
Subject: If you were making a patch for Renegade, what would you do?

Posted by [Spoony](#) on Wed, 19 Dec 2007 21:04:08 GMT

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This should be fun.

What would you change?

You needn't state the blindingly obvious, such as: making cheats unusable, fixing bluescreening, fixing ob walk.

I'll start.

- Pointsfix
 - Vehicles follow the same vulnerability to your own C4 as infantry do. I.E. your own C4 will damage your tank, your teammates' C4 won't
 - Relegate all of the following to non-laddered servers:
 - !donate
 - enforced teamchanging
 - altered gameplay (damage, cost etc)
 - starting credits other than zero
 - skins
 - Rocket Soldier rockets given a limited tracking ability (doesn't apply to Gunner)
 - Chinook slightly faster and can carry five passengers plus its pilot
 - Nod Turret initial accuracy and rate of fire increased so that it actually poses a moderate threat to vehicles. Overall effectiveness roughly that of a med tank assuming it hits
 - Ladder points for all players on the losing team standardised - meaning individual score only means anything if your team wins, and winratio becomes as important as volume of games
-

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Starbuzz](#) on Wed, 19 Dec 2007 21:10:09 GMT

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-Vehicles run over infantry without an unrealistic 1 nanosecond stop.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [BlueThen](#) on Wed, 19 Dec 2007 21:36:49 GMT

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Finish the game.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Canadacdn](#) on Wed, 19 Dec 2007 21:39:03 GMT

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Fix all the annoying physics glitches.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Spoony](#) on Wed, 19 Dec 2007 21:40:31 GMT

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BlueThen wrote on Wed, 19 December 2007 15:36 Finish the game.
Specifics would be nice...

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Starbuzz](#) on Wed, 19 Dec 2007 21:53:35 GMT

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-Each character should have it's own unique first-person view hand/arm animation. (Sakura does not wear a big coat does she?).

-Rockets should cause a little more damage to air units.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Crimson](#) on Wed, 19 Dec 2007 22:00:19 GMT

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I would probably gather a team of the finest coders Renegade has to offer, get the source code from EA and work with that team to make Renegade everything is was supposed to be and could be.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Majiin Vegeta](#) on Wed, 19 Dec 2007 22:00:43 GMT

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Starbuzz wrote on Wed, 19 December 2007 21:10-Vehicles run over infantry without an unrealistic 1 nanosecond stop.

That would be due to lag.. play on lower pinged servers

-Improve netcode
-Improve server side performance

- Decrease the Arty's Damage/change the way the projectile is fired I.e in an arc(one or the other not both!)
- Nullify Mammoth tusk missiles on buildings
- release new maps
- add More selectable skins to advance characters which are selectable like the 1000C units for all
- Fix Invisible c4

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [renalpha](#) on Wed, 19 Dec 2007 22:04:47 GMT

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auto downloader,
punkbuster anti cheat

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [cnc95fan](#) on Wed, 19 Dec 2007 22:18:36 GMT

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If it was more then a patch, I would combine a anti-cheat.exe with Game.exe. Simply(for those who might want to develop this) it detects user input, and compares it to game-play. This will stop cheating.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [danpaul88](#) on Wed, 19 Dec 2007 22:20:23 GMT

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PunkBuster is already bypassed, why the hell would you want it in Renegade? It's completely useless and wouldn't stop any more cheaters than RenGuard does.

There's communities full of people dedicated to bypassing PunkBuster, so if you think it's secure you need to pull your head out of your ass and look around in any PB protected game and see all the cheaters getting away without punishment.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [BlueThen](#) on Wed, 19 Dec 2007 22:22:10 GMT

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I'd fix a lot of things. Like the infantry's looped animation when jumping, some graphics, a lot of the bugs, and especially the physics.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Wed, 19 Dec 2007 22:32:20 GMT

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Usefulness of Raveshaw/PIC increased so people actually use him against Helicopters

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Ethenal](#) on Wed, 19 Dec 2007 22:34:41 GMT

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Surth wrote on Wed, 19 December 2007 16:32 Usefulness of Raveshaw/PIC increased so people actually use him against Helicopters

Yeah, increased range mainly.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [BlueThen](#) on Wed, 19 Dec 2007 22:36:04 GMT

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Ethenal wrote on Wed, 19 December 2007 16:34 Surth wrote on Wed, 19 December 2007 16:32 Usefulness of Raveshaw/PIC increased so people actually use him against Helicopters

Yeah, increased range mainly.

