
Subject: My impressions of the RenAlert Beta
Posted by [Blazer](#) on Mon, 26 Jan 2004 04:55:57 GMT
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Its very fun, and so much more "final" looking than the last beta. I only noticed a few things wrong:

1. On certain maps, everyone appears to be aiming and firing about 45 degrees into the air, all weapons including repair guns do this. Your own looks normal but everyone elses has this angle.
2. The Soviet V2 is not repairable. I assume this is not on purpose. I got pretty frustrated at all the people on Allies who kept saying "You n00b its because you have to use a Mechanic not an Engineer!", I would calmly tell them that the Soviets dont have mechanics, and they would just keep saying it lol. I know the soviet engs repair slow, but me and 2 other eng repaired a V2 for over 60 seconds and its health didnt change a bit.
3. Radio commands audio portion missing.
4. There was a glitch with the Tesla whereas it kept firing at the spot where it initially hit my phase transport. It just kept firing at that spot over and over and ignored me.
5. Couple of VIS errors...not many, mostly involving being in a doorway. I can provide screenshots to Ack if he wants to fix them.
6. Volkovs rifle ammo used to make a small explosion when it hit something, and now it doesnt. If you fire at a tank or ore truck or turret, you can't even tell if you hit it or are out of range unless you watch the health meter. Please bring back the small impact explosion

Thats pretty much it. This game is very fun and from the looks of it almost complete...at which point all it will need is more maps (bring on the flying vehicles)

Also kudos to whoever designed the buildings, the interiors of them look great.

Subject: My impressions of the RenAlert Beta
Posted by [IRON FART](#) on Mon, 26 Jan 2004 05:32:20 GMT
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Also destroyed buildings do not look damaged, but you probably already know that.

And whats the point of buying ore trucks? (Besides driving them down cliffs lol)

Subject: My impressions of the RenAlert Beta
Posted by [Aircraftkiller](#) on Mon, 26 Jan 2004 05:37:56 GMT
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1. That happens only on Fjord, it's an issue with 0,0,0 XYZ which I'll fix shortly.

2. None of the vehicles should be repairable by anything but a Mechanic or a Service Depot. This keeps people from camping at your base with tanks and Engineers on sieges. You either destroy the buildings or you get destroyed.

3. Intentional until we make new ones.

4. Latency.

5. Will be fixed by 0.993 or a 0.9925 patch.

6. He makes an explosion. Turn your surface effect detail up, if it is set on low. I see the explosion without a problem.

I created all of the structures we're using. Only a few of them are final. Construction Yard and Radar Dome are being replaced for 0.993.

Subject: My impressions of the RenAlert Beta
Posted by [Slicer_238](#) on Mon, 26 Jan 2004 06:53:43 GMT
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Well Blazer nailed them all except one thing. Why does the Allied mechanic repair a harvester at 7 health or armor but the engineer repairs alot faster?

Subject: My impressions of the RenAlert Beta
Posted by [NHJ BV](#) on Mon, 26 Jan 2004 12:22:36 GMT
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What caught my attention:

-I think it's too easy that you can place a flare in 0,001 seconds

-Light tanks are more use that Medium tanks (imo); a Light often owns a Heavy 1 on 1; mainly due to the Light's high ROF.

-No health/armour crates on DM_Isles (and not in general, I suppose).

-I noticed that, when I was in an Allied APC, I had to get extremely close to an enemy vehicle before te targeting box appeared. This also goes for buildings sometimes, making it hard to see if it's damaged or not, especially because:

-Certain structures (Radar Dome) don't appear on the K-screen (probably known). The Tesla does, however, which is a big help on Zama.

Subject: My impressions of the RenAlert Beta
Posted by [General Havoc](#) on Mon, 26 Jan 2004 22:26:10 GMT
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The radar is due to the building controller used. Pretty sure it is hard-coded but I may be wrong.

