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Subject: Fix the damn gun

Posted by [m1a1\\_abrams](#) on Fri, 10 Dec 2004 20:13:51 GMT

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msgtpainThe only problem with what you've been saying is: You have FAILED to deliver a map which satisfactorily changed the units as outlined.

You bitch about the Havoc over and over and over... EVERYONE has said, if you provide a unit that can counter across the map units efficiently, and make SEEKING missiles from everything that fires a rocket.. NO ONE will care if you change the way Havoc/Sakura function..

Problem is.. you can't seem to make the missiles seek.. so we don't agree to run your maps where all you do is make your Orca own everything in the game..

Have you played the most recent version of RenAlert? Snipers don't damage vehicles at all, yet the helicopters don't own everything. Longbows and Hinds are only in the field while they deliver their payload, after which point they need to return to the Helipad to rearm. Also, they don't have enough ammo to destroy a full health tank or structure on their own, so in order to use them effectively, several pilots have to work together (which they do, to great effect).

Also, rockets fired by infantry like the Rocket Soldier, or by vehicles like the Mammoth Tank do seek most of the time. They work well as an anti-air weapon and I've downed lots of aircraft with them in my time playing Ren Alert. I have noticed that the rockets sometimes appear to miss the target when in fact the game registers them as having locked on and hit (the aircraft takes damage from the missile). I don't know what's up with that (and I doubt it will be fixed now that RenAlert is moving to Source), but the gameplay is there and works like it should do, even if it looks weird.

Another point is that the bases are defended by SAM Sites and Anti-Aircraft Guns, which hit 100% of the time as far as I can tell. Unless you destroy the AA defences, aircraft can only operate in no man's land... and like I said already, an aircraft in RenAlert cannot destroy a full health tank by itself. It's not at all like Renegade where the Orca/Apache can hover over the tank's blind spot indefinitely, pumping out it's infinite supply of ammo.

It might seem like the RenAlert aircraft are weak, but that's not the case either... rather they are what they should be. Their main advantage is the fact that they can fly, everything else being of secondary consideration. It's a huge advantage over all other units when you can move in fully three dimensions. You can get to wherever you're needed fast by bypassing any obstacles that would slow down a ground vehicle, and a good pilot can fire upon pretty much anything that isn't missile-armed without taking any damage in return.

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