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Subject: Re: Renegade X - July Update!

Posted by [Chuck Norris](#) on Sun, 09 Aug 2009 05:52:36 GMT

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Awesome update.

I realize this is a work in progress, but a few things I don't like.

1. The outlines. I hate them for two main reasons.

a. the box was such a throwback to the classic C&C games, and it made it feel part RTS.

b. the outline doesn't "keep up" with the rest of the game, so it makes it look odd. It also looks odd when you target a building up on a hill (like in the part showing the WF being targeted on Field). You see the outline through the ground.

The outline also seems to remain on vehicle shells after the vehicle is destroyed. That will lead to confusion amid fast paced battle.

That's not even counting the "getting used to it" bit.

2. The sounds the infantry make (when hit) sound like the Unreal Tournament 3 ones. These will change though, I'm guessing?

3. The vehicles remain after being destroyed, ala, as in Unreal Tournament 3. Is this staying? Again, it was such a throwback to the old C&C games to have the vehicle you destroyed sometimes have an infantry come out. It also looks like the character within dies as in unreal Tournament 3 when the tank does. That makes me think that surely this must change? Even having the vehicle shell remain for a few seconds changes gameplay a bit.

4. The engineers beam "homes" in on it's target, so you can be shooting 45 degrees away from a vehicle you're repairing, and it'll still hit it. Surely this too must change?

5. As was said before, Under is too unsaturated. Ice should be Blue. The level is almost devoid of any color. If I picture that in a Blue tone, it looks as beautiful as the rest.

6. The Health bars looked better as the C&C boxes, not the one Unreal Tournament 3 uses (I think that's what those are, it's been a while since I played Unreal Tournament 3).

P.S. The Airstip is called "NOD Strip"?

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