But then it'd be like a sniper.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Wed, 19 Dec 2007 22:47:57 GMT

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Thats the problem, the Havoc does not only have more (unlimited) range and faster reload then the raveshaw/PIC, he even has more damage then the raveshaw/PIC. Havoc beats PIC in pretty everything except damaging heavy tanks, but he can still rip points off heavy tanks. No point buying Raveshaw at all, eh?

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [nikki6ixx](#) on Wed, 19 Dec 2007 22:54:02 GMT

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I'd like a bit more damage and points from using the Raveshaw/PIC, because I spend most of my time using those units. I'd at least like some reward for defending the base from tanks, while everyone else has fun with the Ramjet. The range is just fine for me though.

If possible, I'd also enjoy some new voice commands like 'Defend the Hand of NOD' , etc.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [BoMbZu](#) on Wed, 19 Dec 2007 23:16:33 GMT

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buff grenadier and flamethrower

reduce screenshaking to teammates

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [IronWarrior](#) on Wed, 19 Dec 2007 23:36:12 GMT

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danpaul88 wrote on Wed, 19 December 2007 16:20 PunkBuster is already bypassed, why the hell would you want it in Renegade? It's completely useless and wouldn't stop any more cheaters than RenGuard does.

There's communities full of people dedicated to bypassing PunkBuster, so if you think it's secure you need to pull your head out of your ass and look around in any PB protected game and see all the cheaters getting away without punishment.

Punk Buster doesn't crash the game, Renguard does, this is why I request that you make a brbot that can disable renguard.

But to be honest, when Punk Buster is not being a fucking bitch, it has GREAT banning powers.

I do alot of tech support for America's Army, so I deal with Punk Buster problems all day, I can say, I really hate PB and their fucking gay updates. But, I do love Punk Buster when a cheater comes to the support channel and asks am hardware banned, help me.

Banning cheaters by hardware is awesome, PB offers that, but if I had a choice, maybe VAC?, never had problems with that really.

My own thoughts on a patch.

Auto-Map Downloader.

Auto-File Downlaoder which would allow scripts and files to be downloaded for server side

servers.
More mod support.
Game Console interface.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Craziac](#) on Wed, 19 Dec 2007 23:39:14 GMT
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I'd redo the entire thing. I already have a small patch right now (has some fixes, additions and such) that I use for myself.

But really, I think the whole engine needs to be redone to iron out all the bugs. They should use the CryENGINE

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Dreganius](#) on Wed, 19 Dec 2007 23:48:08 GMT
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WNxBoMbZU wrote on Thu, 20 December 2007 10:16buff grenadier and flamethrower

Yeah, if it was me, I'd like the grenade explosion to be a bit larger in radius, and the damage to be greater to infantry, but maybe lesser to vehicles and/or buildings. Same with the flamethrower, but X2 on each end. It really sucks against what you'd think it's used for!

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [BlueThen](#) on Wed, 19 Dec 2007 23:50:32 GMT
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Stewie wrote on Wed, 19 December 2007 17:39I'd redo the entire thing. I already have a small patch right now (has some fixes, additions and such) that I use for myself.

But really, I think the whole engine needs to be redone to iron out all the bugs. They should use the CryENGINE
I prefer it to not require a super-computer.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [danpaul88](#) on Wed, 19 Dec 2007 23:58:20 GMT
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Trouble there is, the grenade launcher is GDI's free anti-vehicle infantry. Making it even weaker against vehicles leaves GDI with no infantry capable of seriously harming tanks (other than engineers with c4, but that's not a ranged weapon as such) when their infantry barracks is down.

Although, tbh, if they lost their barracks and have no vehicles to defend the base, they deserve to be crushed.... *shrug*

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dreganius](#) on Thu, 20 Dec 2007 00:09:14 GMT

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Well, think about it, how often does your vehicle get destroyed by a grenadier or a flamer? It honestly has never happened to me.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Zion](#) on Thu, 20 Dec 2007 01:52:22 GMT

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Crimson wrote on Wed, 19 December 2007 22:00I would probably gather a team of the finest coders Renegade has to offer, get the source code from EA and work with that team to make Renegade everything it was supposed to be and could be.

Don't forget about us 3D and 2D graphics artists. Not all issues with Renegade are code based.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [m1a1_abrams](#) on Thu, 20 Dec 2007 03:22:01 GMT

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Points fix goes without saying.

