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Subject: Recon: Should I bother or do you actually listen?

Posted by [\[sg\]theOne](#) on Thu, 06 Mar 2003 04:30:29 GMT

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Ren Sizzlefabl play defense usually, so I always appreciate good recon. Unfortunately, it's not always good. You've mentioned one thing that p\*sses me off no end, especially on City. "APC on the way". So now I have a 50/50 chance of being in the right spot when it arrives. Try and add which way they're coming from. "inc APC PP side" is much better. Same with warning about snipers, if you know where they are, tell people. Also, if looking for a beacon, telling people where it's NOT is almost as important as telling people where it IS. For example, if you check the PP and it's not there, tell people "not at PP." This saves people wasting time checking a building that's already been checked.

In all though, I congratulate you on helping your team, I hope the little bits of extra you can provide info may make all the difference.

NPSmith82's Renegade AutoComplete makes these issues vanish ! By defaults it has txt msg's for almost everything ! Incomming vehics L & R side, repairing the harvester, where the nuke/ion is, mine limit stuff, someone mine the [insert building/base here], snipers etc. Basicly this tool covers most EVERYTHING and if it doesnt you can add your own ! For example I have added triggers called :

pp iny = "pp health is in the yellow !!

ob inr = "ob health is in the red need help repairing!!"

repnfld = "They are getting out of their vehicles to repair !!"

incmvx = "Multiple vehicles incomming -- defend the base !!"

Most of the time when your in one of the above situations time is the key, your in the heat of the game and if you try to pound this out yourself it will end up typed wrong OR have taken WAAAY too much time to type. So w/autocomplete I get ANY msg I want PERFECT every time and it only takes like 1 sec to give very detailed recon info.

Get it now and encourage others to use it !!

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