
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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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 tomorrow. 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.
