
Subject: A few concerns/bugs.

Posted by [BlazeDragon](#) on Sun, 24 Aug 2008 22:28:14 GMT

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There are a few things I was concerned about and was wondering if they'd be fixed, changed, or adjusted.

1.)If I'm not wrong GDI infantry to more damage with their rifle then Nod infantry. Why is this, and why would it be this way? Nod infantry are much easier to hit, having their rifles be worse doesn't make much sense, most of all when all other free infantry are the same.

2.)The GDI Symbol. You can shoot through the GDI symbol on the on the medium tank. This can be annoying if they are driving backwards and behind some cover shooting at you. Sometimes your shots will go though the tank. There are other cases where this is annoying. (EDIT : Sorry noticed this in another topic)

3.)I'm not sure what to call this, so I'm gonna call it the height bug. Now sometimes when your high above something shooting down at it, the splash damage will do and sometimes the shell itself won't either. Some cases of this are on hourglass (unless you know the little "trick" to work around it) and on mesa if your on the bridge shooting down at some infantry or something. This is possibly the most annoying bug in my mind, when your shooting RIGHT at an infantry's foot and it does no damage.

4.)Stealth bug? I've never really paid much attention myself, but jumping and by colliding with objects, sometimes, sbhs will flash? I haven't experienced this one much myself so I'm not to sure about this one.

There's some others I forgot but o well:(.

Subject: Re: A few concerns/bugs.

Posted by [Caveman](#) on Sun, 24 Aug 2008 22:53:38 GMT

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1) This is not a bug, GDI are meant to be more powerful. Nod are meant to be stealthy.

2) Been mentioned.

3) Been mentioned.

4) I have had this a few times but its not a regular thing but it still needs fixing.

Subject: Re: A few concerns/bugs.

Posted by [Homey](#) on Sun, 24 Aug 2008 23:43:06 GMT

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4 - they do by jumping, also if they jump you can see footsteps usually. To be honest I think that makes sense because why would your footsteps be stealth too?

Subject: Re: A few concerns/bugs.
Posted by [Goztow](#) on Mon, 25 Aug 2008 06:24:00 GMT
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1. Meant to be, even says it during the installer!
4. Is meant to be this way: stealth technology ain't 100 %. It also shows when you're close to an enemy.

Subject: Re: A few concerns/bugs.
Posted by [_SSnipe_](#) on Mon, 25 Aug 2008 06:31:38 GMT
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Goztow wrote on Sun, 24 August 2008 23:24
4. Is meant to be this way: stealth technology ain't 100 %. It also shows when you're close to an enemy.
or jump or fall

Subject: Re: A few concerns/bugs.
Posted by [nopol10](#) on Mon, 25 Aug 2008 09:45:56 GMT
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I was just playing a match yesterday in Hourglass and I was on GDI, running around in the tunnel minding my own business then at the side entrance I saw some footsteps and fired my volt. That idiot let me reveal not 1 but 3 SBHs who were beside him. It helps to know what stealthiness means even when playing a game.

Subject: Re: A few concerns/bugs.
Posted by [BlazeDragoon](#) on Mon, 25 Aug 2008 10:09:28 GMT
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Goztow wrote on Mon, 25 August 2008 01:24:1. Meant to be, even says it during the installer!
4. Is meant to be this way: stealth technology ain't 100 %. It also shows when you're close to an enemy.

1.) Really? I still think that's silly. Since Nod infantry are so much bigger>_>. O well.

4.)I think footsteps and such showing are fine but why just for jumping(not falling and taking dmg) should the actually sbh itself flash? Footsteps or snow kicking up is perfectly fine imo. Also I didn't know when your close up it shows omgthx;p. This isn't that serious just something I thought I'd

mention. 2 and 3 are by far the worst of the 4 things I listed.

Subject: Re: A few concerns/bugs.
Posted by [Goztow](#) on Mon, 25 Aug 2008 10:35:29 GMT
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GDI needs a small game start advantage: their vehicles are overall more expensive than Nod's. It balances out quite nicely IMO.

Subject: Re: A few concerns/bugs.
Posted by [ErroR](#) on Mon, 25 Aug 2008 13:49:55 GMT
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I still find it easy/same to kill infantry both on GDI & Nod

Subject: Re: A few concerns/bugs.
Posted by [DutchNeon](#) on Mon, 25 Aug 2008 21:57:33 GMT
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Same, and if you hate the Nod AR, buy the NOD offy, with the uber awesome chaingun. Its a fast killer, if you are good at range kills (aim ahead, high, so to head maybe?), its easy for kills. This includes the GDI offy too of course, but is there a damage difference between those 2 chainguns actually?

