## Subject: Re: Renegade X - September '09 Update!
Posted by EvilWhiteDragon on Wed, 30 Sep 2009 10:02:48 GMT

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R315r4z0r wrote on Mon, 28 September 2009 17:44Goztow wrote on Mon, 28 September 2009 10:10
I think it's realistic to say everyone has limited gaming time, so if people play a 2nd game they'll play less of the first game.

People are able to play more than one game. It's not like Renegade is the only game anyone ever plays. How often do you play Renegade? How often do you play other games? Do you have some sort of schedule for playing Renegade and other games? Who's to say that Renegade X wont take time away from playing a different game?

And you know.. come to think of it, what is so bad about "splitting" the community anyway? Everyone would still come to this forum, just maybe less people would play Renegade (there are plenty that play now.) I don't think something like that would happen, but if it did, the effects would be minuscule.
LeeumDee wrote on Sun, 27 September 2009 20:15
Quick question to the beta testers. I see a screenshot of the map field there, are obelisk walks possible? As in the 'legal' ones; using rocks for cover etc.
The buggy one where you walk a certain way and the obelisk misses you, no. But running from cover to cover works fine. It's much easier too as it's a lot less guess and run like Renegade is.

In Renegade, the Obelisk charged up, but when you got into cover, you wouldn't know if the charge was still active. You would run into the open to get to the next cover but the ob would beam you instantly.

In RenegadeX, it's a little more convenient. When the Obelisk charges up, the crystal on top starts to glow a bright neon red. Whenever the crystal is bright red, that means the Obelisk is fully charged and if it sees you in the open, even for an instant, you're going to get shot. The charge will dissipate over time, thus allowing you to plan your movements.

The obelisk charge bug is fixed on the BlackIntel servers and should be fixed in TT as well so