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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [Aircraftkiller](#) on Thu, 03 Apr 2003 01:02:47 GMT  
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<http://www.cncden.com>

Quote:Anyways, Renegade Alert is getting fixed up as I write this. I spent last night talking on TeamSpeak with Agent Gibson, Agent Orbach, Blazer, and Dante to fix up the game bugs. Everything is fixed so far except for the infantry dynamics and we're looking into the problem as fast as we can. We might be done by tommorow. A few other things we fixed will be found in the Full Story link.

Tesla Coil targeting improved with splash damage to prevent infantry from escaping its lighting bolts, also removed its double-firing problem and set its firing rate down a tad.

V-2 Rocket Launcher changed to remove its extremely fast speed. It now moves faster as it initially starts up and cruises at a decent speed, a bit faster than an Allied Artillery piece.

Mammoth Tank and Heavy Tank firing fixed - they now fire from one barrel at a time.

Allied Artillery damage fixed, damage radius increased from 25 meters to 50 meters, damage inside of the radius increased from 100 to 145.

Allied Turret hitpoints fixed. It now takes six V-2 Rocket Launcher missiles to take a single Turret down, without Construction Yard help.

Allied Camo Pillbox made targetable - damage increased, targeting fixed, slight model optimizations.

Ore Silos explosion fixed. Newer versions will have a destroyed model swapped in as the Ore Silo blows up, with damage effects.

Tesla Coil will have a destroyed model swapped in to replace it as it blows up, with damage effects.

Shock Trooper damage fixed to its original rate. Range kept the same, speed kept the same. Backpack added back into his model to replace the faulty model from before.

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [Aurora](#) on Thu, 03 Apr 2003 03:27:46 GMT  
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\*thumbs up\*

sounds tight.

Um... do infantry take damage now?

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [Commando no. 448](#) on Thu, 03 Apr 2003 12:32:57 GMT  
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Quick! Stop d/ling! I am only getting 60 Kb/sec! I mean... Err... It is a virus! Stop d/ling!

:rolleyes:

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [Commando no. 448](#) on Thu, 03 Apr 2003 12:48:22 GMT  
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Ok I have the file so I assume it goes into the data folder right?

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [NHJ BV](#) on Thu, 03 Apr 2003 13:24:20 GMT  
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Is it possible to release any future versions (except for the full version, ofcourse) as an update to the current version? I mean I cannot download 77Mb+ every week or so when some changes are made.

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [Try\\_lee](#) on Thu, 03 Apr 2003 15:49:27 GMT  
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The heavy and mammoth tank weren't meant to fire from both barrels at the same time then?

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [NHJ BV](#) on Thu, 03 Apr 2003 16:52:13 GMT  
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Try\_leeThe heavy and mammoth tank weren't meant to fire from both barrels at the same time then?

In Red Alert, they didn't (at least not simultaneously).

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [Commando no. 448](#) on Thu, 03 Apr 2003 20:56:11 GMT  
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Hello?!?! What do I do with the .rar file? I don't have a reader for it. Is it a renegade game file so I just put it in my folder? Or what?

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [Commando no. 448](#) on Thu, 03 Apr 2003 21:22:51 GMT  
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Oh there is the link on renegade realm. I went to planet cnc.

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Subject: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [echelon29](#) on Thu, 03 Apr 2003 21:44:38 GMT  
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Commando no. 448Hello?!?! What do I do with the .rar file? I don't have a reader for it. Is it a renegade game file so I just put it in my folder? Or what?

You need WinRar to unzip it. its a free unzip program just like winzip. you can get it here  
<http://download.com.com/3000-2250-10184892.html>

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Subject: Re: Renegade Alert 0.91 Changes - 4\2\03  
Posted by [Duke of Nukes](#) on Fri, 04 Apr 2003 04:07:54 GMT  
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Quote:V-2 Rocket Launcher changed to remove its extremely fast speed. It now moves faster as it initially starts up and cruises at a decent speed, a bit faster than an Allied Artillery piece.

aww...I loved that...I wanted someone to make a V-2 Racing map...that would have been awesome

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