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Subject: Crates,Crashes,Recon Bikes?

Posted by [EatMyCar](#) on Mon, 31 Jan 2005 17:18:31 GMT

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Ok. ive (finally) gotten off my ass and downloaded RG. praticlly crapped myself. this thing is AMAZING. it adds alot more to the gameplay(crashes,crates,ect.) just few things that annoy me...

1:Crates. ok,i love them,but when i get a Visc/Tiberium Death Crate,it kills me,and the visceroid just sits their,frozen. it will not move,attack,ect. it does nothing.

2:The crashes,kick ass idea. will their be more added? ::coughmammiecough::

3:How about adding the Recon bike to Nod's Side? i mean,what harm can it do? GDI already is loaded up on armor,and Nod needs an AA unit for CITY\_Flying and other maps. they just get flattened their,without Apache support. and besides,it wouldnt upset the gameplay alot. (except in Feild,just gotta keep them out of the tunnels to prevent Base to base...)

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Subject: Crates,Crashes,Recon Bikes?

Posted by [Weirdo](#) on Mon, 31 Jan 2005 19:36:04 GMT

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RG doesn't really add anything to the game. The BHS Core patch does. But the crates your talking about is a server side mod not the BHS Core patch I think.

And for recon bikes, that would be something for the map makers. They won't add them to the original.

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Subject: Crates,Crashes,Recon Bikes?

Posted by [Blazer](#) on Mon, 31 Jan 2005 20:33:09 GMT

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A rush of 2 recons easily gets past the AGT (whichever one doesnt eat the missle makes it)

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Subject: Crates,Crashes,Recon Bikes?

Posted by [Renx](#) on Tue, 01 Feb 2005 02:44:38 GMT

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Isn't that the point?

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Subject: Crates,Crashes,Recon Bikes?

Posted by [IRON FART](#) on Tue, 01 Feb 2005 03:59:00 GMT

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Depends how many AGT's you have

I wouldn't mind using a recon bike, its just that I hate the way they handle.

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Subject: Crates,Crashes,Recon Bikes?

Posted by [Blazer](#) on Wed, 02 Feb 2005 03:46:33 GMT

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RenxIsn't that the point?

Let's see how fun it is when you are on GDI

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Subject: Crates,Crashes,Recon Bikes?

Posted by [Aircraftkiller](#) on Wed, 02 Feb 2005 08:48:29 GMT

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IRON-FARTDepends how many AGT's you have

I wouldn't mind using a recon bike, its just that I hate the way they handle.

BunkersTS fixes the armor level of the Recon Bike, along with its missiles and handling. It drives as well as can be simulated in Renegade's decent physics system for motorcycles.

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Subject: Crates,Crashes,Recon Bikes?

Posted by [IRON FART](#) on Thu, 03 Feb 2005 04:34:45 GMT

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I downloaded it and tried it. Thats a hell of a lot better than the original handling. Before it would handle like an APC. Much better now.

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