Subject: Re: A few concerns/bugs.
Posted by [Jamie or NuneGa](#) on Tue, 26 Aug 2008 14:57:19 GMT
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nope

Subject: Re: A few concerns/bugs.
Posted by [GEORGE ZIMMER](#) on Tue, 26 Aug 2008 19:25:40 GMT
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No, they're exactly the same.

But yeah, the Nod autorifle needs to do 7 aswell. I think they just copied the Autorifle_AI_Ammo preset, but forgot to change the damage.

Subject: Re: A few concerns/bugs.
Posted by [Caveman](#) on Tue, 26 Aug 2008 19:29:23 GMT
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Cabal8616 wrote on Tue, 26 August 2008 20:25No, they're exactly the same.

But yeah, the Nod autorifle needs to do 7 aswell. I think they just copied the Autorifle_AI_Ammo preset, but forgot to change the damage.

No, as it was stated previously, it was meant to be like that. GDI are meant to have more fire power while Nod have its stealthiness and cheapness. Hence why GDI have mammoth tanks....

Subject: Re: A few concerns/bugs.
Posted by [GEORGE ZIMMER](#) on Tue, 26 Aug 2008 19:44:06 GMT
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Caveman wrote on Tue, 26 August 2008 14:29Cabal8616 wrote on Tue, 26 August 2008 20:25No, they're exactly the same.

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It's pretty well known though that Renegade has some just outright weird bugs that you'd think they'd have noticed.

Subject: Re: A few concerns/bugs.
Posted by [Caveman](#) on Tue, 26 Aug 2008 23:00:42 GMT
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Cabal8616 wrote on Tue, 26 August 2008 20:44Caveman wrote on Tue, 26 August 2008 14:29Cabal8616 wrote on Tue, 26 August 2008 20:25No, they're exactly the same.

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Shit man are you serious?

Subject: Re: A few concerns/bugs.
Posted by [StealthEye](#) on Tue, 26 Aug 2008 23:19:41 GMT
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Cabal8616 wrote on Tue, 26 August 2008 21:44Caveman wrote on Tue, 26 August 2008 14:29Cabal8616 wrote on Tue, 26 August 2008 20:25No, they're exactly the same.

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Subject: Re: A few concerns/bugs.
Posted by [GEORGE ZIMMER](#) on Tue, 26 Aug 2008 23:52:07 GMT
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Caveman wrote on Tue, 26 August 2008 18:00Shit man are you serious?
I'm hoping you're not thinking that I said that in regard to Nod being stealthy and etc. No shit Nod's stealthy and sacrifices firepower for that.

I was talking about how I'm pretty sure the Nod soldier having 5 damage compared to the 7 damage of the GDI soldier is more than likely not something intended.

StealthEye wrote on Tue, 26 August 2008 18:19Isn't being mentioned in the installer enough prove?

I haven't re-installed Renegade in ages, and due to me losing my serial key, I can't much re-install to see. If it's true that the installer said "The Nod soldier deals 2 points less damage than the GDI soldier" or something along those lines, please take a SS, as that'd be pretty nice to know.

And, hell, even if it WAS an apparently intentional thing, there's other games that patch things like damage to fix up balance. I really see no reason why Nod should have a weaker soldier (Who even has a bit of a bigger head), considering Nod is supposed to be the king of early game...

Subject: Re: A few concerns/bugs.
Posted by [Xpert](#) on Wed, 27 Aug 2008 02:29:21 GMT
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Dude... It's part of the story line. It says something along the lines of GDI Soldiers being more skilled and advanced than a Nod Soldier. I'm about to go reinstall Renegade just to show you, like seriously, wtf...

Subject: Re: A few concerns/bugs.
Posted by [GEORGE ZIMMER](#) on Wed, 27 Aug 2008 03:21:18 GMT
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Didn't they share the same exact presets in TD...?

Subject: Re: A few concerns/bugs.
Posted by [_SSnipe_](#) on Wed, 27 Aug 2008 03:22:59 GMT
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Xpert wrote on Tue, 26 August 2008 19:29Dude... It's part of the story line. It says something along the lines of GDI Soldiers being more skilled and advanced than a Nod Soldier. I'm about to go reinstall Renegade just to show you, like seriously, wtf...
i wanna see

Subject: Re: A few concerns/bugs.
Posted by [bly](#) on Wed, 27 Aug 2008 20:38:19 GMT
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cabal are you fucking retarded.....

