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Subject: Renegade Alert's public beta is released  
Posted by [Raven](#) on Tue, 01 Apr 2003 21:51:57 GMT  
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maj.boredomRavenwhere's the allied flamethrowing base defenses? where's the kennel? the dogs? the migs? the helis, the power plants, the radar dome, the technology center, the nuke silos. it would be cool if you could only do nukes if your nuke silo was still alive. where's the allied spy that looks just like the soviets? why does the tesla coil shoot continuously instead of once at a time like it did in red alert, should be like same way obelisk shoots but blue and jagged like the engi blue beam. where's the dogs man? i want to be one of the dogs that goes to kill infantry. where's the subs? the gems and the ore, a harvester that looks like a dump truck and not an ice cream truck. where's the mcv so i can drive it somewhere else and set up another base man? also is it possible to set it to so individuals can purchase more ore trucks like in red alert? that'd be sweet to have 4 or 5 ore trucks so long as someone can afford one. also don't limit vehicles, i haven't been in a game big enough to know if they are limited, but it would be cool if in a 40 player game you could have 15 vehicles and raid a base, rather than be restricted to 7 or 8. when is somebody going to start working on the goldeneye levels?

Flamethrowers were only Sovs and Spies were only Allies. 2ndly, most the buildings you

Red Alert? Maybe in an expansion pack I missed.

yeah flamethrowers were soviets, but i did say the allied spy. allied chronojam, need one of those, blank out the radar in the vicinity. also i think when hosting this map all units should be on radar, just like it was in red alert. it'd be cool if a chronojam could jam the radar of the soviets when they get near it. so, there will be water units on other maps, and different buildings on other maps? or are you just assuming? what about helis and migs?

and james bond goldeneye was a fps shooter for the n64 with some of my favorite maps from any game, even if they weren't all that great they bring back memories as i'm sure they would for a lot of people. but you know, it was on the n64 so i guess you had to have people to play it with or it wouldn't have been much fun to you. those truly would be some of the most fun maps if they were made. and i know it's beta, i'm just giving feedback.

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