Swap the Ramjet damage to light vehicles with the 500 credit sniper's damage. Reduce the 500 credit sniper's light vehicle damage to almost nothing.

Remove 100% accuracy on aircraft machineguns. Standardised to be in line with Buggy/Humvee/APC.

Decrease anti-vehicle damage to heavy vehicle armour for Orca/Apache/Buggy/Humvee/APC machineguns to almost nothing.

Increase anti-vehicle damage to heavy vehicle armour for Orca/Apache rockets considerably.

Add homing rockets to both Rocket Soldier Officers, but not Gunner.

Add rotating turret to MRLS but make no changes to the Nod Artillery.

Standardise damage for basic GDI and Nod free rifle soldier. Give them both the same damage as the GDI soldier has currently (effectively buffing the Nod soldier).

Reasonable increase to anti-infantry damage/splash for Flamethrower and Grenadier weapons, bearing in mind that they're still free characters. Similar damage increases to other underused characters, like Tiberium Auto Rifle Sydney and the Chem Warrior.

That's about all the changes that I can think of, with the idea of leaving the gameplay mostly the same (just hopefully more balanced). Personally I'd prefer to redo everything to be more like TD... but this is what I'd do if I had the chance to rebalance the game in it's current form.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Starbuzz](#) on Thu, 20 Dec 2007 03:35:50 GMT
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m1a1_abrams wrote on Wed, 19 December 2007 21:22 Remove 100% accuracy on aircraft machineguns. Standardised to be in line with Buggy/Humvee/APC.

I think it has nothing to do with accuracy because it depends on the skill of the player.

I think what you are getting at is the perceived "infinite" ammo of the flying units which give them a big advantage.

That's what makes an Orca/Apache's guns superior: they have no reload. The steady stream of bullets without interruption is what makes their guns more lethal because it allows the pilot to correct his fire indefinitely, and thus in turn, increasing accuracy.

IMO, it should not be changed.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Ethenal](#) on Thu, 20 Dec 2007 03:46:27 GMT
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Starbuzz wrote on Wed, 19 December 2007 21:35 m1a1_abrams wrote on Wed, 19 December 2007 21:22 Remove 100% accuracy on aircraft machineguns. Standardised to be in line with Buggy/Humvee/APC.

I think it has nothing to do with accuracy because it depends on the skill of the player.

I think what you are getting at is the perceived "infinite" ammo of the flying units which give them a big advantage.

That's what makes an Orca/Apache's guns superior: they have no reload. The steady stream of bullets without interruption is what makes their guns more lethal because it allows the pilot to correct his fire indefinitely, and thus in turn, increasing accuracy.

IMO, it should not be changed.

Yeah, I've never noticed any lack of accuracy on any of the ground based vehicles.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [m1a1_abrams](#) on Thu, 20 Dec 2007 03:51:28 GMT

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Try firing the Humvee weapon at a wall and notice the bullet spread. If you fire an aircraft chaingun at something, the bullets always hit the same spot.

File Attachments

1) [ScreenShot49.jpg](#), downloaded 132 times



Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Viking](#) on Thu, 20 Dec 2007 04:07:56 GMT

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Crimson wrote on Wed, 19 December 2007 17:00I would probably gather a team of the finest coders Renegade has to offer, get the source code from EA and work with that team to make Renegade everything it was supposed to be and could be.

Well, considering you have some kind of contact with EA why not pitch the idea to them. They would lose no money by sharing with a few select individuals.

ANYWAY!

- Auto map download
- Parachutes
- Snipers are less effective against helicopters than a rocket.
- The Chinook gets a rope that you can climb down from
- A way to tell where you will be when you exit the vehicle
- Fix lag
- Fix the whole "splash damage goes through EVERYTHING" crap
- Make it so that a server host/admin can pull a fresh screenshot from any player in the game without their knowledge.

Server options

- When you die it lets you see the player that killed you
- Different amounts of starting credits for each map
- Different vehicle limits for each map
- If the game is at a stalemate allow both teams to get some kind of limited advantage over the other team for a short time. (like in some servers there is a "low power" crate disabling defenses)

renalpha wrote on Wed, 19 December 2007 16:04

punkbuster anti cheat
NO. End of discussion.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Sn1per74*](#) on Thu, 20 Dec 2007 05:22:54 GMT

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- Chain guns on the side of the chinooks to shoot with.
 - More buildings.
 - A map downloader so you can join a server that has a map you don't.
-

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Ethenal](#) on Thu, 20 Dec 2007 05:33:19 GMT

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Sn1per74* wrote on Wed, 19 December 2007 23:22-Chain guns on the side of the chinooks to shoot with.

