the 1 shot ramjet. Hopefully i can get all that fixed though.

The crate system in SSAOW also needs alot more polish, since it uses the regular crate spawning formula in ren crates spawn WAY too fast for what they're able to do. Some crates, like the God, Stealth, Spy are pretty overpowered in their current form and need to be nerfed.

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