
Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [EatMyCar](#) on Tue, 26 Apr 2005 23:22:28 GMT

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Anyway,i was thinking,why not make some of the buildings a little more visually pleasant. i recall Commando/SeaMan replaced the MP in-game obelisk with the far nicer,Single Player game model. why not the same thing for the rest of them? i just mean the outside aggregates,not the insides. it would look very nice to see better,more eye appeasing models ingame,instead of those craptastic models we already have.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [alkovroxjoosox](#) on Tue, 26 Apr 2005 23:23:40 GMT

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I agree with Carno, the SP Buildings would make the MP ones look better.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [trunkskgb](#) on Wed, 27 Apr 2005 03:32:43 GMT

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Specially the Hand of NOD, that building just looks crazy.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Arsen](#) on Thu, 28 Apr 2005 15:42:19 GMT

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Yeah I agree, oh yer and a lift to the top of the guard tower would be quite cool it would then it would'nt only have a rocket launcher and a mini gun but also people with a rocket launcher or rail gun to make it just a bit more trickier.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Spony_old](#) on Thu, 28 Apr 2005 18:51:30 GMT

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ArsenYeah i agree, oh yer and a lift to the top of the guard tower would be quite cool it would then it would'nt only have a rocket launcher and a mini gun but also people with sniper rifles to make just a bit more trickier.

What use would a sniper rifle be? I don't know if you've played Renegade lately, but the Advanced Guard Tower's machine guns MASSACRE infantry.

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [flyingfox](#) on Thu, 28 Apr 2005 19:46:42 GMT

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Building top lifts are a fantastic idea, but they would present a problem of cloaked soldiers using them for beacon placement.

Why not add a few rocket launcher spawn weapons on top of them, when the barr has been destroyed? They could be respawned every 2 minutes or something.

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [EA-DamageEverything](#) on Fri, 29 Apr 2005 04:02:51 GMT

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My Obelisk is glowing like in SP mode. This can be achieved by a DDS and W3D file that I have.

The Hand from the SP mode would be great and placing the ped into the lake down there makes it harder to sneak in.

I am waiting of a Fanmap which has the big Airstrip from M10/M11. Double it's size and write some scripts. Then 2 C130 Cargos can drop tanks at the same time!

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Kanezor](#) on Fri, 29 Apr 2005 06:34:22 GMT

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Keep in mind that huge structures really only have a place in huge (32+ players) games. If you place a nuke in the furthest corner in the lowest room in the hand, the enemy may never even have a chance to find it, let alone disarm it... Now while that may be enticing to some players, let's at least try to be fair here, don't you think?

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [RTsa](#) on Fri, 29 Apr 2005 09:10:57 GMT

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Some just don't understand what others are talking about... :rolleyes:

Quote:Anyway,i was thinking,why not make some of the buildings a little more visually pleasant. i recall Commando/SeaMan replaced the MP in-game obelisk with the far nicer,Single Player game model. why not the same thing for the rest of them? i just mean the outside aggregates,not the insides. it would look very nice to see better,more eye appeasing models ingame,instead of those craptastic models we already have.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Chronojam](#) on Fri, 29 Apr 2005 12:28:45 GMT
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I was thinking the same thing. We're talking about sprucing up the exteriors, here, not adding in multilevel structures.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [EatMyCar](#) on Fri, 29 Apr 2005 12:56:04 GMT
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EA-DamageEverythingMy Obelisk is glowing like in SP mode. This can be achieved by a DDS and W3D file that I have.

The Hand from the SP mode would be great and placing the ped into the lake down there makes it harder to sneak in.

I am waiting of a Fanmap which has the big Airstrip from M10/M11. Double it's size and write some scripts. Then 2 C130 Cargos can drop tanks at the same time! Can you...PLEASE send me the glowing DDS file?! or post it publicly?

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Naamloos](#) on Fri, 29 Apr 2005 19:51:50 GMT
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Won't work out too good.

Example.

Let's say if a CP2 user has different models somewhere, a non CP2 user wouldn't see it. So if the CP2 user hides behind the new object the non CP2 users could still shoot/see him.

Or it would just create a version mismatch...

Also, SP buildings are a lot bigger then MP buildings. So even if it would work many things won't fit.

Changing just the texture/aggregates(do you spell it like that?) would work.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Aircraftkiller](#) on Fri, 29 Apr 2005 23:46:27 GMT
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trunkskgbSpecially the Hand of NOD, that building just looks crazy.

