
Subject: Re: Renegade X Beta Version 0.35 RELEASED!

Posted by [danpaul88](#) on Thu, 01 Oct 2009 13:33:26 GMT

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Played it for a while earlier... graphics are very nice but it's clearly showing it's beta status. The third person skeleton animations just look wrong, although I have heard this is because they are using the standard UT3 animations for that.

The glowing line effect thing around everything you point at looks a bit stupid, I assume its meant to replicate the hitbox from Renegade but can we please have an option to turn that off? It really spoils the looks of the units which you have put so much effort into.

Stealth units (especially the SBH) don't seem to work at all, I bought one and was immediatly run over by a humvee which spotted me from the other side of the map before I had used a single round of ammunition and came straight at me, even following me as I dodged to the side. I didn't try the stealth tank but I did manage to spot a few by noticing red blobs moving around on the radar while they were cloaked.

The only other big thing I noticed in the couple of games I played was that the vehicles feel like they are made from plastic and filled with helium, they bounce all over the place and cornering feels awful.... the physics need some serious tweaking there.

Anyway, it is a beta, so heres hoping the next release is even better and the team can continue to keep up the pace of development and quality of the models and graphics. The scripting side of things seems fairly solid from what I have seen, although not being able to use the server browser inside UT3 itself was a bit dissapointing.

EDIT: Oh, and one last thing.... can we have a new ingame font please? I can't read the current one at all, I gave up trying to work out the names of things after a while, it's all too blurry and smudged. I assume the font's DO scale with resolution? Otherwise that could be the problem, perhaps they just get shrunk down too much on 1680x1050 resolutions to be able to see them properly.