Also the repair bay on keep of the grass (I think) is sunken in the center, some vehicles get stuck when you drive off, nothing reversing doesn't fix, but can be annoying if you happen to lag.

Weapons factory - may want to do something with the ramp. If you jump in a harvester before it gets off the ramp, it's hard to get it over when you drive out. Maybe decrease the incline or something?

Subject: My impressions of the RenAlert Beta
Posted by [Aircraftkiller](#) on Mon, 26 Jan 2004 22:37:07 GMT
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All machine gun weaponry was decreased to be below the range of armored tanks. Why?

It's bullshit that a free soldier or an APC/Ranger can outrange a vehicle. Tank shells fly farther than machine guns do. They have a 50 meter range. All soldier pistols and rifles that fire bullets have this range cap.

I think it's a good trade-off, because all bullet-weapons but pistols can damage structures, so basic soldiers, Officers, APCs, Rangers, Hinds - they're all useful for attacking buildings.

Light Tank fires way too fast. I'm having it fire as fast as it used to.

Subject: My impressions of the RenAlert Beta
Posted by [IRON FART](#) on Mon, 26 Jan 2004 23:14:18 GMT
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Quote:

-I think it's too easy that you can place a flare in 0,001 seconds

I thought that might cause some concern. But in RA, you didn't even have to place a beacon, just fire away. And the smoke will make it easier to find.

Actually did the Allies have the nuclear strike even? I know that the Soviets had it all along, but Allies?

Also if they didn't:

You could change the Allied nuke to an Airstrike with a bomber doing a flyby. Nukes don't follow smoke, but soldiers often used smoke to point out a target or their location.

Subject: My impressions of the RenAlert Beta
Posted by [Aircraftkiller](#) on Mon, 26 Jan 2004 23:22:30 GMT
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Allies and Soviets had Missile Silos in Red Alert multiplayer, therefore they have them in Renegade Alert - Atom Bomb strikes come from those.

Subject: My impressions of the RenAlert Beta
Posted by [Blazer](#) on Tue, 27 Jan 2004 07:45:06 GMT
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Aircraftkiller2. None of the vehicles should be repairable by anything but a Mechanic or a Service Depot. Umm I was able to repair any vehicle with an engine, except for the V2.

Aircraftkiller

4. Latency. Heh no you don't understand. It kept firing at that spot for 6-7 minutes

Great work so far...and to think its only going to get better

Subject: My impressions of the RenAlert Beta
Posted by [Alkaline](#) on Tue, 27 Jan 2004 17:32:18 GMT
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Volkov is super over powered... that jumping jack metal mouth punk...
I snipped him in the head 2x and that bitch was still alive he seriously is over powered, once he enters enemy base, you are screwed.

Subject: My impressions of the RenAlert Beta
Posted by [Fehago](#) on Tue, 27 Jan 2004 21:26:36 GMT
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Rocket Soldier + Volkov = Dead Volkov

It kills him in one shot. Get used to the fact that some things do not work on other things

Subject: My impressions of the RenAlert Beta
Posted by [rm5248](#) on Tue, 27 Jan 2004 23:44:10 GMT
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i have a feeling that the points are not right... i shot a tank for like 30 seconds and my points didnt go up... is this intentional?

Subject: My impressions of the RenAlert Beta
Posted by [Aircraftkiller](#) on Wed, 28 Jan 2004 00:03:17 GMT
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We've said this before, there are no damage points for any vehicles or soldiers. You only get points for destroying them.

Damage points for structures are intact, but not for vehicles or soldiers.

Subject: My impressions of the RenAlert Beta
Posted by [warranto](#) on Wed, 28 Jan 2004 00:27:09 GMT
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Just a reminder though, Volkov has humaniod health, but Tank armor.

Subject: My impressions of the RenAlert Beta
Posted by [Blazer](#) on Wed, 28 Jan 2004 04:08:50 GMT
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Bumpage since ack didnt reply

BlazerAircraftkiller2. None of the vehicles should be repairable by anything but a Mechanic or a Service Depot. Umm I was able to repair any vehicle with an engine, except for the V2.