Remember, it's Nod, not NOD.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [trunkskgb](#) on Sat, 30 Apr 2005 05:51:25 GMT
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AircraftkillertrunkskgbSpecially the Hand of NOD, that building just looks crazy.

Remember, it's Nod, not NOD.

I care because?

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [RTsa](#) on Sat, 30 Apr 2005 06:47:12 GMT
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Naamloos, no one's even suggesting to change the models...:rolleyes:

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Naamloos](#) on Sat, 30 Apr 2005 14:01:22 GMT
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RTsaNaamloos, no one's even suggesting to change the models...:rolleyes:

Quote:why not make some of the buildings a little more visually pleasant

Saying that can mean a lot of things. And since some people were talking about replacing MP buildings with SP ones i posted in my reply that that is impossable to do.

So go away.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [-MP-recon](#) on Sun, 01 May 2005 23:08:45 GMT
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elevators are bugegd things on multiplayer and they also lagg like shit.
the maps should have be rebuild and that means u have to download these.
and i prefer that Renguard most Fix the problem with people who dont download cp
they cant join Cp supported servers.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Danchicken](#) on Tue, 03 May 2005 21:43:12 GMT
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You could make it so tha the SP buildings are on a modified map, that is in the CP, so that non CP users couldnt play with the newer things.... just a thought...

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [trunkskgb](#) on Tue, 03 May 2005 22:30:14 GMT
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-MP-recon

and i prefer that Renguard most Fix the problem with people who dont download cp they cant join Cp supported servers.

I agree 100%. I was playing on the MP server the other day and I got a Stealth Crate for my Deadeye. Well, apparently, someone on nod who DID NOT have CP1 could see me and would shoot me revealing me to the others. 1st I thought he HAD to be cheating... I then got angry and questioned it when a moderator informed me...he must not have CP1 and therefore, the Stealth Crate does'nt mean poo.

It happened again to my GodCrate and Hummvee and when I was trying to sneak in the noD base....Nope, he saw me and I had to retreat.

Bottom line....

I think if you don't have CP1, you should get Version Mis-match or some kind of compatability issue and you can't join that server.

Those people get such a crappy advantage....

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Kanezor](#) on Tue, 03 May 2005 22:47:16 GMT
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While I agree that they do get an advantage, I do think that it would be unfair for some people to be forced to download it (especially if they truly have problems with it). I think the version mismatch should be a server-side option, and should be enabled by default.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [EatMyCar](#) on Wed, 04 May 2005 13:16:43 GMT
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I really didnt install CP1(i dont cheat..its just a big file,and 56K is...bleah..),but i was luck 'nuff to

get a stealth crate and make a team mate's flamer stealth. :twisted:

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [cmatt42](#) on Thu, 05 May 2005 17:35:26 GMT

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Download the standalone overnight with a download manager. That's what I always did. /me is happy because he's soon getting DSL

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [trunskgb](#) on Fri, 06 May 2005 01:12:36 GMT

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EatMyCarl really didnt install CP1(i dont cheat..its just a big file,and 56K is...bleah..),but i was luck 'nuff to get a stealth crate and make a team mate's flamer stealth. :twisted:

Ok, so its COOL that "these people" (Yes, I classify them as a group) don't download CP1 and when someone get's the Stealth Crate with there Infantry, or Vehicle you believe it's fair that you can see them as if there not even Stealth?

Don't even say I'm wrong...

You mine as well just go ahead and start cheating because that's basically what you and everyone else without CP1 is doing.

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [blinky_182](#) on Sat, 07 May 2005 18:55:27 GMT

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ob walking should and needs to be fixed

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [fl00d3d](#) on Sun, 08 May 2005 00:32:40 GMT

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The ONLY thing I would REALLY like to see fixed (if possible) are the existing bugs -- and some of the lag resulting from the new enhancements of CP1.

Maybe the development of CP2 should focus on making the game more playable rather than developing new maps, new features, new graphics, etc --- which in turn lag the servers more.

The more add-ons we see, the laggier the servers get. And lets face it, nowadays admins tend to

run larger servers (ie. 32+) than they used to. Combine that with a high demand for cpu cycles and RAM and you've got yourself a 2002 game with world class lag.

The community is dying slowly - so I'd like to see these fixes made which could help keep some players around.

--Sean
aka 'fl00d3d'

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Arsen](#) on Sun, 08 May 2005 13:04:06 GMT

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hmm what i some times find anoying is when you have to be spawned on top of some buildings and its very rare its happened twice to me(one time i fell off) i think its really cool and evrything but i think it would be better if they had a ladder or staircase to get up there and for those hipcrits it will be on the outside(EXTERIOR!) It would also solve the fact that when you get spawned on the roof and want to get down you dont have to jump and risk ending up dead.

