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

Posted by [EA-DamageEverything](#) on Wed, 20 Feb 2008 19:02:04 GMT

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Spoony wrote on Wed, 19 December 2007 22:04- Chinook slightly faster and can carry five passengers plus its pilot You can quickly edit the amount of seats for every Vehicle via LE, but I honestly don't know if this will work on a Server. Increasing the Speed is also easy to set up via LE, but don't forget to increase the NUR in the server.ini PLUS get more Bandwidth for your Server. Majiin Vegeta wrote on Wed, 19 December 2007 23:00-release new maps There are numerous new Maps being released every Year. You should use Google to find more than those on a certain Website... cnc95fan wrote on Wed, 19 December 2007 23:18... I would combine a anti-cheat.exe ... it detects user input, and compares it to game-play. We have the RenGuard which blocks all but approved w3d-Models and an edited objects file too. We have RenGuard on the Server side which checks back if you are using the Client. This sorts out 90% of all Cheaters. / Then there are BIATCH & Resurrection, they check the damage/warhead/fire-rate etc AFAIK -this sorts out an additional 8% of all Cheaters. It's perfect against renamed objects.ddb (even if they're used with a cracked game.exe or are in another dir than DATA). So NOPE, I don't think we need an universal exe on the client side. Set up a Half-RG Server + Biatch and your Mods will become almost unemployed, because the RG-players can votekick nonRG-players and Biatch instantly kicks Cheaters with all sorts of repair/damage-hacks after they have pressed the Mouse Button. m1a1_abrams wrote on Thu, 20 December 2007 04:22 Add homing rockets to both Rocket Soldier Officers, but not Gunner.

Add rotating turret to MRLS but make no changes to the Nod Artillery.

Similar damage increases to other underused characters, like Tiberium Auto Rifle Sydney and the Chem Warrior. I would add homing Rocket to the Gunner too. Why? because in general, you cannot fire blind you have to aim at the Target. So it would be fair that the Rockets would follow moving Objects they were aimed at. For me it's annoying firing with Gunner on a Tank and have to guess in which direction he/she could drive next only to hit the Tank right. If the Target is in my Crosshair and I fire at the right time then, it deserves to be hit! I think homing Rockets like on BunkersTS can be made with LE.

If I'm right, I've seen the rotating MRLS (on the WW Maps!) on the [DWS]Server. This Server is fully script-equipped with the Sidebar Options, custom Commands etc.

Honestly, the Sydney/Chemo-Issue belongs to the Tactics-Forum, but hey: Medium-skilled players can take out various Infantry with the Sydney in a cheap way -and you can rush with Chemos straight on every Ground -whether it's Tiberium or not- and with enough Teammates and take out a Building easily. So no changes here please. Viking wrote on Thu, 20 December 2007 05:07 Auto map download / Parachutes

-The Chinook gets a rope that you can climb down from

-Screener taken from any player in the game without their knowledge.

Server options: -Different vehicle limits for each map Auto-MapDL like in EnemyTerritory: 100% ACK! Parachutes were already made by BC in their own scripts AFAIR.

The Chinook should get a working Chaingun like I noticed on certain dead Chinooks. Climbing down when ejecting is cinematic I think and cannot be done in Multiplayer. Someone should correct me.

There is a Spectator mode you can follow a selected player with.

Different Vehicle Limits per Map can already be done with Brenbot and Nightregulator. Above this,

BR can set a different round time for each map (check mapsettings.xml).

w0dka wrote on Sat, 22 December 2007 17:25-a "thanks" radiocommand (or is there one? i recall a few times wanting one...)

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

-Kill messages to killer and victim....Radiocommands are fixed to 30, but this can be done via a Soundplugin, which puts out a SNDT (0/1) Sound in case someone writes THX in Teamchat. With this method, any Sound can be added as a Teamcommand. Or check the scripts for the Keyconfig Stuff. You can assign some Commands to the NUMpad.

