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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 16:35:00 GMT  
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Posted in another thread:I'm not going to crap in this thread, but I am gonna offer some things I don't particularly like about the new patch:1) lag spikes are more plentiful and much more severe than those encountered with 1.015.2) flying units seem to bring on said extreme lag spikes - especially when grouped.3) \*personally\*, every time I've played on Walls\_Flying or City\_Flying, that's all people do, which is why I'm glad they're not on every map.4) C AND SPACEBAR? I want it to be able to use my thumb and right mouse button to descend and ascend...but there's no way of setting that in "controls." If anyone knows how to change this, PLEASE let me know. Quite frankly, I think WW put out the patch too soon. They should have just released one a while back as 1.20 or something and just fix the gripes about the harvesters and whatnot while waiting to perfect the air units. The ramps and platforms make excellent sniper posts. All I know is that the patch I was waiting for just made the levels that were hampered by harvester retardation a little bit more playable. The only fun I have with flying units is shooting the d\*mned twink m'fers down. The only way I'd EVER try a hot zone insertion in a transport helo with the lag I've encountered is DRUNK. VERY DRUNK.

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 16:36:00 GMT  
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You need to change the control on the left, the primary one in options. I had the same troubles, but fixed it.

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 16:37:00 GMT  
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Secondly, ladder points and "total vehicles destroyed" scores are gonna go through the ROOF now thanks to air units being so easily destroyed.

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:04:00 GMT  
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Six things:First, the aircrafts don't have their original weapons from the original C&C. Second, you can't go that high. It is really boring to fly two feet high in the air. Third, the sound for the chain gun is TOO boring. I wished they got a new sound for it. Fourth, snipers do WAY TOO much damage to the aircraft. Fifth, their range is REALLY short. You have to be right next to the unit you wish to fire at (or kill) in order to do any damage. Sixth, their armour is really little, allowing one blow from the obelisk to kill you. I hope WW is reading this but if a lot of people agree to this, I might submit feedback to WW and see what they do.[ April 17, 2002: Message

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edited by: unit037 ]

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:13:00 GMT  
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i agree but the height isn't that bad i just wish you could go a little higher

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:14:00 GMT  
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i just want to say that it's too early to pass judgement on the new a/c. obviously everybody is just now getting them and trying to learn how to use them. i tried one a little while ago and was surprised at how difficult it was to control, though lag may have had something to do with it. it kept turning even though i was flying straight. but please be patient. it's gonna take a while to get used to them...

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:54:00 GMT  
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I heard that they shortened the range of the Raveshaw and PIC... Why? I have no idea why WW would do that... If it is the same range as a mobius, then no one will buy a raveshaw/pic anymore... They should be the ultimate anti-aircraft weapon, but sadly sniper rifles fulfil that purpose even better... What an idea! Make more people use the useless-to-your-team unit than the 4/8 on your team already... Grrr... Teams only need 1-2 snipers, not half their units...

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 18:57:00 GMT  
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The answer is because they can shoot down aircrafts in 3 shots...and aircrafts have very little range

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 19:01:00 GMT  
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Heh - "shortening the range" of a Rail Gun. That's funny. "It only travels 3/4 the speed of light

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then abruptly comes to a halt."C&C Renegade: Violating the Laws of Physics for four months.

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 19:04:00 GMT  
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quote: C&C Renegade: Violating the Laws of Physics for four months. LOL!

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 19:14:00 GMT  
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Especially when you purchase your shiny new mammoth, and drive out of your base only to start spinning around in place with your front end spinning and flipping... Then to have it stop while upside down, and have your shiny new mammoth blow itself up because it is the wrong side up... What fun!

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 19:16:00 GMT  
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me, i dont really care bout aircraft. Gimme MOD TOOLS!! oh and i think the restriction height is perfect- i dont even notice it.Its good that snipers do alot of damage to aircra, it balannces it out. i mean, you can fly, and you can dodge things. something just has to be good against aircraft. the only thing is that the transport needs more armour, its pretty slow an it cant dodge well sooo yeah.

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 19:46:00 GMT  
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the thing I HATE about the vehicles is when they blow up you just drop out and die 98\% of the time. They should let you parachute like in the original red alert so you have at least a little chance to not die when it blows up, and people only buy air vehicles because they are new and fun- I just never lag (my rig is 2.2gzh, 1 gig o ram, and so on) eheheh so lag is a foriegn concept to me

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 21:10:00 GMT  
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Nah - I think you should fall and die. It's the price you pay for being a twink and buying a flashy attack chopper that really isn't worth anything besides close air support. The chopper that should be able to take one shot is the Chinook. Anyone willing to fly an unarmed chopper (kinda crappy - there SHOULD be at least a door mounted gun or something - as there is on LZ choppers in EVERY military) into a defended base full of infantry deserves a little more life.