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [trunkskgb](#) on Sun, 08 May 2005 16:14:48 GMT

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fl00d3dThe ONLY thing I would REALLY like to see fixed (if possible) are the existing bugs -- and some of the lag resulting from the new enhancements of CP1.

Maybe the development of CP2 should focus on making the game more playable rather than developing new maps, new features, new graphics, etc --- which in turn lag the servers more.

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The community is dying slowly - so I'd like to see these fixes made which could help keep some players around.

--Sean
aka 'fl00d3d'

Vey wise.

Fix bugs before you get ahead of yourselves with new maps.

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Arsen](#) on Mon, 09 May 2005 16:16:27 GMT

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Yeah, I totally go along with the plan of smoother gameplay and stuff but I think if people cannot be bothered to get CP1 when that has smoother gameplay and better maps with extras(voice messages and so on) but if CP2 is just a few bugs fixed then I don't see people without CP1 downloading it.After all it's such a big file-cough cough if you have a rubbish system cough cough.I'm sorry but if people don't want to download CP then they can go to hell for all i care.It's because of people like that, that the community is reducing.So suck on those apples.

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Crimson](#) on Mon, 09 May 2005 16:36:22 GMT

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Remember, the new sounds and emoticons in CP1 were there already and have been since the release of the game. We only fixed a bug that was preventing you from seeing/hearing them.

Please review the list of CP2 features. In there, we are including maps that are even more optimized than before for fast load and decreased memory usage.

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Coolair](#) on Mon, 09 May 2005 19:37:35 GMT

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The detailed textures for the buildings would be a very good idea. And also try to texture them as detailed as Renegade Alert structures (or even more!)

I always looked on Renegade textures as rushed. I was looking at the GDI Weapons Factory the other day and it looks so crappy with its streched textures.

I hope the structures can be updated

Keep up the good work CP1/2 Development team

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [trunkskgb](#) on Mon, 09 May 2005 22:23:52 GMT

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Well, if people have a crappy system that's their fault. You can't use that as an excuse and expect BHS to make it easier for you. They won't, they can only fix what they can see. They can't fix your bad graphics card or processor.

Maybe the patches don't have to be so huge either....follow me on this guys...

Westwood relased 7 patches from April 15, 2002 to January 23, 2003.

7 patches in less then a year, all relativley small. So maybe instead of releasing these huge patchs, maybe release them in small doses?

Just an idea...

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Mighty BOB!](#) on Sat, 14 May 2005 00:36:08 GMT
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Would it be possible to stick the E3 vehicles in there? Or would that present the same problems with some users having them & some not?

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Kanezor](#) on Sat, 14 May 2005 04:21:26 GMT
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trunkskgbmaybe instead of releasing these huge patchs, maybe release them in small doses?It's an idea, but then they'd probably have to be compatible with the "vanilla" 1.037 patch. So when you have even 7 small patches all compatible with 1.037, some people installing not all of them then forgetting which ones are and aren't installed... you'd get people quite confused.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [Homey](#) on Mon, 16 May 2005 19:42:30 GMT
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I've always had an idea for islands. A little platform on top of the Hand itself and then allow b2b.

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [cmatt42](#) on Mon, 16 May 2005 23:46:57 GMT
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Which vehicules were shown at E3 anyway?

Subject: Suggestion for CP2,to make Renegade..nice. :P
Posted by [noodles](#) on Wed, 18 May 2005 00:25:06 GMT
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Arsenif they had a ladder or staircase to get up there and for those hipicrits it will be on the outside(EXTERIOR!) It would also solve the fact that when you get spawned on the roof and want to get down you dont have to jump and risk ending up dead.

Some weeks ago I played on an US server(cannot remember the name), where ladders existed on the outside of a building.

They even mounted turrets on them, was fun...

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Mighty BOB!](#) on Wed, 18 May 2005 03:43:42 GMT

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Lets see, there was the Recon Bike, the Flame Tank, the Light Tank, the Harvester, a Cargo Truck I think, the Orca Truck I think. Those are the ones I can think of.

I would still like it if that were possible, but I'm guessing that its not..

[EDIT] the Nod Buggy [EDIT]

Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Coolair69](#) on Thu, 19 May 2005 17:17:22 GMT

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I have a very high end system so my Grafix Card and Processor are not to blame. I have the grafix turned up to maximum!!

All i am saying is that the structures in Renegade Alert look much more detailed, i was just hoping a grafix update would make a nice change for Renegade.
