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Subject: Re: Patch to SBH

Posted by [EA-DamageEverything](#) on Tue, 13 Sep 2005 00:19:40 GMT

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@Joseph

In some things you are right, but stealthing a Sydney would be not good. Sydney fires slower than a patch and has only 50 Shells in one AmmoBox. OK the patch fires a bit faster than the SBH, but the main thing is, both are firing straight and Patch can fire at least longer as the Sydney in a row. The NOD LCG fires not straight, the Laser jumps a bit left and right. This is not important to skilled players, although I would give Newbies a chance to learn aiming indeed . The difference between both Soldiers is a factor we can ignore. I´d rather set Patch down to 400 Cr and the Gunner up to 450, so purchases will be re-balanced again. I think its senseless to stealth a gunner because you have less chances against a SBH when having an Infight. I think one stealthed GDI Unit is ok, NOD has the stank left where GDI hasn´t a stealthed vehicle.

You can download the Renegade Developer Tools here=

<ftp://ftp.westwood.com/pub/renegade/tools>

GMAX here= <http://www.turbosqid.com> (Must register to get a serial)

and I can upload LevelEdit Dev on Rapidshare (free File hosting service) if you want.

For more Model files (W3D...TGA) goto= <http://www.cncsource.com> and switch to the filebase

Tutorials= I don´t know any Links from Halo sites. If you want to make a Rene map, goto=

<http://www.renhelp.co.uk> (as seen in the sticky Threads in this forum)

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