
Subject: My impressions of the RenAlert Beta
Posted by [NHJ BV](#) on Mon, 26 Jan 2004 12:22:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

What caught my attention:

-I think it's too easy that you can place a flare in 0,001 seconds

-Light tanks are more use that Medium tanks (imo); a Light often owns a Heavy 1 on 1; mainly due to the Light's high ROF.

-No health/armour crates on DM_Isles (and not in general, I suppose).

-I noticed that, when I was in an Allied APC, I had to get extremely close to an enemy vehicle before the targeting box appeared. This also goes for buildings sometimes, making it hard to see if it's damaged or not, especially because:

-Certain structures (Radar Dome) don't appear on the K-screen (probably known). The Tesla does, however, which is a big help on Zama.