- More buildings.
- A map downloader so you can join a server that has a map you don't.

I've always wondered why those don't work.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [dal11](#) on Thu, 20 Dec 2007 05:37:49 GMT

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Map Autodownloader, sniper twitch fix, tweaked physics for both infantry and vehicles. Point fix. Hitshake for arty reduced. integrated teamspeak or something like that(VOIP?).

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Spoony](#) on Thu, 20 Dec 2007 07:55:08 GMT

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Surth wrote on Wed, 19 December 2007 16:47 That's the problem, the Havoc does not only have more (unlimited) range and faster reload than the Raveshaw/PIC, he even has more damage than the Raveshaw/PIC. Havoc beats PIC in pretty everything except damaging heavy tanks, but he can still rip points off heavy tanks. No point buying Raveshaw at all, eh?

The pointsfix sorts that out. Ramjets keep their effectiveness against infantry and light vehicles (though their points gain against light vehicles is now fair), but they now have a hard counter: heavy vehicles. They don't damage them hardly, and under the pointsfix points = damage so they get negligible points for attacking them.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Goztow](#) on Thu, 20 Dec 2007 08:08:23 GMT

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Also don't forget to mark each bullet with a lot more info so ROF can be detected more successfully.

A lot of things would need fixing, don't know where to start first. I think BI fixed most urgent bugs already though (example: warf bug on islands), they're the people you need for most urgent bug fixes.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Hex](#) on Thu, 20 Dec 2007 08:27:36 GMT

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Server side: fds that spits out a crashdump and stays online without restarting, fds that when xwis goes tits up it just reconnects when xwis is back up without restarting

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [CarrierII](#) on Thu, 20 Dec 2007 09:08:32 GMT

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Hex wrote on Thu, 20 December 2007 08:27 Server side: fds that spits out a crashdump and stays online without restarting, fds that when xwis goes tits up it just reconnects when xwis is back up without restarting

Couldn't you manage the last one by writing a program that pings c.xwis.net and loads the FDS when it gets a reply?

- Physics issues need sorting. my brother has managed to get a tank through a wall.
- The points fix is a must

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [OWA](#) on Thu, 20 Dec 2007 09:17:33 GMT

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-Ask the Renegade07 team very nicely to see if they'll let people rig their models for Renegade.

-Fix the issue with worldboxes crashing things.

-Enable extra characters such as Mr Tickle, Squidfreak and Dolph the Clown.

-Add more bones in the character and hand rigs so we can have more versatile skeletons.

-Increase the amount of models and textures that renegade can handle.

-Shaders and lighting effects. HDR etc.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [IronWarrior](#) on Thu, 20 Dec 2007 09:23:06 GMT

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One Winged Angel wrote on Thu, 20 December 2007 03:17-Ask the Renegade07 team very nicely to see if they'll let people rig their models for Renegade.

-Fix the issue with worldboxes crashing things.

-Enable extra characters such as Mr Tickle, Squidfreak and Dolph the Clown.

- Add more bones in the character and hand rigs so we can have more versatile skeletons.
- Increase the amount of models and textures that renegade can handle.
- Shaders and lighting effects. HDR etc.

Them extra characters can easy be done by server side, Reborn has them for his Hunt the Player mode.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [JohnDoe](#) on Thu, 20 Dec 2007 12:35:25 GMT
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One Winged Angel wrote on Thu, 20 December 2007 03:17-Ask the Renegade07 team very nicely to see if they'll let people rig their models for Renegade.

- Fix the issue with worldboxes crashing things.
- Enable extra characters such as Mr Tickle, Squidfreak and Dolph the Clown.
- Add more bones in the character and hand rigs so we can have more versatile skeletons.
- Increase the amount of models and textures that renegade can handle.
- Shaders and lighting effects. HDR etc.

lol...

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Zion](#) on Thu, 20 Dec 2007 14:13:35 GMT
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MORE STABLE NET CODE!

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [OWA](#) on Thu, 20 Dec 2007 16:40:26 GMT
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JohnDoe wrote on Thu, 20 December 2007 12:35
One Winged Angel wrote on Thu, 20 December 2007 03:17-Ask the Renegade07 team very nicely to see if they'll let people rig their models for Renegade.