The NOD Turret aims really fast and hits its Targets well (although you see the Projectile flying slightly in another direction). I also see no problems with the time for reload since it was intended as a Cannon and not as a Chaingun. Only a bit more Armor should solve the Issue. Should be possible with LE.

More detailed Killmessages are included in SSAOW + SSGM. Although those Servermods do NOT display other Killevents in the F2 Chat, they are shown in the IRC-Channel. Such as Beacon Events or C4 (Since SSGM), Building Attacks etc. Eventually a Bot or a mIRC script can send them via RenRem back ingame? Be aware that this would increase Data Traffic.

mjfabian wrote on Sun, 23 December 2007 00:01-75% 50% 25% and full destruction animations for all buildings

-Built in voice communication

-Better, bigger (not too big), asymmetrical maps with destroyable elements that alter gameplay and multiple vehicle entrances for bases

-Harvester path-finding should be vastly improved to get around other vehiclesAt least for the full DestructionAnimation I remember that NeoSaber invented such Buildings. They are included in MutationRedux, Seaside_Sunset, Seaside_Canyon and others. The current DestructAnim is based on additional Textures which overlay on the normal ones (the Holes in the walls for example). To half-wreck a Building when it loses its 600 Armor, you probably have to re-model the whole Building in Gmax.

TBH, I wish none of the Games today have builtin VoiceComm. For Ren, there is TS, the unfinished TSO und the unfinished TS-Regulator. Now here is my Wish: Finish the TSRegulator and release it to the Public please!! Along with the dead Project RenHawk (It's dead as I stated in the RenUniverse Report 2007) this is one of my MostWanted for Ren!

Thirdly, there are more than 400 Fanmaps out, but only a few are played online. WTF?

And at last, mod the Harvie with a bit more Weight and triple its Torque. This is a easy Part with LE. It can push even a Mammoth away with the right Settings.

Dreganius wrote on Sun, 23 December 2007 12:57Surth wrote on Sun, 23 December 2007

22:48So EA made the NodSoldier unusable because the Flametrooper was unusable too?

Ok.Fixed your post.CRITICAL ERROR= Westwood has made Renegade and EA published it.

Jerad Gray wrote on Mon, 31 December 2007 09:03- The ability to set a units speed through scriptsI don't know the exact way you meant this but host a LANgame alone, press F8 and type "e" SPACE ENTER. Edit Vehicle Properties is the point. Infantry Units can be changed with LE by

modding the Presets. Play CrazyCTF and you should know what I mean. Speed and jump Height can be changed in the Objects file. I believe this could work on Vehicles the same way. If it's serversided, it affects all players. Requires an increased NUR + more Bandwidth per player. w0dka wrote on Mon, 31 December 2007 16:23 why just say one rocket, then reload, but this rocket got the punch of all the whole six? Stupid Idea, because if you have to kill an enemy Soldier in a Tunnel and miss the first shot, you have to wait till the reload is over -and within this time you will get killed.

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My Wishlist:

-Some good Servers which are running different Mods. One with CTF, one with CCTF etc. If Renegade have had a Map Autodownloader, everyone would play more Fanmaps. I don't know if it's possible, but if our RG Client automatically DLs the CP, is there a Chance to release a new RG + new scripts so RG detects the Map not being in the DATA and DLs it? After finished downloading, just go back to the Game Listings and join again.

-Finish the TS Regulator please if it isn't already.

-Fix the MP3dec.asi Client file so Ren won't randomly crash anymore if a Server (especially with NR?) starts playing a MP3.

-New RG please: 100% stable. Not 5% Chance to crash down Ren anymore.

-Release of CP 3 in Summer 2008.

Fix the unrealistic Physics. I am standing beside a Vehicle and it kills me as it would if it runs me straight over.

-No more Snipers in CCM (AOW), CTF, DM, Mission and Infantry only please.