Subject: Renegade Alert Technician
Posted by Aircraftkiller on Mon, 07 Jun 2004 21:42:15 GMT
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The Technician is crucial to keeping your base functioning. He is normally assigned to one building, and keeps it maintained and repairs any damage that occurs to the structural integrity.

He is one of the most important soldiers in the entire game. Without the Technician, you have no free repairs and your base will slowly crumble because of lack of maintenance.

He carries a single pistol and runs quite fast. He has no anti-structure or anti-vehicle capabilities.

The Engineer is his counterpart, a stronger, more expensive soldier with the ability to heal buildings completely with one shot from his "gold wrench" weapon.

Subject: Renegade Alert Technician
Posted by xptek_disabled on Mon, 07 Jun 2004 21:45:19 GMT
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Damn! That looks amazing, that's probablly the best infantry model on the Renegade engine I've ever soon.

Subject: Renegade Alert Technician
Posted by kopaka649 on Mon, 07 Jun 2004 21:49:22 GMT
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Will the "gold wrench" have unlimited ammo?

Subject: Renegade Alert Technician
Posted by --oo00o00oo-- on Mon, 07 Jun 2004 23:39:48 GMT
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poly count? how many textures are you using for this character and what are the sizes?

Subject: Renegade Alert Technician
Posted by U927 on Tue, 08 Jun 2004 00:15:04 GMT
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FYI: It was Chris J. Fortier, a.k.a "Indirect Method", who created this model and texture.

Subject: Renegade Alert Technician
Posted by Sir Phoenixx on Tue, 08 Jun 2004 00:18:03 GMT
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--oo00o00oo--poly count? how many textures are you using for this character and what are the sizes?

1466 polygons and 1 512x512 texture.

Subject: Renegade Alert Technician
Posted by cowmisfit on Tue, 08 Jun 2004 00:22:26 GMT
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that looks very sweet

Subject: Renegade Alert Technician
Posted by SuperFlyingEngi on Tue, 08 Jun 2004 00:45:12 GMT
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Aircraftkillerthe ability to heal buildings completely with one shot from his "gold wrench" weapon.

I smell balance issues...

Subject: Renegade Alert Technician
Posted by Spice on Tue, 08 Jun 2004 00:55:31 GMT
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Well the soviet are already strong enough. Lets make the allies a bit stronger now. Wouldnt you say?

Gold wrench hmmm.. Sounds like the enginer is pimpin it. He probley gots tanya all over him

---

Subject: Renegade Alert Technician
Posted by Aircraftkiller on Tue, 08 Jun 2004 01:05:17 GMT
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Both teams have Engineers that can completely repair a structure. The question is: Did they already use that ability, and await the one minute recharge period... Or is the Barracks down?

If either is true, they're not much of a threat. They're mainly "emergency repair" units that can repair a building in one shot, but they're out of the repair business for one minute.

They also cost quite a bit, $500 can be hard to find without an Ore Refinery, or if your Ore Truck keeps getting pounded.

Subject: Renegade Alert Technician
Posted by bigwig992 on Tue, 08 Jun 2004 01:32:51 GMT
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White trash galore!

Subject: Renegade Alert Technician
Posted by maytridy on Tue, 08 Jun 2004 02:11:31 GMT
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lol, that's some really nice work. You guys are really taking Renegade to a new level, great job.

Subject: Renegade Alert Technician
Posted by CnCsoldier08 on Tue, 08 Jun 2004 03:27:52 GMT
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Is it one shot to the MCT? To anywhere on the structure?

The model looks nice...As always

Subject: Renegade Alert Technician
Posted by --oo00o00oo-- on Tue, 08 Jun 2004 07:26:58 GMT
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will the "golden wrench" be able to be used on beacons for quick disarming?

Subject: Renegade Alert Technician
Posted by Deactivated on Tue, 08 Jun 2004 08:33:14 GMT
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Sir Phoenixx--oo00o00oo--poly count? how many textures are you using for this character and what are the sizes?

1466 polygons and 1 512x512 texture.

Just for comparison, original renegade models (such as Commando and Raveshaw) used 512x512 texture map for body and 256x256 texture map for head and neck.

