
Subject: Renegade Alert Internal Testing
Posted by [Renx](#) on Mon, 21 Jun 2004 02:49:51 GMT
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We've started the Internal testing for the next patch, .993. So far we are testing the levels:
CamosCrossing, Volcano, Fissure, Metro, and Canyon River...

Subject: Renegade Alert Internal Testing
Posted by [spreegem](#) on Mon, 21 Jun 2004 02:58:17 GMT
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drools then falls over in shock Ohh My God, That is so good looking. Can't wait for the next patch, RenAletr will be so much better than ever before. Everything looks great, keep up the fantastic work!

Subject: Renegade Alert Internal Testing
Posted by [Xtrm2Matt](#) on Mon, 21 Jun 2004 06:41:49 GMT
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Very nice

"asscrackkiller" Lol.. theres a new one

Subject: Renegade Alert Internal Testing

Posted by [xptek_disabled](#) on Mon, 21 Jun 2004 06:42:57 GMT

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I think it was asscrackfiller.

Subject: Renegade Alert Internal Testing

Posted by [spreegem](#) on Mon, 21 Jun 2004 15:13:16 GMT

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LOL it does look like asscrackfiller.

Subject: Renegade Alert Internal Testing

Posted by [YSLMuffins](#) on Mon, 21 Jun 2004 15:28:42 GMT

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Do those rockets from the rocket soldier track?

Subject: Renegade Alert Internal Testing

Posted by [KIRBY098](#) on Mon, 21 Jun 2004 15:43:27 GMT

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"Flight of the Valkyries" comes to mind when I see those two HINDs together like that...

Looks really nice.

Subject: Renegade Alert Internal Testing

Posted by [U927](#) on Mon, 21 Jun 2004 16:24:33 GMT

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YSLMuffinsDo those rockets from the rocket soldier track?

Primay fire for the rocket launcher is a tracking rocket, which is slow, but at times curves to meet its target.

Secondary fire is your normal rocket, with no tracking, but it goes considerable faster.

This next patch WILL change RenAlert forever. I expect the fanbase to increase dramatically for

this awesome mod.

Subject: Renegade Alert Internal Testing
Posted by [flyingfox](#) on Mon, 21 Jun 2004 17:20:57 GMT
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All vehicular improvements.. what about infantry? Are both teams going to get a free character that can defend a base when they have nothing else, or is C4 going to do some damage to vehicles?

Subject: Renegade Alert Internal Testing
Posted by [U927](#) on Mon, 21 Jun 2004 17:41:38 GMT
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The Technician is the free character which can slowly repair structures with his wrench. The Engineer now costs \$500, and he can repair any structure to full health instantly with his golden wrench. However, he has a one-minute recharge period between uses of the wrench.

C4 will do no damage to vehicles. It can only damage infantry and structures.

Subject: Renegade Alert Internal Testing
Posted by [flyingfox](#) on Mon, 21 Jun 2004 18:37:46 GMT
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So hang on.. not only do you have nothing free to defend with, rifle soldiers are going to cost money? Hows that going to turn out when you have no war factory, barracks and your base is being blown to bits? More to the point, if you have no barracks, how can you even defend at all with just engineers? I assume they'll be in the free category but cost 100 or something.

Subject: Renegade Alert Internal Testing
Posted by [U927](#) on Mon, 21 Jun 2004 18:41:30 GMT
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Where did I say that?

Technicians are free units that repair structures. Rifle Infantry are also free.

Subject: Renegade Alert Internal Testing
Posted by [flyingfox](#) on Mon, 21 Jun 2004 18:53:03 GMT
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Never mind, I thought you meant the technician would be the only free unit.

The game still needs improving in that area. Theoretically, you could add a free rocket soldier that becomes available with no barracks, that operates in the same way the Renegade rocket officer works, with slow moving missiles that don't track. You really can't defend a base with a unit that needs about 15 clips of ammunition put into a vehicle to have any sort of effect.

Subject: Renegade Alert Internal Testing
Posted by [Try_lee](#) on Mon, 21 Jun 2004 19:05:32 GMT
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It's been said a million times...

If you don't defend your barracks, why should you deserve to have advanced infantry to make it easier to defend? Of course, you could always destroy their war factory so they don't have any more tanks. Problem solved!

Subject: Renegade Alert Internal Testing
Posted by [Aircraftkiller](#) on Mon, 21 Jun 2004 19:31:17 GMT
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Umbral_DelaFlareYSLMuffinsDo those rockets from the rocket soldier track?

Primary fire for the rocket launcher is a tracking rocket, which is slow, but at times curves to meet its target.

Secondary fire is your normal rocket, with no tracking, but it goes considerable faster.

This next patch WILL change RenAlert forever. I expect the fanbase to increase dramatically for this awesome mod.

WTF are you talking about? PLEASE, PLEASE STOP POSTING MISINFORMATION.

The only difference between primary and secondary fire is that the secondary missile flies 30% faster, but does about 100 points of damage.

Both missiles track 80% of the time.

Subject: Renegade Alert Internal Testing
Posted by [U927](#) on Mon, 21 Jun 2004 20:12:56 GMT
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I apologize. Didn't mean to spread misinformation.

Subject: Renegade Alert Internal Testing
Posted by [YSLMuffins](#) on Mon, 21 Jun 2004 20:50:20 GMT
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100 points of damage versus...?

Subject: Renegade Alert Internal Testing
Posted by [visorneon](#) on Mon, 21 Jun 2004 20:50:36 GMT
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looks very good, well done

Subject: Renegade Alert Internal Testing
Posted by [OnfireUK](#) on Mon, 21 Jun 2004 20:54:14 GMT
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It looks nice from the screenies can't wait...
I hope more people download it this time though.

Aircraftkiller

WTF are you talking about? PLEASE, PLEASE STOP POSTING MISINFORMATION.

The only difference between primary and secondary fire is that the secondary missile flies 30% faster, but does about 100 points of damage.

Both missiles track 80% of the time.

Just out of curiosity how much damage does the primary one do then ? Obviously more but...

Subject: Renegade Alert Internal Testing
Posted by [PointlessAmbler](#) on Mon, 21 Jun 2004 21:45:33 GMT
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Yargh, never mind, already cleared up...

Subject: Renegade Alert Internal Testing
Posted by [Renx](#) on Mon, 21 Jun 2004 22:31:52 GMT
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Around 150 or 200, can't rememeber exactly.

Subject: Renegade Alert Internal Testing
Posted by [SuperFlyingEngi](#) on Mon, 21 Jun 2004 23:23:36 GMT
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Oh come on, stop teasing everyone with you internal test, release .993 for a month, set up a playtest forum on the RenAlert website, and fix everything wrong a couple months later in .9935. This way, everything wrong will get found and fixed faster, like map bugs and the like.

Subject: Renegade Alert Internal Testing
Posted by [xptek_disabled](#) on Mon, 21 Jun 2004 23:28:20 GMT
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If it was done, it would have been released.

Subject: Renegade Alert Internal Testing
Posted by [spreegem](#) on Tue, 22 Jun 2004 00:27:18 GMT
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Actually, maybe it is done and they're juat postuing all these cool screen shots to make us suffer untill they decide to release it. BTW All the screen shots look really good, can't wait for .993.

Subject: Renegade Alert Internal Testing
Posted by [PointlessAmbler](#) on Tue, 22 Jun 2004 00:57:13 GMT
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It's far from done.
