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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 19:37:00 GMT  
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Ahh I posted some of my update ideas in the General section but perhaps it should be placed here: Here are some ideas and work in progress screenshots that some of you might be interested in!.Update 1: Vehicle QueueOne of the things I hate the most is how I have to stand at a purchase terminal in order to wait for the vehicle to become available just so I can buy it. If I'm not quick enough someone else waiting in line will get to buy his vehicle first and I will again have to wait. One of the things I missed the most out of the original C&C series was the ability to queue many vehicles at a time. In this case I'm showing an example of a Team Vehicle Queue where you do NOT have to wait to order, your selection goes into a queue system that is limited by the number of vehicles left to purchase (8 Max). Accessing the purchase terminal shows the actual queue so you can see the vehicles that other people on your team have in queue. This would only aid in the collaborative efforts of your team to choose the best vehicles for a given situation and gives the team members a more adequate opportunity to organize a vehicle rush. As an added feature of this Queue system you may also "Cancel" your vehicle purchase as long as it is in the queue. Screenshot below:<http://www.akumapc.com/rene/queue.jpg>.Update 2: Vehicle Build TimeA buggy takes as long to build as a mammoth tank! This is neither in keeping with the original c&c nor very realistic by any means. To add more depth to the game, I think each vehicle should require a Build Time. This works very well with the Vehicle Queue system as you can see the progress of a vehicle as it's being built by accessing the purchase terminal. For example a buggy might take 3 seconds to build but a mammoth tank takes 30 seconds as it's obviously more costly, more powerful, and much larger than a buggy. This changes the dynamic of the game by requiring you to buy a vehicle that is suited to a particular situation. If your base is getting assaulted, do you wait 30 seconds to build a mammoth tank? or should you perhaps instead get a medium tank which may take only 15 seconds. Or should you just cancel your order and instead get a technician to help heal the building under attack? That difference in time and your decision at that very instant adds that extra level of strategy that you must now rethink. Here is a time-lapse snapshot of the Vehicle Build

System:<http://www.akumapc.com/rene/timelapse.jpg>.Update 3: Team C4 and Beacon ETA TimerIn almost every game the one thing you'll hear is "STOP LAYING C4, MY MINES ARE DISAPPEARING". This is one of the biggest problems with having a team trying to lay down C4 and not knowing how many are truly left (max 30). A counter is simply displayed above the inventory menu ONLY for the technicians. The number counts down from 30, relative to the number of mines available, letting all the technicians on the team know how many mines are left at any given time. The added ability of this feature is being able to see your mine count go up, indicating someone tripped your mines and perhaps a building is now in breach. The Beacon ETA timer is displayed below the Game Timer, it simply counts down from the moment any beacon is detected. It lets you know how much time you have left to disarm or how much time is left before the building you placed it on is gone Perhaps a similar system could be designed for an individuals timed/remote mines. Below is a snapshot of the system in action:[http://www.akumapc.com/rene/team\\_c4.jpg](http://www.akumapc.com/rene/team_c4.jpg).Update 4: Functional Display TerminalsPurchase terminals play an extremely vital role in Renegade, this update will actually display the status of All the buildings in your base instead of just showing a picture of a building with nothing on it. The benefit of this upgrade is that you can be inside any building and by simply looking at a purchase terminal you can see all the critical information about your base similar to pressing the "J" button in game. Screenshot

below...[Http://www.akumapc.com/rene/functionaldisplay.jpg](http://www.akumapc.com/rene/functionaldisplay.jpg). Update 5: Map Download & Auto Installer A lot of people have made some very good maps ever since Renegade came out but not everyone (most people) know where to get them or even know how to install them! This is one of the biggest issues holding people back from playing on servers with new maps, and in doing so, reducing the longevity of the game. To make downloading and playing these maps easy for most people I suggest a download & auto installer feature. WestWood has already included this functionality in the AutoUpdater program. The process is simple: 1. When a Server Admin starts a server he simply specifies an online directory that has these extra maps (uncompressed). 2. A user browses the server list and see's a server he wants to join that has a new map. He starts joining the server. 3. Server Message pops up saying you need \_\_\_\_ map in order to play. 4. The user is presented with the option of having the map downloaded via the internet address defined in the server setup page, or canceling. 5. User clicks Okay, Map is downloaded and placed in the appropriate directory. You are now ready to play the new map! Example

Below: [Http://www.akumapc.com/rene/autoinstall.jpg](http://www.akumapc.com/rene/autoinstall.jpg). Update 6: "MOTD" Message of the Day Load Screen I run a dedicated server on GameSpy (MASSIVE GANKFEST FATPIPE) and I can tell you the MOTD is almost worthless. For some people with slower computers it takes nearly a minute for the level to load, after that you get a somewhat annoying pop up that nearly everyone ignores so they can just start playing.. I can't blame them! I think it would be more effective to simply have the MOTD or Server Rules presented as the level is actually loading. This gives some people the entire load time to actually READ the message/server rules. The MOTD text which is already in the server.ini file is simply posted to the load screen. This would increase the chance of people actually reading the server rules/motd by 10 fold! This helps admins out by not having to point out server violations and lets players know the rules (i.e. sniping only, no base kill, no foul language, etc.) before the level even loads. ScreenShot Below: [Http://www.akumapc.com/rene/motd.jpg](http://www.akumapc.com/rene/motd.jpg). These are just minor updates but I think they will greatly enhance the overall feel of the game. In a few days I will present my work on the "Upgrade" enhancement to Renegade which I think will offer an much deeper level of gameplay and strategy. That is a major piece of work that will require a high level of programming ability. If anyone is interested in using any of these ideas feel free to do so. More to come soon...

