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

Posted by [Herr Surth](#) on Sat, 22 Dec 2007 16:46:56 GMT

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Quote:-noobj-bodyshots do not instakill free chars anymore 1HP left if full hp

-better netcode

-a "thanks" radiocommand (or is there one? i recall a few times wanting one...)

-Flametank dmg vs. inf drastical improved... yes, you can kill inf with a flamer... but you have to aim with a cannon exact the head... impossible if fighting groups of infantry without getting c4'ed to death I would recomend much more area of effect.

-Art-Splash lowered to fit mlrs.

-Nod turret faster aiming, faster bullet. a med should no longer kill two turrets solo without fear of destruction

-Chinnok more durable.

-Kill messages to killer and victim. also destroyed veh if anyone blow up my tank i want to know who was it... you ever seen your tank blowing up in the middle of the field when a enemy soldier is firing with his pistol at you? mhm? could be timed... but also could be the cheating moron there. most of those changes are pretty much bullshit tbh.

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