- Fix the issue with worldboxes crashing things.
- Enable extra characters such as Mr Tickles, Squidfreak and Dolph the Clown.
- Add more bones in the character and hand rigs so we can have more versatile skeletons.
- Increase the amount of models and textures that renegade can handle.
- Shaders and lighting effects. HDR etc.

lol...
Well a lol to you too Mr Doe.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [trooprm02](#) on Thu, 20 Dec 2007 20:40:05 GMT

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Well, some points would be neat, but 0 started credits is not default, and ofcourse I think, 100 is a good default WW intended. If I remember correctly, WW's official beta servers were 100+ starting credits.

I would just update the graphics, using the same engine, considering they doubled, DOUBLED the polygon count in the renegade2 promo thing, using the same ren1 engine, and add more extras. Oh and also, fix bad spawn glitches, anywhere you get stuck, pure glitches like that, and no "bl0ck 0BB w4king", kind of bs update.

No gameplay changes either.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [The Elite Officer](#) on Thu, 20 Dec 2007 20:48:17 GMT

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I am only gonna say one thing:

Hola. Me llamo Carlos. Soy es alto, comica y gordo. De donde es Charleston, SC, perro vivo en Chapel Hill, NC. Me gusta comer, nadar, y trabajar. No me gusta patinar, leer y escuela. Que llevo los jeans es negros y la camestia azul. Y tu?

Chapel Hill, NC. Me gusta comer, nadar, y trabajar. No me gusta patinar, leer y escuela. Que llevo los jeans es negros y la camiseta azul. Y tu?

Crimson please ban this asshole.

I second this call.

Anyway, I would decrease splash radius on Artillery, or make their shots lob similar to the grenadiers (Or the artillery in APB). Currently, nod has a much easier time with tank support in vech on vech combat, because the splash damage from an arty is lethal to most engineers because of it's large splash radius that extended through most GDI vechs, while the GDI counterpart (the MLRS), while shooting 6 shots in a row, has a much smaller splash radius.

Also, decrease either damage or rate of fire on the artillery, since it outstrips it's GDI counterpart (the MLRS) by a landslide in overall DPS.

Increase MLRS rocket speed.

Increase the speed on the Mammoth slightly, to infantry walking speed (Or at least, closer to it). It makes me sad to see shotgun troopers go faster than my tank.

Fix graphical glitches of all sorts.

Improve netcode.

Nerf sniper damage to flying vechs.

Buff rocket effectiveness against flying vechs including, but not limited to, homing rockets (Yes, this includes Gunner, you stingy bastards).

Greatly increase flamethrower and flame tank damage to infantry.

Increase grenadier damage to infantry and splash radius, but decrease range slightly.

Make GDI and Nod Auto Rifle damage equal, either at 7 per shot or 5 per shot for both.

Slightly increase the Turret's ROF

Greatly decrease (Read: almost completely eliminate) C4 damage to everything except building MCT. I doubt C4 was intended to be used against infantry or vechs (Although there's probably nobody that enjoyings sticking inattentive snipers with C4 as an SBH more than me, it really has to stop)

Flying vechs on every map!

Increase effectiveness of orca/apache rockets against vechs (more damage, tighter turns, slightly faster rocket)

Adding recon bikes for Nod? Maybe?

Increase Stealth Tank range slightly.

Adding the Advanced Comm Center for GDI and the Temple Of Nod for Nod, with each building controlling the team's respective superweapon (Meaning, if your advanced comm center gets destroyed, no Ion Cannon for you). Beacons should not be available on maps not featuring these buildings. Increase beacon cost, damage and splash radius. Maybe adding a regular Comm center which controls Radar (These ideas are blatantly ripped off from APB).

Adding Sam Sites for Nod, and disabling the obelisk/turrets from firing on aircraft.

Fix map specific glitches including, but not limited to:

- B2B on Islands (There has got to be a better looking solution than that fugly laser fence)
- Falling into to the bridge on City_Flying
- Tunnel beacons on Field
- Plugging (Or at least, moving) the WF hole on Canyon
- Giving Mesa a complete overhaul
- Graphical glitches on Glacier_Flying (That IS an "official" map, right? It came with one of the "official" patches, right?)

Generally reworking most maps to give a greater space between bases for engagements

This list is far from exhaustive, but I'm tired.

Also, most of the above and minor complaints. I still love Renegade!

