Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 15:14:00 GMT
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I finished Single player some days ago on commando and frankly... it was a piece of cake most of it... I finished it in something like 3 days (de'ja vu from RA2) and the only real hard mission was Stomping on holy ground (last mission), Petrova was hard only because she was surrounded by dozens of other units that kept spawning (the stealth soldiers never run out in there so don't try to take them out first from the tunnel).Does anyone else thinks the same?P.S if anyone needs help I would gladly give hints etc' for your problems

Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 15:29:00 GMT
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I agree that its too short, I finnished it in around 4 days. The first few missions were good but they kinda got off topic and got into the weird mutated alien things.

Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 17:37:00 GMT
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Too short, no doubt.

Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 19:56:00 GMT
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Do you like the 30 minute time limit? How about the start credits (0$)? I can admit that alot of servers have changed the way they operate ever since the retail version of renegade came out. How many of you get the "Negotiating Port With Server XXX Players in Que"? Or when you join it says channel full even though it says (for example) 8/10? Do you think that the next patch WW releases they sould have it automatically refresh?

Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 20:05:00 GMT
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For me, the $0 credits and 30 minutes is just about right. $0 creds, especially. There always seems to be some imbalance or other when you start off with money.I REALLY hate it when a server starts with $300 (pretty rare, I admit)...Whoever is running that server obviously prefers NOD. They get you with the buggy rush every time.....stupid Nod.....

Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 20:07:00 GMT
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I usually set up my servers for fast pace games. I set the credits to 99999 and the time limit to 10 mins.

Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 20:21:00 GMT
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What happens to nod at the end? Half of the missions are based on the stupid scientists which didn't even play a major roll in the original C&C (the (C)1992 one) or in renegade. In fact, It was the second mission (in renegade) where it all began! What a waist of 9 missions! I do admit that some of the missions were interesting (like the last one) I have ALWAYS wanted to see what the inside of the Temple of NOD looks like. WW needs to develope the characters more and probably engage the player in to a much deeper storyline. Do you think WW might release an EP (Expansion Pack) for this game extending the missions or adding NOD missions?[April 02, 2002: Message edited by: unit037]

Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 21:01:00 GMT
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Dang!! That might be kinda fun!!! Tons of Mammy's and Tons of Flamers all raising h3ll....what's your server, I'd love to try it sometime....

Subject: Single player too easy/ too short?
Posted by Anonymous on Tue, 02 Apr 2002 22:22:00 GMT
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It's funny....I've only played the first two missions, and never went back.Multiplayer Renegade has stolen my life......

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 06:56:00 GMT
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im on evolution of evil and i might just leave it alone, I dont really feel a craving to get back to it..

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 07:20:00 GMT
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Here is the problem... Connection broken to client. 2Player eagle9501 left the gameConnection broken to client. 6Player mehie left the gameConnection broken to client. 3Player aloha99 left the gameConnection broken to client. 7Player spy890 left the gameConnection broken to client. 5Player BUZZbizzz left the gameConnection broken to client. 4Player shad0w102 left the gameConnection broken to client. 1Player pikaki11a left the gameThis list was actually taken from the FDS. Westwood can't seem to solve the problem. It does this when I host through my actual retail game too. I wonder if anyone can help. Email me your email address to haroutetoot@attbi.com and I will email you a copy of my DXDIAG.txt. Although that is hardly the case because it does this no matter which computer I try to host it on in my house. We are set up with a router and a firewall but I have opened ALL of the ports AND if I hot plug the cable modem to my machine it still has the same problem.   Can anyone help?

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 08:17:00 GMT
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Well, you could try turning the firewall off. That, or check your connection. Maybe your not getting the connection once the game starts. It may change (go down). Its not likely, but it might.I`m studying to become a computer technician and I`ve learned that not likely`s happen way too much!!!Peace

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 08:31:00 GMT
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I tried that but the thing is that everyone plays for about 2 minutes just fine with no lag or interruptions and all of a suddon a whole bunch of connections are lost. Even when I plug the cable modem directly to one of my machines. Wait... Could it possibly be that ATT changes the IP Address of its cable modem users ever X minutes (I doubt it but what do you think)?

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 08:59:00 GMT
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Unit,What's the maximum players you are allowing to join the game? I've noticed if you tell Westwood an incorrect connection speed, it'll let you add more players than your speed can really support which will cause the connection lost errors like you listed above.

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 09:31:00 GMT
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I usually set it to 8 players but it does the same thing with 4 players or 2 players.

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 09:47:00 GMT
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Same problem, Im ok for 4 people any more than that and I lose em.

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 09:51:00 GMT
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FYI:Cable Modem:UP: 128KbitsDOWN: 2.5Mbits

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 10:04:00 GMT
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Thats not all cable modems, some have higher upload speeds. I know mine is 512up and 2.5 down(I never get that, but thats what it is rated)

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 10:08:00 GMT
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quote:UP: 128KbitsDOWN: 2.5Mbitsthat is what mine is[April 03, 2002: Message edited by: unit037]

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 10:18:00 GMT
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well, its too short...as for the mutants: they shouldn't be so "alle over the place", i'd rather make em quite powerfull, but rare, adn really dumb, perhaps a brains and brawn duo; a big a** mutant with a special nod officer as a CO, nod officer is really smart, taking cover and such, but only has pistol, mutant has big ass weaponry but doenst understand that walls stop bullets better than his skin...

Subject: Single player too easy/ too short?
Posted by Anonymous on Wed, 03 Apr 2002 10:49:00 GMT
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I think it could do with a few more harder missions. The last mission looks hard but when I found
out that there were so many reappearing health and armour packs I thought-"****, that just isn't
chalenging" Although I'd hate to have to keep on redoing the mission. As it was I can't remember
dying(except in the very first bit) I just kept running back to refresh.I'd like some missions where I
don't have to rescue people. I just want to go into a base along with a huge army and destroy it.
I'd also like to have a pop at Kane(ignoring the biblical stuff about seven punishments against he
who strikes Cain blah blah blah)