Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by Viking on Thu, 20 Dec 2007 04:07:56 GMT
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Crimson wrote on Wed, 19 December 2007 17:00I would probably gather a team of the finest coders Renegade has to offer, get the source code from EA and work with that team to make Renegade everything is was supposed to be and could be.

Well, considering you have some kind of contact with EA why not pitch the idea to them. They would lose no money by sharing with a few select individuals.

ANYWAY!

-Auto map download
-Parachutes
-Snipers are less effective against helicopters then a rocket.
-The Chinook gets a rope that you can climb down from
-A way to tell where you will be when you exit the vehicle
-Fix lag
-Fix the whole "splash damage goes through EVERYTHING" crap
-Make it so that a server host/admin can pull a fresh screenshot from any player in the game with ought their knowledge.

Server options
-When you die it lets you see the player that killed you
-Different amounts of starting credits for each map
-Different vehicle limits for each map
-If the game is at a stalemate allow both teams to get some kind of limited advantage over the other team for a short time. (like in some servers there is a "low power" crate disabling defenses)

renalpha wrote on Wed, 19 December 2007 16:04
punkbuster anti cheat
NO. End of discussion.