Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Fri, 23 Apr 2004 19:09:48 GMT
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Thanks to Silent Kane and his coding knowledge, we've extended the viewing distance of the game to 600 meters.

In reality, it can be anything we want it to be. 1,200, 6,000, doesn't really matter - we're keeping it at 600 meters as a compromise between needing to put up fog everywhere and framerate issues. So you'll see less fog and more game, with a 10% FPS hit, at most, on a non-visibility-solved level. I'd say it's worth it.

You'd be seeing half the distance of this screenshot if we kept it at the old distance settings.

Remember that all of these images are still pre-release images and are not showing completely finished products.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by cowmisfit on Fri, 23 Apr 2004 19:53:59 GMT
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Cool, good job.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by TheGunrun on Fri, 23 Apr 2004 19:57:45 GMT
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If i didnt know better i would say it was C&C Generals. Great Job! Good luck with the mod.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Falconxl on Fri, 23 Apr 2004 19:59:46 GMT
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Finally Artillery can be used as indirect fire weapons from a safe distance.

Subject: Renegade Alert 600 Meter View Distance Upgrade

Posted by U927 on Fri, 23 Apr 2004 20:58:25 GMT
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Very nice. Now we can see enemies coming away from farther away.

P.S: Is that Ridge War?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by cowmisfit on Fri, 23 Apr 2004 21:08:38 GMT
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TheGunrunIf i didnt know better i would say it was C&C Generals. Great Job! Good luck with the mod.

saying something is like generals is not a complament

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Jaspah on Fri, 23 Apr 2004 22:10:28 GMT
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Umbral_DelaFlareVery nice. Now we can see enemies coming away from farther away.

P.S: Is that Ridge War?

I think it is. Alot of Ridges, eh?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Kytten9 on Fri, 23 Apr 2004 22:21:14 GMT
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that just looks cool, plain and simple.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by DrasticDR on Fri, 23 Apr 2004 23:31:07 GMT
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I guess this means that snipers will gain in another advantage.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by DarkDemin on Fri, 23 Apr 2004 23:34:12 GMT

snipers suck in Ren Alert

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Fri, 23 Apr 2004 23:36:24 GMT

Have you played RA yet?

Snipers have 80 points of health, no armor... They have 50 rounds in their inventory. Each time they fire, they reload a bullet into the chamber. They don't damage vehicles. They take two or three (depending on the soldier) body shots to kill, one head shot to kill.

They don't have many advantages beyond long range.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Homey on Fri, 23 Apr 2004 23:40:05 GMT

Wouldnt this lower your fps?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Fri, 23 Apr 2004 23:45:49 GMT

DarkDeminsnipers suck in Ren Alert

Only if you're a bad shot.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by U927 on Sat, 24 Apr 2004 00:28:59 GMT

HomeyWouldnt this lower your fps?

By about 10%. So if you normally get 10 FPS, you will get 9 or 8 instead.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by cowmisfit on Sat, 24 Apr 2004 00:59:31 GMT

Umbral_DelaFlareHomeyWouldnt this lower your fps?

By about 10%. So if you normally get 10 FPS, you will get 9 or 8 instead.

Who gets 10 fps DAMN I wish i could get that Renalert work

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by terminator 101 on Sat, 24 Apr 2004 01:24:32 GMT

I know that this is off the topic, but why Does no one ever play RenAlert on gamespy?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Renx on Sat, 24 Apr 2004 02:54:26 GMT

RenAlert has no GSA support at the moment,

I think the problem is how gsa opens "C:\westwood\renegade\game.exe", but we need it to open "C:\westwood\renalert\game.exe" (or whatever dir you chose, you get it).

If and when RA gets GSA support, it will have it's own lobby.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Drkpwn3r on Sat, 24 Apr 2004 02:55:34 GMT

Yep...otherwise alot would be playing it on there

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by terminator 101 on Sat, 24 Apr 2004 03:29:09 GMT

RenxRenAlert has no GSA support at the moment,

I think the problem is how gsa opens "C:\westwood\renegade\game.exe", but we need it to open "C:\westwood\renalert\game.exe" (or whatever dir you chose, you get it).

If and when RA gets GSA support, it will have it's own lobby.
And when is that going to happen? I can't wait to try this mod on multiplayer... it is going to kick

---

ass.
Will the renalert team have to pay for their mod lobby?

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Aircraftkiller on Sat, 24 Apr 2004 03:38:20 GMT
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Use Westwood Online.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by NHJ BV on Sat, 24 Apr 2004 07:59:37 GMT
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Seeing that the average computer has improved in speed since Renegade was developed/released, this sounds good to me.

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Xtrm2Matt on Sat, 24 Apr 2004 08:01:48 GMT
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Awsome, good job SK and RA team

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by Renx on Sat, 24 Apr 2004 16:37:27 GMT
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Terminator 101RenxRenAlert has no GSA support at the moment,

I think the problem is how gsa opens "C:\westwood\renegade\game.exe", but we need it to open "C:\westwood\renalert\game.exe" (or whatever dir you chose, you get it).

If and when RA gets GSA support, it will have it's own lobby.
And when is that going to happen? I can't wait to try this mod on multiplayer... it is going to kick ass.
Will the renalert team have to pay for their mod lobby?

Dante was suppoosed to talk with the people at GameSpy, I don't knwo what's going on now though...

Subject: Renegade Alert 600 Meter View Distance Upgrade

Posted by Deactivated on Sat, 24 Apr 2004 17:26:07 GMT
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Dante.. is gone

Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by -SoQ-Base on Mon, 26 Apr 2004 11:07:29 GMT
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i upgreaded my redalert to the newest version but i cant play the whole game closes after he stop loading

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Subject: Renegade Alert 600 Meter View Distance Upgrade
Posted by frijud on Mon, 26 Apr 2004 16:49:33 GMT
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Quote:

Who gets 10 fps DAMN I wish i could get that Renalert work

HEY!!! I get 10 fps. Don't knock it unless you have tried it!   LOL