Subject: If you were making a patch for Renegade, what would you do?
Posted by Spoony on Wed, 19 Dec 2007 21:04:08 GMT
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This should be fun.

What would you change?

You needn't state the blindingly obvious, such as: making cheats unusable, fixing bluescreening, fixing ob walk.

I'll start.

- Pointsfix
- Vehicles follow the same vulnerability to your own C4 as infantry do. I.E. your own C4 will damage your tank, your teammates' C4 won't
- Relegate all of the following to non-laddered servers:
--- !donate
--- enforced teamchanging
--- altered gameplay (damage, cost etc)
--- starting credits other than zero
--- skins
- Rocket Soldier rockets given a limited tracking ability (doesn't apply to Gunner)
- Chinook slightly faster and can carry five passengers plus its pilot
- Nod Turret initial accuracy and rate of fire increased so that it actually poses a moderate threat to vehicles. Overall effectiveness roughly that of a med tank assuming it hits
- Ladder points for all players on the losing team standardised - meaning individual score only means anything if your team wins, and winratio becomes as important as volume of games