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Subject: Re: Renegade X - July Update!

Posted by [Havoc 89](#) on Thu, 20 Aug 2009 00:24:19 GMT

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Good to see you guys are still commenting. I will do my best to answer all them questions.

CarrierII wrote on Sun, 16 August 2009 02:25

1) I do not see why the older green box and the newer red outline have to mutually exclusive, in between drooling over the graphics, I found myself visualising the green box...

Give it time. I highly recommend that you wait to try it. It is really not that noticable and annoying as you guys so claim. It actually blends ingame very nicely so you dont have to worry. Also you guys claim that we changed it from green to red when actually it was the same in ren where green was friendly, and red was enemy.

CarrierII wrote on Sun, 16 August 2009 02:25

2) The weapon list has moved! (Not the end of the world, but...)

It didnt move because it never existed in the first place The top weapon bar will return but these are all very small things which we are not focusing on because we're finishing and polishing the game mode which is far more important.

CarrierII wrote on Sun, 16 August 2009 02:25

3) I like the fact we now have infinity symbols, rather than "999".

Makes more sence that way no?

CarrierII wrote on Sun, 16 August 2009 02:25

4) Can I have a light tank please?

Soon.

CarrierII wrote on Sun, 16 August 2009 02:25

5) Yeah, the way the characters are holding their weapons is too UT3, but you said you're fixing that, so

Right as we said it will be fixed. The reason why it is like that currently is because we are using the Unreal Tournament 3 character rig. Now if you noticed, UT3 characters are big and bulky so their skeletons and disproportionate and need to use more exagerated animations. So eventually we will create our own character rig that will have even more enhancements then just the new animations

CarrierII wrote on Sun, 16 August 2009 02:25

6) Can we lose the "Head shot" text (And the "Road Rage") at the centre of the HUD?

Thats just stock UT3 stuff that we havnt yet bothered to move or get rid of. Again its not a major priority so we're not focusing on such things atm.

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