
Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!

Posted by [Jerad2142](#) on Wed, 12 Mar 2014 02:49:23 GMT

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New installer has a patch inside of it, I spent the day trying to get the patcher program to work right but I've finally just gave up, in order to use the update download the installer (sorry for the inconvenience).

Installer

Updates:

- *Wanted Levels should now be easier for the player to climb.
- *Fire (both placed and burning buildings) now warms up the player.
- *The phone number that allows you to donate money to other players has been fixed.
- *Fixed GetRandom error spam message on maps besides the main map.
- *Updated MA_Frontlines so that it no longer crashes at the final checkpoint.
- *Updated MA_Frontlines to have a random delay so that players don't all parachute at the exact same time (hopefully will resolve some of the bugs caused by it).
- *UFO is now Immune to EMP.
- *Fixed a perk that couldn't be unlocked.
- *Message in a bottle system has been fixed (all messages now work).
- *Player ancient Message progress has been reset, you will have to relearn the language.
- *Translation now takes longer to progress.
- *Phone info no-longer tells you how many days your home has left if you have Auto Bill Pay paying its bills.
- *War Balloon refactor time.
- *Added a panther tank PT to Hell Island.
- *House security alarms should no stop when no intruders are in the house.
- *Fixed the code for mutants that causes them to die when stuck too long (It was checking the distance from the CP and comparing it to the squared distance against the CP, thus it always was being told it was in the range of a CP).
- *Changed the AI to not use pathfind (this will cause some issues but they won't be brain dead and not attack flying objects).
- *Actually Fixed infinite spawning cops.
- *Flamethrower should now cost 12k on all maps.
- *Gave the Ninja a crossbow on MA forest.
- *Added a few more spawn locations for the AI on MA_Desert.
- *Hopefully fixed a bug with a disaster so it will now end.
- *Mutant Assault AI should take bonus control points if they are near by.
- *Fixed the code that kills AI if it is stuck in one spot (AI will now be removed if it is unable to move again).
- *MA_Forest - Mutant AI has been improved, should now occasionally try to be more sneaky.
- *MA_Forest - Defense AI has been improved and should now do a better job watching the control points at the start.
- *MA_Forest - Misnamed teams have been fixed.
- *Fixed a crash on Renegade Comet Busters.
- *Vehicles should no longer get stuck on the motel pool fence.
- *It now costs 10x as much to pay off your crime bounty.

*Jackpot machine is now 10% the original cost (but also has the possibility of stopping half way on a reel thus greatly reducing the chance of winning).

*Pathfind has been redone on the main map, be on your guard!