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Trio](#) on Sat, 22 Dec 2007 12:03:49 GMT

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The Elite Officer wrote on Thu, 20 December 2007 14:48I am only gonna say one thing:

Hola. Me llamo Carlos. Soy es alto, comica y gordo. De donde es Charleston, SC, perro vivo en Chapel Hill, NC. Me gusta comer, nadar, y trabajar. No me gusta patinar, leer y escula. Que llevo los jeans es negros y la camestia azul. Y tu? callé te pendejo.

- Decrease Sniper damage against light armored vehicles
 - Increase MRL rocket speed
 - Transport Helicopter capacity, along with a gunner
 - Eliminate the ability to hug walls
-
-

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [w0dka](#) on Sat, 22 Dec 2007 16:25:11 GMT

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-noobje-bodyshots do not instakill free chars anymore 1HP left if full hp

-better netcode

-a "thanks" radiocommand (or is there one? i recall a few times wanting one...)

-Flametank dmg vs. inf drastical improved... yes, you can kill inf with a flamer... but you have to aim with a cannon exact the head... impossible if fighting groups of infantry without getting c4'ed to death I would recomend much more area of effect.

-Art-Splash lowered to fit mlrs.

-Nod turret faster aiming, faster bullet. a med should no longer kill two turrets solo without fear of destruction

-Chinnok more durable.

-Kill messages to killer and victim. also destroyed veh if anyone blow up my tank i want to know who was it... you ever seen your tank blowing up in the middle of the field when a enemy soldier is firing with his pistol at you? mhm? could be timed... but also could be the cheating moron there.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Doitle](#) on Sat, 22 Dec 2007 16:45:21 GMT

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I'd get rid of his bandana, Who does he think he is solid snake?

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Sat, 22 Dec 2007 16:46:56 GMT

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Quote:-noobje-bodyshots do not instakill free chars anymore 1HP left if full hp

-better netcode

-a "thanks" radiocommand (or is there one? i recall a few times wanting one...)

-Flametank dmg vs. inf drastical improved... yes, you can kill inf with a flamer... but you have to aim with a cannon exact the head... impossible if fighting groups of infantry without getting c4'ed

to death I would recomend much more area of effect.

-Art-Splash lowered to fit mlrs.

-Nod turret faster aiming, faster bullet. a med should no longer kill two turrets solo without fear of destruction

-Chinnok more durable.

-Kill messages to killer and victim. also destroyed veh if anyone blow up my tank i want to know who was it... you ever seen your tank blowing up in the middle of the field when a enemy soldier is firing with his pistol at you? mhm? could be timed... but also could be the cheating moron there. most of those changes are pretty much bullshit tbh.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Canadacdn](#) on Sat, 22 Dec 2007 17:52:10 GMT

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They should add physics that throw infantry around when they get killed by an explosion. Ren has the animations for it and it looks silly when a guy just falls over when the infantry gets hit head-on by a fucking tank shell.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Lone0001](#) on Sat, 22 Dec 2007 18:20:44 GMT

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Quote:-Kill messages to killer and victim. also destroyed veh if anyone blow up my tank i want to know who was it... you ever seen your tank blowing up in the middle of the field when a enemy soldier is firing with his pistol at you? mhm? could be timed... but also could be the cheating moron there.

Already done with SSGM I think

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Fabian](#) on Sat, 22 Dec 2007 23:01:47 GMT

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-Real physics for grenades and for running over infantry
-75% 50% 25% and full destruction animations for all buildings
-Better destruction animations for all vehicles
-Improved particle effects

- Increased particle cap and draw distance
 - Built in voice communication
 - Better, bigger (not too big), asymmetrical maps with destroyable elements that alter gameplay and multiple vehicle entrances for bases
 - Infantry should not be able switch directions while strafing too quickly and jumping should cause weapon to be very innacurate
 - Reticle for all infantry weapons move up and down to simulate breathing and make aiming more realistic for far targets
 - Sniper scope moves up and down and user can steady the scope by pressing a key
 - In addition to the current firing sounds, bullets, rockets and shells should have sounds attached to them so players can hear them whizzing by. The Doppler effect should be implemented to make this sounds correct.
 - Harvester path-finding should be vastly improved to get around other vehicles
 - Remodel the Nod Shotgunner and Nod Rocket Soldier
-

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Sat, 22 Dec 2007 23:33:30 GMT

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Quote:-Infantry should not be able switch directions while strafing too quickly and jumping should cause weapon to be very innacurate

