
Subject: My impressions of the RenAlert Beta
Posted by [Blazer](#) on Mon, 26 Jan 2004 04:55:57 GMT
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Its very fun, and so much more "final" looking than the last beta. I only noticed a few things wrong:

1. On certain maps, everyone appears to be aiming and firing about 45 degrees into the air, all weapons including repair guns do this. Your own looks normal but everyone elses has this angle.
2. The Soviet V2 is not repairable. I assume this is not on purpose. I got pretty frustrated at all the people on Allies who kept saying "You n00b its because you have to use a Mechanic not an Engineer!", I would calmly tell them that the Soviets dont have mechanics, and they would just keep saying it lol. I know the soviet engs repair slow, but me and 2 other eng repaired a V2 for over 60 seconds and its health didnt change a bit.
3. Radio commands audio portion missing.
4. There was a glitch with the Tesla whereas it kept firing at the spot where it initially hit my phase transport. It just kept firing at that spot over and over and ignored me.
5. Couple of VIS errors....not many, mostly involving being in a doorway. I can provide screenshots to Ack if he wants to fix them.
6. Volkovs rifle ammo used to make a small explosion when it hit something, and now it doesnt. If you fire at a tank or ore truck or turret, you can't even tell if you hit it or are out of range unless you watch the health meter. Please bring back the small impact explosion

Thats pretty much it. This game is very fun and from the looks of it almost complete...at which point all it will need is more maps (bring on the flying vehicles)

Also kudos to whoever designed the buildings, the interiors of them look great.
