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Subject: My impressions of the RenAlert Beta

Posted by [Aircraftkiller](#) on Mon, 26 Jan 2004 05:37:56 GMT

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1. That happens only on Fjord, it's an issue with 0,0,0 XYZ which I'll fix shortly.
2. None of the vehicles should be repairable by anything but a Mechanic or a Service Depot. This keeps people from camping at your base with tanks and Engineers on sieges. You either destroy the buildings or you get destroyed.
3. Intentional until we make new ones.
4. Latency.
5. Will be fixed by 0.993 or a 0.9925 patch.
6. He makes an explosion. Turn your surface effect detail up, if it is set on low. I see the explosion without a problem.

I created all of the structures we're using. Only a few of them are final. Construction Yard and Radar Dome are being replaced for 0.993.

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