
Subject: Re: Hi.

Posted by [Epicalyx](#) on Sun, 02 Apr 2006 23:41:38 GMT

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Quote:Why Renegade? Ever since its release, I've been more desperate to own it, play it, and become part of it than any other C&C game out in the market. It's like Red Alert2: Yuri's Revenge on foot. The concept is great, the engine is decent, the maps and textures are all "homey" and friendly. Although there are some features that should have been added (such as being able to man either porthole/window of the chinook in either of the versions: [1] manning the built-on chaingun, or [2] manning the port with whatever character/class/weapon you are or have), it's still fun, and tricky.

I like it because it's not so overly complicated, unlike some other games. I like base wars, I like to create bases and forts (then destroy them!), and especially, I like to take advantage of whatever weaponry, arsenal, vehicle, and construction material I can. It's somewhat semi-apocalyptic, armageddon, all out war, 'blitzkrieg' (my favorite term of the year; it means "lightning war"), etc. The C&C Renegade trailer somewhat helps to explain the feeling, mood, and atmosphere that I speak of.

Renegade is addictive, and unlike other games, I don't get as bored as easily of it. Half-Life, I've gotten it mastered, next! Battlefield2, I can't get my hands on a legal copy, I can't play it on dialup, the AI bots will easily get repetitive, and too overwhelming. Battlefield 1942 is just plain outright "old school." It's boring. Red Alert2 (and Yuri's Revenge) is my favorite of all C&C, with C&C Renegade holding a tie. The reason for that being, RA2 is just plain awesome and fun, but gets repetitive to a certain extent within a matter of hours. C&C Renegade becomes part of RA2, only on foot.

Renegade is missing some very neat features.

* Being able to man either of the two-only windows in the Chinook in two different versions (chaingun should be a Chinook Upgrade item, and if you can purchase a Chinook with the Chainguns, you can toggle between a Chaingun version or non-chaingun).

The built-on chaingun you see a lot in the flying chinooks in Single Player should agreeably be usable through both a toggleable first and third person view.

The player class/character/weapons should be operatable through the holes through both a toggleable first and third person view. Also noting, this is only possible if there is no built-on chaingun on the chinook.

*Water systematics should be coded to where players can swim (but with some limitations).

Introduction of drivable hovercrafts (there are two different versions; one version can be used for pure infantry transportation; the other version can be used to transport up to one vehicle and a few infantry)

*Aerodynamics should be improved, to where the A10 Thunderbolt would be drivable in a correctly flying state of way, instead of 'hovering' around (which is unrealistic).

*More ground vehicles and misc. vehicles! The SSM, Nod Truck, Private Jet (though somewhat useless), Cargo Plane (better on larger maps for huge servers, like 64-player servers; it would serve as a paratrooper transport; maybe not a good idea for such large thing though), etc! More

civilian vehicles too.

*Spectator mode (somewhat useful and useless at the same time).

*Players being able to sit on certain moving vehicles and use their own weapons (kinda like Halo2; but it isn't copyrighted, perfectly fine, not Bungie's idea, etc). Maybe on the Mammoth Tank, Medium Tank, Light Tank, etc. Just simple (engineers would be only able to heal a tank at 25% to 35% of their true ability if they sat).

Anyhow, Renegade doesn't seem to get old for me. A few of the major reasons why I came back was because of the WOL servers being shutdown and transferred to community-based/ran master servers. The master servers introduced some new features (like the donate system) that improve the flexibility of the game, bug fixes are possible (though to certain limitations), community-based (and successful) anti-cheat has been established*, Chat's are clean from lame bots, Servers have a bigger flexibility with scripting and such, etc. Also I am extremely pleased with the "client_physics_optimization" command, which greatly reduces latency and minimizes lag for me on my dialup connection.

*I've noticed that a lot of the cheating that there used to be in the past has faded away. It makes thinks much more enjoyable.

Lastly, there's nothing else to do. I've never been able to model, and now would be a perfect and great time to start learning through C&C Renegade. One thing that inspired me was the RenGuard Core2 update, which included around 8 new maps considered to be "official" or "best of map showcase." One of my objectives is to achieve some state of success that may be near to that. I want to perform and map like the mappers of Westwood. Determination, inspiration, and motivation holds its power of whether it comes true or not.
