
Subject: Renegade Alert's public beta is released
Posted by [Raven](#) on Tue, 01 Apr 2003 19:39:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerRaveni sure hope this is the april fools beta and the real one comes out tomorrow

I hope you get a brain or something. I said one map would go in if you paid any attention at all.

It's a public beta, not a full fucking game for free.

oh, so you're going to charge for the full version?

yeah, wtf is with the v2s. they were homing in red alert, they just shoot straight in here. also i'm having problems with the health meters, like it's not always coming up with the green or red boxes around the enemy even at close range, so it's not showing their health or anything. might need to tone down the jumping also just a bit, guys were jumping 8 feet high. also can't see all the weapons and guns in first person view on some characters, like even the pistol. also i'm not a big fan of the invisible barriers, it'd make more sense to put something there, like maybe one of the walls or fences you could build in red alert. kind of sucks trying to go around a hill and getting half way up and to the left of it when you slam into an invisible barrier in a v2 rocket, which doesn't have enough horsepower to get you back out, so you're stuck.
