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Subject: My impressions of the RenAlert Beta

Posted by [General Havoc](#) on Mon, 26 Jan 2004 22:26:10 GMT

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The radar is due to the building controller used. Pretty sure it is hard-coded but I may be wrong.

Also the repair bay on keep of the grass (I think) is sunken in the center, some vehicles get stuck when you drive off, nothing reversing doesn't fix, but can be anoying if you happen to lag.

Weapons factory - may want to do something with the ramp. If you jump in a harvester before it gets off the ramp, it hard to get it over when you drive out. Maybedecrease the incline or something?

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