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

Posted by [Chuck Norris](#) on Mon, 31 Dec 2007 03:27:42 GMT

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VikingMake it so that a server host/admin can pull a fresh screenshot from any player in the game with ought their knowledge. There's a problem with that. To take a screenshot, your PC has to stop and take/save it, right? I play at 1600 x 1200, and mine freezes for a second or two when I take a screenshot. I don't want a server host to be able to do that. Of course, maybe it's just my PC becuase I dont remember it freezing before I added my soundcard and played at 1024 x 768.
shrugs

Here's mine. I'll leave out the bugs (Obelisk walking, War Factory zones, sniper twitching, etc.)

Changes to Gamplay

- The Points fix.
- AGT (both the rocket and machine guns) beefed (not alot, but not just a little either).
- Cost of Arty increased, OR, damage slightly decreased and splash slightly decreased.
- MRLS rocket speed slightly increased.
- Mammoth Tank speed increased to make it slightly quicker than infantry units rather than slightly slower than them. It's cost isn't justified becuase it's a big target on the battlefiend. It doesn't need buffed in armor/strength or it'd be overpowered. It just needs more speed.
- Nod Turret initial accuracy and rate of fire increased so that it actually poses a moderate threat to vehicles.
(taken from Spooony)

Convenience

- Auto map downloader. The MOST needed (IMO) to get new gameplay experience is to throw in variety beyond the same few maps, some of which most people think suck. Servers are reluctant to use new maps becuase nobody has them.
- Vehicle producton que for Weapons Factory/Airstrip.

Extra Visual and Sound Experience

- Add a Super High (or whatever you want to call it) quality level that uses more detailed textures (most could be redone double the original size). This would probably be substantial work for a patch.
- Verbal warning for each building that it's destruction is imminent (like the one at the Black-Cell

servers) when it's health enters Red.

- More (but not complete) visual destruction of buildings when destroyed (the Seaside maps are an example).

- Each character should have it's own unique first-person view hand/arm animation. (taken from Starbuzz)

Other

Trumping all of the others, hope EA will give the source code to some trustable organization(s), leading to almost infinite possibilities, and also have EA not have to worry about Renegade while still allowing the game to succeed, more or less.
