Subject: Core Patch Review Posted by Gizbotvas on Sat, 04 Dec 2004 16:45:08 GMT View Forum Message <> Reply to Message

First off, let me say I think Renguard is amazing. The patch I am sure was necessary, and I appreciate the time and effort put into it's development and distribution.

The addition of the beacon countdown and C4 timers is great. Many of us had them anyway, so this is a neat way to provide the mod without compromising renguard.

But there are aspects to the Patch of which I am very critical. It seems things were unecessarily added or changed that only detract from the game.

Namely, three things.

First, the font. I am not sure why renguard-developers felt it necessary to change the font. It is more difficult for me to read, and I feel the new font is less appealing, even distracting. Now I sometimes find myself at a Purchase Terminal reviewing chat in a font I can read. you see, Purchase Terminal Chat List is still in the older, easier-to-read font.

Secondly, the screams instead of the "boink"s. Why was that changed? Was the idea to make Renegade seem more "realistic"? I think Renegade does fine with it's cartoony violence, and the screams don't tell me if I killed a player or not. Now I have to now read the chat (in the new font-ug) to see if I got the kill credit or the other player got it.

Finally, "What is with all the noises"? Seriously... I am trying to listen for specific sounds ingame: footsteps, stank engines, APC sounds, and now they are drowned out by the "Building Destruction Eminent" (even if the building is already gone), "Prayer sessions have been moved foward one hour...", C130 engines, Ob charging, and other strange unidentifiable sounds. I understand that the personal preferences of programmers will be integrated.... but was all that cacophany really essential?

It is the same with the GREAT addition of the red cross that appears over a character crying out "I need repairs"- it is helpful indeed. But then why place icons over a player for "Building Needs Repair"? Why do that? It doesnt help the game in any way. It provides no more information or assistance than the voice command. So the addition is merely ascthetic? Does anyone feel we really needed those?