Subject: Renegade Alert Technician
Posted by Cebt on Tue, 08 Jun 2004 10:33:19 GMT
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heh its great and a lovely texture... hehe it kinda reminds me of a plumber (sorry if its spelled wrong couldnt find the danish -> english dictionary)

Subject: Renegade Alert Technician
Posted by flyingfox on Tue, 08 Jun 2004 15:07:07 GMT
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I agree about the plumber. One instance this might be considered unfair is when you and someone else place 2 flares with the intent of doing enough damage combined to take something out, but the tech waits till the first goes off before he repairs. That wouldn't be an emergency repair, that would more of less be exploiting the character for his worth. But hey.. core gameplay, bring it on.

Subject: Renegade Alert Technician
Posted by Jaspah on Tue, 08 Jun 2004 19:05:39 GMT
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Unless it's like the medic. You may have to wait maybe 30 seconds to repair again. Or it would be more even if he just had a certain amount of repair power (ammo) and had to buy him again.

Subject: Huh?
Posted by sfr3f on Tue, 08 Jun 2004 20:28:06 GMT
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Quote:One instance this might be considered unfair is when you and someone else place 2 flares with the intent of doing enough damage combined to take something out, but the tech waits till the first goes off before he repairs. That wouldn't be an emergency repair, that would more of less be exploiting the character for his worth.

Stupid flakes, the breakfast of... what? Trying to make some sense of what you said. First of all, if you need two flares to destroy a single structure, you're placing it too far back. The technician repairs the same way the old (Renegade, .9925 RenAlert) engineer does. I think you're trying to say an engineer can make a fast repair to a structure after a near nuke-hit or other major damage.

Engineers will now cost $500, expensive, and you won't be able to do it again for another minute.

Subject: Renegade Alert Technician
Posted by Renx on Tue, 08 Jun 2004 22:26:12 GMT
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Engineers, the guys with the "golden wrench" and and cost $500, will be able to repair Structures with one shot to the MCT.

The technician will be able to repair vehicles, disarm beacons, and repair buildings but at a slower rate.

Also, the nuke damage has been scaled down for .993. No more "double building kills."

Subject: Renegade Alert Technician
Posted by PointlessAmbler on Tue, 08 Jun 2004 22:42:10 GMT
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You sure about vehicles, RenX? And nuke damage isn't getting scaled back, you're thinking about the Demo Truck. A-Bombs can take out an entire base if placed properly. Demo Trucks don't do as much as A-Bombs.

Subject: Renegade Alert Technician
Posted by maytridy on Wed, 09 Jun 2004 01:39:49 GMT
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Yeah, I was gonna say, one nuke could take out many buildings (Around 0-6) in Red Alert.

Subject: Renegade Alert Technician
Posted by Renx on Wed, 09 Jun 2004 01:44:38 GMT
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I said "double building kills", meaning you won't be able to take out 2 buildings at once in .993, which you can do now....

Subject: Renegade Alert Technician
Posted by SuperFlyingEngi on Wed, 09 Jun 2004 01:46:16 GMT
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Hmm....now that I think about it, the technician doesn't look enough like Snoop Dogg.

Subject: Renegade Alert Technician
Posted by PointlessAmbler on Wed, 09 Jun 2004 02:30:59 GMT
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Uh, RenX, yes you will, easily, but since only one A-Bomb Signal Flare works every five minutes, you better plan if you want it to be effective.

AircraftkillerEvery five minutes, the Missile Silo spawns an A-Bomb Signal Flare. It's powerful enough to destroy the entire enemy base if placed so that its 150 meter blast range will encompass the base.

Demo Truck damage, however, is significantly less than what an A-Bomb does now. It can destroy an Ore Silo or Power Plant, and that's about it. (Maybe a Service Depot too?)

Subject: Renegade Alert Technician
Posted by Spice on Wed, 09 Jun 2004 02:55:38 GMT
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Im not sure , he might know something you do not? Of course a A-bomb could wipe out a base in red alert but do we want that in a fps game.

Subject: Renegade Alert Technician
Posted by PointlessAmbler on Wed, 09 Jun 2004 03:10:53 GMT
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I'm on the staff, too, remember? There's probably little that he knows that I don't.