Subject: Renegade Alert Is Released!!
Posted by Dante on Wed, 24 Sep 2003 23:01:34 GMT

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Havoc 89i found a couple of bugs...

1. when u use the hind or apache and fire the gun, there is a texture missing
2. how can a pistol shoot like 10 bullets and destroy a building?
3. the hind's missiles arnt homing, well im not sure if u wanted it like that.
4. when i uninstalled it, i couldnt run renegade or uninstall renegade after uninstalling ren alert.
5. i had to install renalert again than uninstall renegade first than renalert.
6. when u are inside the con yard, and look at the door, u can c that a mesh is missing.

but other than that its a great mod.

good job

just a suggestion, for the gernadiers u can make hand position so that it looks like that he is throwing gernades.

1. textures will be addressed
2. could u be more specific on this, as i never saw this before
3. they are how they are supposed to be
4. hmm, did you install RenAlert to your Renegade directory?
5. see #4
6. could you post a screenshot of that on our bug reporting forum? http://www.renevo.com/forum/