
Subject: A Few Suggestions

Posted by [m1a1_abrams](#) on Tue, 07 Mar 2006 22:22:48 GMT

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Just a couple of things I thought of when looking at the singleplayer Renegade compared to online play. I know you guys have fixed certain problems with the maps for CP servers, but is it possible to do other things with the maps? What I was thinking of in particular is the Refinery and the Weapons Factory... they both have smoke stacks but they don't emit anything like the Power Plant does. I think it would just make the bases look a lot cooler if they had smoke, because it looks like something is actually going on inside, rather than it just being a shell the people spawn in. Besides which, if you look in the singleplayer missions, the Nod Refinery always has smoke coming from that spire, so I think it was just an oversight that it wasn't added in the multiplayer.

Also, I think I might have suggested this before, I can't remember... but what about giving the Chem Warrior and Flamethrower their fuel backpacks from the singleplayer? Just another little thing to make the game look better, although in this case it would have slight implications for people without the core patch. Since it's only a backpack though, it's only going to make people a bigger target from the side. Anyway, they are only graphical changes and not really that important, but worth suggesting all the same.
