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Subject: Re: Renegade X - July Update!

Posted by [Nightma12](#) on Thu, 30 Jul 2009 12:48:11 GMT

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I hate to moan about such a great mod... But there were some things that really stuck out to me in that video.

1) no ob + agt on field (been mentioned above - although an option to enable/disable base defences on those maps would be pretty neat?)

2) Infantry running - It looks to me liek they are bunny hopping and skipping across. It just looks retarded and dousnt look natural at all.

3) All the units hold their guns out WAY to far away from their bodies (the SBH stuck out the mose to me on there)

and the following is jsut me being picky

4) instead of the reticle selected thing that we have in ren at the moment, we had an outline of the character/unit. Maybe im just used to the ren way of doing it, but it just seemed a lil strange to me.

5) The nod APC is unreconisable from the current version we have. Perhaps thats for the best though as the current nod APC sucks badly lol.

6) Under looks a bit too bright/white?

7) The top of the hand of nod does not appear to be gripping the globe properly!

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