
Subject: Re: RenegadeX

Posted by [Starbuzz](#) on Mon, 02 Dec 2013 18:36:50 GMT

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hey liquid, the maps seem to be scaled up. I found an old 2011 video showing the maps:
<http://www.youtube.com/watch?v=njMzqLLtqWU>

I think Fobby and Co did a great job. I was unable to play Black Dawn due to a Vista bug so the last time I played ReneX was their first playable release.

I will be installing UT3 to practice first person boomhs aiming skills with the Shock rifle so I will be ready for the ReneX Railgun!

Hope it plays like Renegade when it comes to quick-repairing vehicles, dodging hits, sneaking in with helicopters/tech/beacon on some maps and so on.

Once on Islands, I saw crush's Mobius with a rep gun fucking expertly quick-repairing all the way to back of the WF door from the base entrance...lmfao...while getting shot at by the entire Nod team. It would be amazing if ReneX could replicate that.

I mean that's a core feature of Renegade...quick repairing and getting back in the vehicle ready to fire that next shot so you win the tankfight! So I do not know how the getting in and getting off animations will interfere with that...hopefully not. Because that is a key feature.

Does anyone know how the nicks system work in ReneX? Will there be a direct connect option?