- Reticle for all infantry weapons move up and down to simulate breathing and make aiming more realistic for far targets
- Sniper scope moves up and down and user can steady the scope by pressing a key Renegade is very Arcade-Like, and that shouldnt change tbh.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Trio](#) on Sun, 23 Dec 2007 04:21:20 GMT

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here is a good one.

make nod shooters as good as gdi shooters

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Canadacdn](#) on Sun, 23 Dec 2007 04:35:03 GMT

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They should also increase the decal limit too. Or just let you set your own limit.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Rocko](#) on Sun, 23 Dec 2007 08:27:44 GMT

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more maps

rag doll physics and better so that its realistic enough to make say, a renegade porno

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Ethenal](#) on Sun, 23 Dec 2007 08:35:29 GMT

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Trio wrote on Sat, 22 December 2007 22:21here is a good one.

make nod shooters as good as gdi shooters

Yeah, wtf was Westwood smoking...

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Ghostshaw](#) on Sun, 23 Dec 2007 10:31:45 GMT

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Not really cause the flamers are much much better then grenadiers (yeah yeah I know someone good with a grenadier is better).

-Ghost-

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Oblivion165](#) on Sun, 23 Dec 2007 10:42:04 GMT

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I would make a crippling patch that once and for all drives the final nail in to the coffin that is Renegade. XWIS will run the patch and it will be manditory for all clients.

This patch will be so fubar that renegade wont even launch and any attempt to connect to XWIS using any other client version will result in an immediate IP/Serial/Dynamic Host ban.

You wont even get a message saying their is a new version, just auto ban. Any and all XWIS clones will be sought after with strict legal action and of course gayspy will also follow the crippling patch standards.

Enjoy your skirmish.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [cnc95fan](#) on Sun, 23 Dec 2007 10:48:31 GMT

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Oblivion165 wrote on Sun, 23 December 2007 04:42I would make a crippling patch that once and for all drives the final nail in to the coffin that is Renegade. XWIS will run the patch and it will be mandatory for all clients.

This patch will be so fubar that renegade wont even launch and any attempt to connect to XWIS using any other client version will result in an immediate IP/Serial/Dynamic Host ban.

You wont even get a message saying their is a new version, just auto ban. Any and all XWIS clones will be sought after with strict legal action and of course gayspy will also follow the crippling patch standards.

Enjoy your skirmish.
LOL. Tis harsh. Legal action.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Sun, 23 Dec 2007 10:58:42 GMT

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Ghostshaw wrote on Sun, 23 December 2007 10:31Not really cause the flamers are much much better then grenadiers (yeah yeah I know someone good with a grenadier is better).

-Ghost-
Hall Of Fame.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Spoony](#) on Sun, 23 Dec 2007 11:39:37 GMT

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Ghostshaw wrote on Sun, 23 December 2007 04:31Not really cause the flamers are much much better then grenadiers (yeah yeah I know someone good with a grenadier is better).

-Ghost-
grenadiers are a key part of GDI on some maps... I still have yet to find a use for flamethrowers unless you spawn in the Hand and there happens to be an MRLS right outside for some reason, and even then an engi or a shotgunner will do just as good a job

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Sun, 23 Dec 2007 11:41:25 GMT

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Complex, Field.

Now Ghostshaw, name me 2 maps on which you need a Flamethrower-infantry for anything.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Oblivion165](#) on Sun, 23 Dec 2007 11:43:31 GMT

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cnc95fan wrote on Sun, 23 December 2007 05:48Oblivion165 wrote on Sun, 23 December 2007 04:42I would make a crippling patch that once and for all drives the final nail in to the coffin that is Renegade. XWIS will run the patch and it will be mandatory for all clients.

This patch will be so fubar that renegade wont even launch and any attempt to connect to XWIS using any other client version will result in an immediate IP/Serial/Dynamic Host ban.

You wont even get a message saying their is a new version, just auto ban. Any and all XWIS clones will be sought after with strict legal action and of course gayspy will also follow the crippling patch standards.

Enjoy your skirmish.
LOL. Tis harsh. Legal action.

I would never kill z' Renegade.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Ghostshaw](#) on Sun, 23 Dec 2007 11:44:48 GMT

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I wasn't saying it was logical I was just saying why westwood did it.