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Thu, 18 Apr 2002 04:28:00 GMT  
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Destruyax u r very destructive, not constructive....You should try this nickname :C O N S T R U Y  
A X

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Thu, 18 Apr 2002 04:31:00 GMT  
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i find the transports pretty useful, cause they can fly on top of all those stuid tanks that block the APCs way

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Thu, 18 Apr 2002 13:47:00 GMT  
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Aircraft when I'm in them generally own tanks and most infantry, I just get right over the tank so when it points the turret on even if he has "Camer locked to turret" on he still can't see anything because his camera's under his tank. Then just pelt his with machine gun fire until his tank blows then make an emergency landing on his head.

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:08:00 GMT  
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quote: 4) C AND SPACEBAR? I want it to be able to use my thumb and right mouse button to descend and ascend...but there's no way of setting that in "controls." If anyone knows how to change this, PLEASE let me know. I know someone told you how to change this, but could you tell me how made renegade recognize the thumb button in the first place. In windows I set the button to work as backspace, but in renegade it only works as escape. Any ideas?

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Subject: Some complaints on the new patch

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Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:17:00 GMT

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quote:Originally posted by Woggy:me, i dont really care bout aircraft. Gimme MOD TOOLS!! oh and i think the restriction height is perfect- i dont even notice it.Its good that snipers do alot of damage to aircra, it balancces it out. i mean, you can fly, and you can dodge things. something just has to be good against aircraft. the only thing is that the transport needs more armour, its pretty slow an it cant dodge well sooo yeah.Really , its not a good thing. Simply because half your team is always snipers, so you never get a balanced force of ground/air units, because who wants to go waste that 1000 dollar Havoc they just bought?I'm sure the aircraft craze will be over soon, I'm already bored of them. People are only hoarding them to learn how to use them.

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Subject: Some complaints on the new patch

Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:17:00 GMT

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I like the new patch...to an extent. Got really lame last night where EVERYONE starte d buying the aircraft just to try it. Lost a lot of rounds when we had nobody attacking or defending - just flying into buildings and getting blown out of the air...I agree that the orca/apache need more range. Had to practically land on the airstrip to take it out.One odd thing - I was flying too close to the edge of the city map, got blown up. I fell but got stuck IN the wall. Looked really funny with just my torso sticking out, blasting away at peeps. Also.. a tip for new flyers: DON't accidentally hit the 'E' key while you are in the air..... oops - only made that mistake once

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Subject: Some complaints on the new patch

Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:19:00 GMT

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quote:Originally posted by destruyax:Nah - I think you should fall and die. It's the price you pay for being a twink and buying a flashy attack chopper that really isn't worth anything besides close air support.The chopper that should be able to take one shot is the Chinook. Anyone willing to fly an unarmed chopper (kinda crappy - there SHOULD be at least a door mounted gun or something - as there is on LZ choppers in EVERY military) into a defended base full of infantry deserves a little more life. Is it just me or does that post contradict it self?

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Subject: Some complaints on the new patch

Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:21:00 GMT

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I agree that the orca/apache need more range. Had to practically land on the airstrip to take it out.Really? I can fly an orca to the max height in the level and I still bomb and hit the strip with missles. You must have been doing something wrong?

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:23:00 GMT  
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First, the aircrafts don't have their original weapons from the original C&C. !?Yes they do!  
There's a reason the weapons are reversed on the choppers, with missiles/machineguns being primary/secondary on the ORCA and machinegun/missles being primary/secondary on the Apache, because in Tiberian Dawn the Orca only used missiles (So its the primary fire) and the Apache only used chainguns (So its the primary fire). Missles and guns were put on both since all gunships in real life have both.

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 17:01:00 GMT  
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agh! stupid land lobbers!

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Subject: Some complaints on the new patch  
Posted by [Anonymous](#) on Sat, 20 Apr 2002 11:44:00 GMT  
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i have to agree withthe auther on this one, when flying you lag, on c&c city when you lag you get stuck on walls and ppl shoot you in the ass, and then you die a COMPLETE waste of 900 \$\$\$ when you couldve bought something more useful with 350 \$\$\$ yeas thats right a humvee, a humvee will take a chopper anyday, back to the lag, you move left in a choppa you move left then lag puts you back where you were, yo move left again, lag puts you 2 or 3 times the amount of left you origenally ordered. Plus with the lag you do an air run, you get to their base, your either back at your own base or when you get halfway across you back at the start of the base and you get killed, and if you havent played on this some1 less then 56k its a lot worse then 56k trust me yo dont wanna try it.

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