Aircraftkiller

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Subject: My impressions of the RenAlert Beta
Posted by [NeoSaber](#) on Wed, 28 Jan 2004 04:35:23 GMT
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Being able to repair vehicles with an engineer is a bug. Somehow I left vehicle medium and heavy armor able to be repaired by engineers. I don't know how it happened since I remember changing it and even have it in my notes that it was changed. Maybe I forgot to hit save.

Subject: My impressions of the RenAlert Beta
Posted by [Aircraftkiller](#) on Wed, 28 Jan 2004 04:35:30 GMT
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Check the official forums - 0.9925 will fix the vehicle repair issue.

Don't know what's wrong with the base defenses. I've never seen it, personally, so I'm counting on it being latency.

Subject: My impressions of the RenAlert Beta
Posted by [Nodbugger](#) on Wed, 28 Jan 2004 13:13:56 GMT
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And whats up with the harvester. When you drive one. You can turn with out moving. and when you go in reverse the directions are all messed up.

Subject: My impressions of the RenAlert Beta
Posted by [Blazer](#) on Thu, 29 Jan 2004 05:12:21 GMT
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So Allies can repair their vehicles with a Mechanic (who repairs quite quickly too), and Soviets have to go all the way back to base to the repair pad? That doesn't seem very fair. I played a game yesterday and I was a mechanic in a phase transport, and I terrorized the poor Soviets. I just kept doing hit and runs on their tanks, (which even though engines can repair due to the bug, nobody was doing), and anytime they damaged me I just backed out of range, jumped out, 3 blasts with mechanic repairgun, jump in and im back to full health and cloaked....seems like a balance issue?

Oh ack I found a tree that is floating way off the ground, I could duck and walk under it...I took a screenshot if you wanna fix.

Subject: My impressions of the RenAlert Beta
Posted by [Founder of YASA](#) on Thu, 29 Jan 2004 07:57:30 GMT
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The only thing I have problem with is the range of Tesla Coil. It can simply out ranged by rocket soldiers. 3 or 4 of them would kill it extremely quickly. Once Tesla Coil is gone Soviet will have a lot of troubl defending with tanks and/or flame towers

Subject: My impressions of the RenAlert Beta
Posted by [Aircraftkiller](#) on Thu, 29 Jan 2004 09:26:00 GMT
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Phase Transports will be toned down, they fire too fast doing too little damage... When it should be that they fire as fast as a Mammoth Tank, doing good damage. Along with less armor.

Soviets don't have Mechanics because their tanks are extremely powerful. The Service Depot is

their only means of repair.

Subject: My impressions of the RenAlert Beta
Posted by [NHJ BV](#) on Thu, 29 Jan 2004 09:37:28 GMT
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Founder of YASAThe only thing I have problem with is the range of Tesla Coil. It can simply out ranged by rocket soldiers. 3 or 4 of them would kill it extremely quickly. Once Tesla Coil is gone Soviet will have a lot of troubl defending with tanks and/or flame towers

AFAIK Ack said Tesla range would be increased, which is good because on WoodsToday* you can nuke most buildings from outside the Tesla's range. I can even make it to the Soviet War Factory on that map with the Tesla still active...

*I hope that's the map I have in mind. It's the one with the gems between the walls, with CYards, Radar Domes, and Repair pads.

Subject: My impressions of the RenAlert Beta
Posted by [Renx](#) on Thu, 29 Jan 2004 12:47:26 GMT
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That's Keep off the grass.

The mammoth definatly needs to do more damage and have a faster RoF. I can take out a mammoth tank with any allied tank(except arty and ranger), or at least do a considerable amount of damage to it.

And also about the tesla firing in one spot, the turret sometimes tries to fire across the map for long periods time too. I know it did this in the last beta, i just thought it was fixed in this one.