Subject: Re: A few concerns/bugs.
Posted by [GEORGE ZIMMER](#) on Wed, 27 Aug 2008 21:21:11 GMT
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bly wrote on Wed, 27 August 2008 15:38cabal are you fucking retarded.....
I've yet to see this screenshot, and I haven't installed Renegade in ages. I'm simply asking for proof of this.

As for them apparently being less trained, wouldn't that make their accuracy worse, not their damage...? Considering it's the same exact rifle as the GDI one, just with red bullets...

Subject: Re: A few concerns/bugs.
Posted by [Caveman](#) on Wed, 27 Aug 2008 22:37:54 GMT
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The red bullets show that its Nods rifle and that its different. It was not a bug.. If they intended for the rifles to be the same then they would have used the same preset, no?

Subject: Re: A few concerns/bugs.
Posted by [GEORGE ZIMMER](#) on Wed, 27 Aug 2008 22:50:53 GMT
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The officer guns are the same damage-wise, but have different presets due to colors.

Subject: Re: A few concerns/bugs.
Posted by [bly](#) on Thu, 28 Aug 2008 02:00:24 GMT
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Cabal8616 wrote on Wed, 27 August 2008 17:50The officer guns are the same damage-wise, but have different presets due to colors.

i also would like to see some proof that the chem sprayers head is so big.

and why can the chem warrior go through tiberium while tib sydney cant?

why does the volcano lava not harden into rock?

why the fuck do nod and gdi always build bases so fucking close to eachother and never notice until the map starts/.....

id like screenshots and interviews from westwood employees.

Subject: Re: A few concerns/bugs.
Posted by [nikki6ixx](#) on Thu, 28 Aug 2008 02:16:45 GMT
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bly wrote on Wed, 27 August 2008 21:00

why the fuck do nod and gdi always build bases so fucking close to eachother and never notice until the map starts/.....

id like screenshots and interviews from westwood employees.

I second this.

Subject: Re: A few concerns/bugs.
Posted by [jnz](#) on Thu, 28 Aug 2008 12:46:41 GMT
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billy wrote on Thu, 28 August 2008 03:00Cabal8616 wrote on Wed, 27 August 2008 17:50The officer guns are the same damage-wise, but have different presets due to colors. and why can the chem warrior go through tiberium while tib sydney cant?

The chem warrior is wearing a suit.

billy wrote on Thu, 28 August 2008 03:00
why does the volcano lava not harden into rock?

It's flowing

billy wrote on Thu, 28 August 2008 03:00
why the fuck do nod and gdi always build bases so fucking close to eachother and never notice until the map starts/.....

They are both racing for the tiberium

Yes, I did just do that.

Subject: Re: A few concerns/bugs.
Posted by [Starbuzzz](#) on Thu, 28 Aug 2008 19:37:11 GMT
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billy wrote on Wed, 27 August 2008 21:00and why can the chem warrior go through tiberium while tib sydney cant?

cuz his chem sprayer has less range compared to long-ranged Sydney Tib gun. the suit is to compensate.

Subject: Re: A few concerns/bugs.
Posted by [billy](#) on Thu, 28 Aug 2008 20:23:20 GMT
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why does gdi have a grenader when nod has a flamethrower...

why does the med do more damage than the light...

why does the light move faster than the med and is harder to hit?

why arent both sides the same and you just polay each map as gdi-gdi / nod-nod

im still waiting for westwood employees.....

and why does the orca have unlimited range when the apaches range sucks.

and why do the bullets make colors when you shoot them? arent bullets little metal things that fly through the air and dont really have any color at all?

Subject: Re: A few concerns/bugs.

Posted by [GEORGE ZIMMER](#) on Thu, 28 Aug 2008 20:45:47 GMT

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I really hope you're trolling.

Do realize that my point is that they're the same exact weapon. Grenades and flamethrowers are NOT the same weapon. Sydney and a chemical trooper are NOT the same unit type.

Light infantry and light infantry are, uh... Light infantry. Same weapon, same stats, etc... Yet the gun does less damage. I'd normally not care, but seeing as how the Nod soldier probably stands out MORE than the GDI soldier, yeah...

Subject: Re: A few concerns/bugs.

Posted by [Caveman](#) on Thu, 28 Aug 2008 20:46:09 GMT

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Dude stop being a troll.

Subject: Re: A few concerns/bugs.

Posted by [u6795](#) on Thu, 28 Aug 2008 20:49:43 GMT

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billy wrote on Thu, 28 August 2008 16:23

and why do the bullets make colors when you shoot them? arent bullets little metal things that fly through the air and dont really have any color at all?

Tracers, lol. It's done in real life, too.
