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Subject: EA is patching rene one last time...  
Posted by [JiggakoZz](#) on Fri, 18 Jul 2003 06:08:34 GMT  
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That's right, I've heard a rumor that EA is going to patch renegade one last time.

But this brings up some controversial issues, like what should be patched, and what should be left alone.

I was talking with a friend of mine earlier, and as it turns out we have some very different views and opinions about some glitches and not-so-glitches in rene.

So I thought I would ask the Forum Peeps what they thought...

Please, if you have time, try and comment on some of these tricks of rene, and whether or not you think they should be fixed:

- 1) Ob Walking - I think it should be left alone, it requires a degree of skill that not many people have, and nod can follow the harve with a SBH just as easily.
- 2) Base-to-Base at Field and Islands - I think this is a glitch that needs IMMEDIATE attention, it requires little to no skill to do this, it creates MVPs outta people who are not MVP material, and it costs the better team the game a lotta times.
- 3) Tunnel Beacons at Field - I personally think that if you weren't able to tunnel beacon, there would be really no reason to go in the tunnels at all... it's sort of like a reward for controlling the tunnels, its like controlling the field... and BOTH teams can do it

Thank you for your opinions, and I know that there are many more glitches, but I hit the high spots and the ones most people already know.

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Subject: EA is patching rene one last time...  
Posted by [Majiin Vegeta](#) on Fri, 18 Jul 2003 07:36:06 GMT  
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where did you hear this...i doubt it will happen

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Subject: EA is patching rene one last time...  
Posted by [newcmd001](#) on Fri, 18 Jul 2003 10:00:12 GMT  
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In the MOTD EA said they will continue to support Renegade as long as necessary. I don't think it has come to an end, but if they do so, I want them to never shut down the Renegade server and ladder! [/quote]

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Subject: EA is patching rene one last time...  
Posted by [General Havoc](#) on Fri, 18 Jul 2003 10:21:01 GMT  
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Well if they are patching it would be nice but I can't see how EA can do it. They would need some Westwood guys to fix the bugs. The inclusion of the unofficial scripts.dll version 1.2 would be great for us modders. Time will tell, sooner or later time will tell.

\_General Havoc

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Subject: EA is patching rene one last time...  
Posted by [Vitaminous](#) on Fri, 18 Jul 2003 15:18:32 GMT  
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hehehe...

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Subject: Re: EA is patching rene one last time...  
Posted by [FalconxI](#) on Fri, 18 Jul 2003 15:31:23 GMT  
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JiggakoZz

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1. Nothing really can be done, to my understanding its a latency problem.
  2. Could be fixed. C&C\_Deth\_Islands addresses the problem on Islands.
  3. Been around since the beta, testors felt it was cheap but nothing could be done to remove it with out changing the map itself or makeing beacons have a damage zone of less than 10 meters across. The way the beacons are implimented is what causes the problem. They go through terrain and other objects.
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Subject: EA is patching rene one last time...  
Posted by [Ultron10](#) on Fri, 18 Jul 2003 15:40:42 GMT  
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EA can hardly be assed to support Generals anymore, so I extremely doubt they're interested in Renegade. I wouldn't be suprised if they've forgotten it exists.

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Subject: EA is patching rene one last time...  
Posted by [A-DawG](#) on Fri, 18 Jul 2003 16:16:54 GMT  
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i want the shotgun to have longer range.

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Subject: EA is patching rene one last time...  
Posted by [Majiin Vegeta](#) on Fri, 18 Jul 2003 16:51:16 GMT  
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if they did patch it IF!

i would love for the ladder to be removed and replaced with the ladder renevo was gonna use the kicking bug when you cant join and then you get banned to be fixed.

and the use of skins to be stoped...then no one can cry aimbot..

but thats if..

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Subject: EA is patching rene one last time...  
Posted by [Xtrm2Matt](#) on Fri, 18 Jul 2003 17:07:52 GMT  
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Theres nothing wrong with skins, otherwise Fan Sites wouldn't host them, so shut the fuck up.

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Subject: Re: EA is patching rene one last time...  
Posted by [Vitaminous](#) on Fri, 18 Jul 2003 18:18:42 GMT  
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FalconxIJiggakoZz

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An invisible wall could do that...

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Subject: EA is patching rene one last time...

Posted by [Vitaminous](#) on Fri, 18 Jul 2003 18:20:01 GMT

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Xtrm2MattTheres nothing wrong with skins, otherwise Fan Sites wouldn't host them, so shut the fuck up.

He meens bright fluo skins...

You know, to see people easier, which also means, easier to shot down.

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Subject: EA is patching rene one last time...

Posted by [Majiin Vegeta](#) on Fri, 18 Jul 2003 21:59:09 GMT

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AprimeXtrm2MattTheres nothing wrong with skins, otherwise Fan Sites wouldn't host them, so shut the fuck up.

He meens bright fluo skins...

You know, to see people easier, which also means, easier to shot down.

highlighted skins ruin the game

+ makes it hard for click bots to bet set for a colour of a skin set..

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Subject: EA is patching rene one last time...  
Posted by [L3f7H4nd3d](#) on Fri, 18 Jul 2003 23:58:48 GMT  
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There has been no official announcement, so stop spreading rumors.

