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

Posted by [Dover](#) on Sat, 22 Dec 2007 11:31:49 GMT

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Ethel wrote on Thu, 20 December 2007 13:18The Elite Officer wrote on Thu, 20 December 2007 14:48I am only gonna say one thing:

Hola. Me llamo Carlos. Soy es alto, comica y gordo. De donde es Charleston, SC, perro vivo en Chapel Hill, NC. Me gusta comer, nadar, y trabajar. No me gusta patinar, leer y escuela. Que llevo los jeans es negros y la camestia azul. Y tu?

Crimson please ban this asshole.

I second this call.

Anyway, I would decrease splash radius on Artillery, or make their shots lob similar to the grenadiers (Or the artillery in APB). Currently, nod has a much easier time with tank support in vech on vech combat, because the splash damage from an arty is lethal to most engineers because of it's large splash radius that extended through most GDI vechs, while the GDI counterpart (the MLRS), while shooting 6 shots in a row, has a much smaller splash radius.

Also, decrease either damage or rate of fire on the artillery, since it outstrips it's GDI counterpart (the MLRS) by a landslide in overall DPS.

Increase MLRS rocket speed.

Increase the speed on the Mammoth slightly, to infantry walking speed (Or at least, closer to it). It makes me sad to see shotgun troopers go faster than my tank.

Fix graphical glitches of all sorts.

Improve netcode.

Nerf sniper damage to flying vechs.

Buff rocket effectiveness against flying vechs including, but not limited to, homing rockets (Yes, this includes Gunner, you stingy bastards).

Greatly increase flamethrower and flame tank damage to infantry.

Increase grenadier damage to infantry and splash radius, but decrease range slightly.

Make GDI and Nod Auto Rifle damage equal, either at 7 per shot or 5 per shot for both.

Slightly increase the Turret's ROF

Greatly decrease (Read: almost completely eliminate) C4 damage to everything except building

MCT. I doubt C4 was intended to be used against infantry or vechs (Although there's probably nobody that enjoys sticking inattentive snipers with C4 as an SBH more than me, it really has to stop)

Flying vechs on every map!

Increase effectiveness of orca/apache rockets against vechs (more damage, tighter turns, slightly faster rocket)

Adding recon bikes for Nod? Maybe?

Increase Stealth Tank range slightly.

Adding the Advanced Comm Center for GDI and the Temple Of Nod for Nod, with each building controlling the team's respective superweapon (Meaning, if your advanced comm center gets destroyed, no Ion Cannon for you). Beacons should not be available on maps not featuring these buildings. Increase beacon cost, damage and splash radius. Maybe adding a regular Comm center which controls Radar (These ideas are blatantly ripped off from APB).

Adding Sam Sites for Nod, and disabling the obelisk/turrets from firing on aircraft.

Fix map specific glitches including, but not limited to:

- B2B on Islands (There has got to be a better looking solution than that fugly laser fence)
- Falling into to the bridge on City_Flying
- Tunnel beacons on Field
- Plugging (Or at least, moving) the WF hole on Canyon
- Giving Mesa a complete overhaul
- Graphical glitches on Glacier_Flying (That IS an "official" map, right? It came with one of the "official" patches, right?)

Generally reworking most maps to give a greater space between bases for engagements

This list is far from exhaustive, but I'm tired.

Also, most of the above and minor complaints. I still love Renegade!
