Subject: Re: Renegade X - July Update!
Posted by [NE]Fobby[GEN] on Thu, 30 Jul 2009 15:39:13 GMT
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Quote:
Edit: Is the "going stealth" acting normal? It kinda seems the stank litterly goes invisible, and then it gets it's stealth "skin" afterwards.

Still a work in progress, you will see an animation for the transition shortly

Quote:
1) no ob + agt on field Wink (been mentioned above - although an option to enable/disable base defences on those maps would be pretty neat?)

Unless the two haven't noticed, we're not actually done the AGT and Obelisk and therefore it's not in the map yet

Quote:
2) Infantry running - It looks to me liek they are bunny hopping and skipping across. It just looks retarded and dousnt look natural at all.

Well this is because in many cases they were jumping around. People do the same thing in C&C Renegade in an effort to dodge more hits. But anyway, we do plan on making new character animations eventually, but since these "work" for now we will probably keep them for the first beta release, and then go on to changing them.

Quote:
3) All the units hold their guns out WAY to far away from their bodies (the SBH stuck out the mose to me on there)

Will be fixed.

Quote:
4) instead of the reticle selected thing that we have in ren at the moment, we had an outline of the character/unit. Maybe im just used to the ren way of doing it, but it just seemed a lil strange to me.

We feel that it is more of a modern, sleek design rather than a square box around a person.

Quote:
5) The nod APC is unreconisable from the current version we have. Perhaps thats for the best though as the current nod APC sucks badly lol.

Well as we said in the last update and this podcast, we feel that the new Nod APC design is a lot better than the van with the two-cylinder gun we had in Renegade.

Quote:6) Under looks a bit too bright/white?

I think the lighting is not totally finished - personally I liked it the way we had it in our previous

build, but the final product will be up to the artist.