
Subject: CP2 thoughts

Posted by [Hulkcore](#) on Tue, 07 Dec 2004 01:34:53 GMT

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I know CP1 is just out and all, but anyone have any thoughts about fixes for the next one? My reason for starting the topic is cause I have one...

Can you guys fix the pistol reload so that you start with a loaded pistol.

I assume this should be fairly easy to do, cause it seems like they intended it since when you host pistol is loaded.

Subject: CP2 thoughts

Posted by [Jecht](#) on Tue, 07 Dec 2004 05:00:24 GMT

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i second that motion.

Subject: CP2 thoughts

Posted by [mac](#) on Tue, 07 Dec 2004 09:59:56 GMT

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No, on this one. Already discussed it with jonwil

While its probably technically possible to fix it, it creates an imbalance between CP and non-cp players on the same servers - ie CP players have a reloaded pistol on startup, and the others won't.

Subject: CP2 thoughts

Posted by [WNxCABAL](#) on Tue, 07 Dec 2004 10:27:56 GMT

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but wouldn't that give more people a reason to download CP1?

Subject: CP2 thoughts

Posted by [Rex](#) on Tue, 07 Dec 2004 13:24:00 GMT

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Jeez, is that really the reason why you guys don't fix it?

I thought CP1 (or 2) was meant to fix bugs. It's not our fault that people play with an outdated version.

Subject: CP2 thoughts

Posted by [mac](#) on Tue, 07 Dec 2004 14:23:11 GMT

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Still no. We're not creating an advantage for specific players.

It's like changing the vehicle limit on the server. It's technically possible, but also requires a client side fix, so the client needs to have a recent CP.

What good is it, when you can have say 12 vehicles per team, but all the NON-CP players are waiting for a slot to open in the first 8 vehicles?

Subject: CP2 thoughts

Posted by [Aircraftkiller](#) on Tue, 07 Dec 2004 16:08:57 GMT

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I don't get what good it is to play a broken, outdated, unbalanced game with a few band-aids put over the grand canyon of problems it has.

Subject: CP2 thoughts

Posted by [Crimson](#) on Tue, 07 Dec 2004 18:23:16 GMT

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Shut the hell up.

Subject: CP2 thoughts

Posted by [Aircraftkiller](#) on Tue, 07 Dec 2004 19:51:37 GMT

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No.

You know exactly what I'm saying is true. When you guys address the real problems the game will be a lot more fun.

Subject: CP2 thoughts

Posted by [emperorz0](#) on Tue, 07 Dec 2004 20:07:24 GMT

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I would like to know that is it possible to remake some textures (add more detail to units) like infantry and vehicles? I hope that it is possible because my Renegade graphic settings are highest but Renegade looks still not good.

Subject: CP2 thoughts

Posted by [Creed3020](#) on Tue, 07 Dec 2004 21:25:08 GMT

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I will now stop spamming the forums like a good member, and set the example for everyone else.

Subject: CP2 thoughts

Posted by [Hulkcore](#) on Wed, 08 Dec 2004 02:17:31 GMT

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Why don't I stop spamming the forum?

Subject: CP2 thoughts

Posted by [Hulkcore](#) on Wed, 08 Dec 2004 02:18:39 GMT

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macNo, on this one. Already discussed it with jonwil

While its probably technically possible to fix it, it creates an imbalance between CP and non-cp players on the same servers - ie CP players have a reloaded pistol on startup, and the others won't.

Is it possible to make a client side that allows anyone to have loaded pistol CP or not?

Subject: CP2 thoughts

Posted by [Jecht](#) on Wed, 08 Dec 2004 03:20:16 GMT

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would that really give that much of an advantage? only bout a 2 second advantage, and everyone has access to it.

Subject: CP2 thoughts

Posted by [Spoony_old](#) on Wed, 08 Dec 2004 07:28:50 GMT

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Unloaded pistols? Jeez.

Ob walking, Invisible harvesters, Bluescreening. If you can fix them, fantastic.

Subject: CP2 thoughts

Posted by [Hulkcore](#) on Wed, 08 Dec 2004 09:18:44 GMT

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why doesn't ACK stay on the topic and stop trying to bitch about how crapy renegade is when he still plays it?

Subject: CP2 thoughts

Posted by [Spoony_old](#) on Wed, 08 Dec 2004 18:39:56 GMT

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Because it's a very boring topic

I have gotten into the habit of always reloading pistol when I buy a hotwire/tech and get into a tank... It does not hinder or delay gameplay. The ONLY possible way that could hinder gameplay is if you respawn in a building, grab a engineer and realise there are enemies right next to you. In which case you'll get the job done quicker with remotes anyway.

Subject: CP2 thoughts

Posted by [Creed3020](#) on Thu, 09 Dec 2004 02:17:06 GMT

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Ya I always reload right away.

Another bug that is similar to this issue, while BHS fix the loading of 5 prox mines instead of 6 when you buy a Hotwire/Tech ?

Subject: CP2 thoughts

Posted by [Renardin6](#) on Thu, 09 Dec 2004 07:39:36 GMT

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I think some people are making new models (vehicles replacement for Renegade) ... Can't tell you more. I saw some of their work, it's very good.

Subject: CP2 thoughts

Posted by [Aircraftkiller](#) on Thu, 09 Dec 2004 08:25:53 GMT

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Doing that is unbalanced. You can easily make bigger vehicles that are impossible to miss.

Subject: CP2 thoughts

Posted by [trunkskgb](#) on Fri, 10 Dec 2004 15:31:38 GMT

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macNo, on this one. Already discussed it with jonwil

While its probably technically possible to fix it, it creates an imbalance between CP and non-cp players on the same servers - ie CP players have a reloaded pistol on startup, and the others won't.

Understood, but is there not some way we can make it so EVERYONE will get the patches? Kinda like how it was when Renegade 1st came out. That would solve many problems based on advantages of having CP1, and not.

Subject: CP2 thoughts

Posted by [cmatt42](#) on Sat, 11 Dec 2004 23:09:14 GMT

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No, they would have to get EA to do something like that (yeah, right).

Subject: CP2 thoughts

Posted by [Zonekill9](#) on Sun, 12 Dec 2004 14:27:25 GMT

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AircraftkillerDoing that is unbalanced. You can easily make bigger vehicles that are impossible to miss.

I agree with that, would make an unfair advantage to the Non-CP players. Notice that new ,optional, weapon models could be nice.

Subject: CP2 thoughts

Posted by [VVOLVERINE](#) on Sun, 12 Dec 2004 15:10:33 GMT

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Hi, i just want to add my two cents to this thread seeing as how some people changed my post in the other forum, i would like to suggest a few things if i may, first a VETRANCY system like in C&C GENERALS(or any other C&C game), an IN-GAME CLOCK that is synched up with your computer clock(i gotten in trouble for being on too long & i want to know what time it is while i play.)

Subject: CP2 thoughts

Posted by [trunkskgb](#) on Sun, 12 Dec 2004 17:03:30 GMT

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cmatt42No, they would have to get EA to do something like that (yeah, right).

Gae, not everyone has RenGuard or has CP1 for that fact.

Subject: CP2 thoughts

Posted by [\[RoC\]Twix](#) on Sun, 12 Dec 2004 17:11:52 GMT

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AircraftkillerI don't get what good it is to play a broken, outdated, unbalanced game with a few band-aids put over the grand canyon of problems it has.

It was balanced after you added those great changes. Thank you!
