
Subject: Re: thrash300's Interesting Renegade eeeeeeeeeeeex theory.....

Posted by [thefile](#) on Mon, 06 Apr 2009 05:15:47 GMT

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Starbuck wrote on Sat, 04 April 2009 11:51 Feiging death won't probably add anything...is Ren X using targeting boxes? If someone is feiging death, then will the targeting box be disabled when an enemy player puts the reticle on them?

If yes, then probably will work. Otherwise it would show the full health.

And how long before people will just learn to shoot at the supposed dead bodies?

DeadX07 wrote on Fri, 03 April 2009 00:26 I think RenegadeX only delays the death of Renegade. People will play it and realize that its still the same old game they already became bored with and will move on to the next new game, whatever that may be. I don't know about anyone else, but after the first few hours of gameplay I become null to fancy graphics regardless.

Yeah, the graphics are good but it really does not stack up when it comes to gameplay. I still play some pixelated racing games from 10 years ago because the gameplay is THAT damn good.

For me with Ren X, most important thing is probably gonna be how the Orca behaves, shoots, visibility and it's camera angle.

I think they are doing a good job to get the gameplay feel but we will never know till it is finished. I think those who discover C&C Mode thru Ren X won't have any problems adjusting. Those that are playing Ren X after Ren will probably find a few things to adjust to.

I am interested to see how the Orca will hand as well, come to think about it, the transport too. I hope they give it guns, as it already has them, but it looks like the developers at Westwood were rushed like hell and ended up not having time to make the whole thing work.