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**Subject: RENEGADE UPDATES with SCREENSHOTS!**  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 19:44:00 GMT  
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There's only one thing I disagree with, and that is the time lapse for different vehicles. This will just mean that GDI n00bs who build mammoth tanks won't just give Nod points but will also take up time at the WF. Also I think you left out that there should be a kick vote option. Renegade is one of only a few games that don't allow you to kick someone who is lammer. Personally I think it helps admins not have to police every action and it makes non-admin games much more playable. Just a thought the rest is really good though.

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**Subject: RENEGADE UPDATES with SCREENSHOTS!**  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 20:09:00 GMT  
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I agree with JTbob only for the Kick-Vote! i like all the other ideas but if you got to have a KICK VOTE! also how would you get people to use it? will it be like in a patch or something?

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Wed, 11 Dec 2002 21:36:00 GMT  
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me and TreyD are making (DMS Net) will support a "Couple" of those options...

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 01:36:00 GMT  
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All wonderful ideas, and great "artwork". Sadly I doubt anyone will actually code any of them

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 02:34:00 GMT  
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quote:Originally posted by Blazer:All wonderful ideas, and great "artwork". Sadly I doubt anyone will actually code any of them Agrees with Blazer.Unfortunately, i really doubt that any of these features are going to be implemented any time soon.

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 04:40:00 GMT  
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Thats PERFECT!Thats EXACTLY how i would want it! That would improve Renegade a lot Great work Too bad it most likely is too much to be implementde in a patch and would most likely be included in Renegade 2, but since there wont be any Renegade 2, we most likely wont see any such functions Westwood/EA, if you dont think Renegade 2 will/would sell good, at least sell the lisenca to someone who DO!

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 08:35:00 GMT  
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thats wicked!!! awsome. thats so cool. this is exactly how it should be.

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 09:23:00 GMT  
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I've seen a lot of good suggestions in the time I've been in this community but I think I can say without doubt that these are some of the very best !!!!! E-mail Westwood Studios with them, they may take some into account . Keep up the excellent work ,--Shaun--

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 10:15:00 GMT  
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Lets make this our Jihad now We must make it our responsibility that someone at WW/EA takes notice of these great ideas!Keep it at the top!

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 12:58:00 GMT  
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Update 1: Vehicle QueueGood idea only make it in the vehicle sub menu. SO the chat won't get removed.Update 2: Vehicle Build TimeBad idea. You all ready have to wait a bit to get your vehicles. People want fast action. This can only work good with an commander few in the game so that person builds the tank. With how the game is now people don't like to wait.Update 3: Team C4 and Beacon ETA TimerI like this but no counter for the proxy mines. You will notice when an engineer disables them...Update 4: Functional Display TerminalsThis would be usefull.Update 5: Map Download & Auto InstallerThis is a must. They must add too that you can see the severs with custom maps..."MOTD" Message of the Day Load ScreenThat is a good thing and they have to add that the picture in the upper right is the map that is loading

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 13:35:00 GMT  
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Lots of positive feedback, it's good to hear that there is still an active community obviously eager to make the game even better. If anyone is interested in integrating these features in their next modification, expansion, or utility feel free to do so! Obviously I would love to get some support from WestWood but most of you know that the odds of that happening are slim to none. Some of you have been making great additions to the game for quite some time and may perhaps have a contact within WestWood that I could formally present these changes, as well as many other ones, to and maybe get a rise out of them!? AircraftKiller I'm sure you might know someone on the inside that could listen? I know there must be SOMEONE if just one person still working on making the patches that we get every so often... I'll make an effort to push these ideas on in, and I'll let update you all on the status of my..... updates Speaking of which, I'm almost done with my work on the "Upgradeability" feature that may also present an interesting element to the

game.Stay Tuned...

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Thu, 12 Dec 2002 16:22:00 GMT  
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By that you mean like oh .50 cal hummer weapon upgrades to tow missile or mammoth tusk missile damage to building increased too....

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Fri, 13 Dec 2002 00:06:00 GMT  
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This guy is a frigging genius.

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Fri, 13 Dec 2002 00:19:00 GMT  
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5 stars for a truly original post

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Sat, 14 Dec 2002 08:55:00 GMT  
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trully a great sudgestion. this would increase the fun alot!!!!!!!!!!

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Subject: RENEGADE UPDATES with SCREENSHOTS!  
Posted by [Anonymous](#) on Sat, 14 Dec 2002 13:48:00 GMT  
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Hello Im replying to this on behalf of the whole of Team Genesis and Myself to ask if you would have a talk with our leader "Genocide" about your "updates" being featured in WW2: Warpath our mod, it is not set to be released for quite awhile now so it should give you time to finish what you started, you can either E-mail Me @ [zero\\_the\\_psycho@hotmail.com](mailto:zero_the_psycho@hotmail.com) or Our leader Genocide @ [genocideuk@phreaker.net](mailto:genocideuk@phreaker.net) , we will be glad to hear your reply. (also if you wish to talk on aim my name is " Psychosis Hybrid " and his is " o2vision " without the " ) Thank You [ December 14, 2002, 13:50: Message edited by: Godhates ]

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