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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Majiin Vegeta](#) on Wed, 19 Dec 2007 22:00:43 GMT

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Starbuzz wrote on Wed, 19 December 2007 21:10-Vehicles run over infantry without an unrealistic 1 nanosecond stop.

That would be due to lag.. play on lower pinged servers

- Improve netcode

- Improve server side performance

- Decrease the Arty's Damage/change the way the projectile is fired I.e in an arc(one or the other not both!)

- Nullify Mammoth tusk missiles on buildings

- release new maps

- add More selectable skins to advance characters which are selectable like the 1000C units for all

- Fix Invisible c4