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Subject: Re: Renegade X - July Update!

Posted by [NE]Fobby[GEN] on Sun, 09 Aug 2009 17:40:10 GMT

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Quote:

1. The outlines. I hate them for two main reasons.

a. the box was such a throwback to the classic C&C games, and it made it feel part RTS.

The silhouette is really just a modernized, sleek design and a definite improvement over a box around the character or vehicles. There really is no difference to it than a box, other than it looks a lot cleaner and more defined.

I could understand buildings as those are a lot bigger and the outline around a structure could look strange, which is why we are removing the outlines for structures and replacing it with a simple health bar, as it will be less distracting.

Quote:b. the outline doesn't "keep up" with the rest of the game, so it makes it look odd. It also looks odd when you target a building up on a hill (like in the part showing the WF being targeted on Field). You see the outline through the ground.

That's already being fixed, the outline will keep up with the game 100%, and it is already being made thinner than originally in the video.

Quote:

The outline also seems to remain on vehicle shells after the vehicle is destroyed. That will lead to confusion amid fast paced battle.

This will also be removed for destroyed vehicles.

Quote:

That's not even counting the "getting used to it" bit.

Well it is almost an entirely new game if you take things like physics and graphics into account, there is a lot more to get used to. I think I got used to the outline from the very first day it was implemented, other than of course its obvious bugs, which will be fixed.

Quote:

2. The sounds the infantry make (when hit) sound like the Unreal Tournament 3 ones. These will change though, I'm guessing?

Yeah. We've already made new "damage sounds" to infantry, as we can all agree that UT3 grunts sound very out of place.

Quote:3. The vehicles remain after being destroyed, ala, as in Unreal Tournament 3. Is this staying?

Yes, the vehicle remains stays for about five seconds after destruction.

Quote:Again, it was such a throwback to the old C&C games to have the vehicle you destroyed sometimes have an infantry come out. It also looks like the character within dies as in unreal Tournament 3 when the tank does.

Nope, infantry do come out of tanks when they blow up. That's something we specifically coded.

Quote:

4. The engineers beam "homes" in on it's target, so you can be shooting 45 degrees away from a vehicle you're repairing, and it'll still hit it. Surely this too must change?

I think 45 degrees is a bit of an exaggeration, but yes the repair beams do slightly home to what you're repairing. I don't see anything wrong with this at this point.

Quote:

6. The Health bars looked better as the C&C boxes, not the one Unreal Tournament 3 uses (I think that's what those are, it's been a while since I played Unreal Tournament 3).

Essentially they work in the exact same way (green, yellow, then red health) but I believe they will be replaced. Not for the first beta release, but later on when we have the time to go back and tweak things like this.

Quote:The Airstip is called "NOD Strip"?

Will be fixed.

Hope that answers the questions.

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