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Subject: EA is patching rene one last time...  
Posted by [JiggakoZz](#) on Sat, 19 Jul 2003 03:34:55 GMT  
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Personally, I wasn't trying to start any rumors, and the information I heard came from a very reliable source.

And anyhow, it's not like a rumor about a patch will hurry anyone.

Thank you for your feed back.

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Subject: EA is patching rene one last time...  
Posted by [CloudyOne](#) on Sat, 19 Jul 2003 04:41:30 GMT  
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Quote:In the MOTD EA said they will continue to support Renegade as long as necessary. I don't think it has come to an end, but if they do so, I want them to never shut down the Renegade server and ladder!

Well erm...they still seem to be running their RA servers and their tibsun servers...i think as long as those are still up then renegade is safe

^-^

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Subject: EA is patching rene one last time...  
Posted by [Crimson](#) on Sat, 19 Jul 2003 05:03:51 GMT  
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When something is known, we'll let you know. Listen to your Left-handed master.

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Subject: EA is patching rene one last time...  
Posted by [JiggakoZz](#) on Sat, 19 Jul 2003 06:47:58 GMT  
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No offense to anyone, but I don't take orders from anyone.

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Especially someone who really thinks anyone cares about their computer specs...

I expect no reply to this post.

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Subject: EA is patching rene one last time...  
Posted by [Epyon](#) on Sat, 19 Jul 2003 07:10:55 GMT  
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EA, patch Renegade? HA

Factors such as weather and human error have been causes of server problems before. Its unlikely that its being patched, renechat4 was probably packeted or something along those lines.

Should be back tommorow, I'm sure you people can manage not playing Renegade for a few hours.

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Subject: EA is patching rene one last time...  
Posted by [Crimson](#) on Sat, 19 Jul 2003 07:25:49 GMT  
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EpyonEA, patch Renegade? HA

\*whistle\*

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Subject: Re: EA is patching rene one last time...  
Posted by [FalconxI](#) on Sat, 19 Jul 2003 08:58:45 GMT  
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Aprime

An invisible wall could do that...

Ever take the time to note that when an Ion is planted below the airstrip on Canyon that it goes through the terrain and structure and damages anything in its blast radius in the tunnel?

The Ion cannon strike and Nuclear strike don't function like conventional projectiles.

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Subject: EA is patching rene one last time...  
Posted by [exnyte](#) on Sat, 19 Jul 2003 18:25:43 GMT  
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CrimsonEpyonEA, patch Renegade? HA

\*whistle\*

Is this your way of saying, "I know something you don't know!"?

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Subject: EA is patching rene one last time...  
Posted by [Crimson](#) on Sat, 19 Jul 2003 21:19:27 GMT  
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maybe...

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Subject: EA is patching rene one last time...  
Posted by [Madtone](#) on Sat, 19 Jul 2003 23:06:15 GMT  
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/me winks and nods with crimson

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Subject: EA is patching rene one last time...  
Posted by [Deathgod](#) on Sun, 20 Jul 2003 21:16:18 GMT  
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Well, there are a lot of tiny glitches and bugs that have now become commonplace tactics among most players, like vehicles over walls and such. I question what the point would be of fixing them as most of them are known and tactics have been devised to defend against them... the only big issues I have are the aforementioned b2b and also camping on Hourglass and Mesa. These are fun maps that get ruined when people who can't be bothered to try just sit on the hills and hold down the left mouse button until they die, then get another vehicle and repeat ad infinitum. I'm sure I could think of some other issues if I tried. It'd be nice if they had some people working on netcode, but seeing how Generals runs I doubt they have anyone competent enough to do so...

Seeing some of the fanmade good maps, like Bunkers, included in a patch would be truly nice, and I might actually not discourage people at my store from buying EA products if they did something like that, but I'm not going to hold my breath for either.

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Subject: EA is patching rene one last time...  
Posted by [B.N.C](#) on Sun, 20 Jul 2003 22:07:39 GMT  
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Well I agree. B2b is for GDI only and cheap cowards use it, but it's not so easy to make that at field. I saw many cunts trying to do so but couldn't aim, so in the end there are some skills needed

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Subject: EA is patching rene one last time...  
Posted by [DBB](#) on Sun, 20 Jul 2003 23:18:51 GMT  
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B.N.CWell I agree. B2b is for GDI only and cheap cowards use it, but it's not so easy to make that at field. I saw many cunts trying to do so but couldn't aim, so in the end there are some skills needed Lol I havent heard the word "cunt" used since I was back in grade school! Mwaha good times.....lol anywho I smell something fishy going on here(no pun intended!)

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Subject: EA is patching rene one last time...  
Posted by [Deathgod](#) on Mon, 21 Jul 2003 06:03:52 GMT  
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B.N.CWell I agree. B2b is for GDI only

Wrong. Both sides can do it, it just takes a bit of thinking outside the box. It's not too hard to find out where.

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Subject: EA is patching rene one last time...  
Posted by [npsmith82](#) on Mon, 21 Jul 2003 07:12:30 GMT  
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Madtone/me winks and nods with crimson  
/me sighs and tells Madtone to stfu, stop teasing them. :rolleyes:

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Subject: EA is patching rene one last time...  
Posted by [Dante](#) on Mon, 21 Jul 2003 11:10:04 GMT  
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any word that you hear regarding ANY Renegade Official patch, will come from  
<http://www.renevo.com>

i can't say more, but that is the truth.

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