-Ghost-

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Sun, 23 Dec 2007 11:48:14 GMT

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So westwood made the NodSoldier unusable because the Flametrooper was unusable too? Ok.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dreganius](#) on Sun, 23 Dec 2007 11:57:01 GMT

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Surth wrote on Sun, 23 December 2007 22:48So EA made the NodSoldier unusable because the Flametrooper was unusable too? Ok.

Fixed your post.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Carrierll](#) on Sun, 23 Dec 2007 11:58:38 GMT

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The justification, AFAIK, for the Nod soldier's 5 damage compared to GDI's 7 is that Nod can get tanks out earlier (Need 600 rather than 800), and hence GDI should be given a minor advantage at the start. In practice, this translates to Nod almost always losing their harvester, and getting flattened by GDI's meds, when they're still stuck on 500 credits. (On some maps, it's fair due to design, Mesa as both team's harvs can die, or it's fair because funds are never interrupted - Islands, Complex. Under and Field are good examples of where it can fail)

That could be wrong.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Spoony](#) on Sun, 23 Dec 2007 12:04:01 GMT

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GDI Soldier's main advantage over the Nod Soldier isn't even the 7 damage vs 5 damage... I wouldn't really object to standardising them since GDI Soldiers would still be significantly stronger, as they need to be.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Herr Surth](#) on Sun, 23 Dec 2007 12:07:28 GMT

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Dreganius wrote on Sun, 23 December 2007 05:57Surth wrote on Sun, 23 December 2007 22:48So EA made the NodSoldier unusable because the Flametrooper was unusable too? Ok.

Fixed your post.

You are dumb.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Dreganius](#) on Sun, 23 Dec 2007 12:18:24 GMT

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Surth wrote on Sun, 23 December 2007 23:07Dreganius wrote on Sun, 23 December 2007 05:57Surth wrote on Sun, 23 December 2007 22:48So EA made the NodSoldier unusable because the Flametrooper was unusable too? Ok.

Fixed your post.

You are dumb.

Wow you're actually making this into a flamethread? Stop now. Where's your Christmas Spirit?

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Sun, 23 Dec 2007 12:32:48 GMT

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You began with it.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Chuck Norris](#) on Mon, 31 Dec 2007 03:27:42 GMT

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VikingMake it so that a server host/admin can pull a fresh screenshot from any player in the game with ought their knowledge. There's a problem with that. To take a screenshot, your PC has to stop and take/save it, right? I play at 1600 x 1200, and mine freezes for a second or two when I take a screenshot. I don't want a server host to be able to do that. Of course, maybe it's just my PC because I don't remember it freezing before I added my soundcard and played at 1024 x 768.
shrugs

Here's mine. I'll leave out the bugs (Obelisk walking, War Factory zones, sniper twitching, etc.)

Changes to Gamplay

- The Points fix.
- AGT (both the rocket and machine guns) beefed (not alot, but not just a little either).
- Cost of Arty increased, OR, damage slightly decreased and splash slightly decreased.
- MRLS rocket speed slightly increased.
- Mammoth Tank speed increased to make it slightly quicker than infantry units rather than slightly slower than them. It's cost isn't justified because it's a big target on the battlefield. It doesn't need buffed in armor/strength or it'd be overpowered. It just needs more speed.
- Nod Turret initial accuracy and rate of fire increased so that it actually poses a moderate threat to vehicles.

(taken from Spooony)

Convenience

- Auto map downloader. The MOST needed (IMO) to get new gameplay experience is to throw in variety beyond the same few maps, some of which most people think suck. Servers are reluctant to use new maps because nobody has them.
- Vehicle production que for Weapons Factory/Airstrip.

Extra Visual and Sound Experience

- Add a Super High (or whatever you want to call it) quality level that uses more detailed textures (most could be redone double the original size). This would probably be substantial work for a patch.
- Verbal warning for each building that its destruction is imminent (like the one at the Black-Cell servers) when its health enters Red.
- More (but not complete) visual destruction of buildings when destroyed (the Seaside maps are an example).
- Each character should have its own unique first-person view hand/arm animation. (taken from Starbuzz)

Other

Trumping all of the others, hope EA will give the source code to some trustable organization(s), leading to almost infinite possibilities, and also have EA not have to worry about Renegade while still allowing the game to succeed, more or less.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dover](#) on Mon, 31 Dec 2007 04:38:28 GMT

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CarrierII wrote on Sun, 23 December 2007 03:58 The justification, AFAIK, for the Nod soldier's 5 damage compared to GDI's 7 is that Nod can get tanks out earlier (Need 600 rather than 800), and hence GDI should be given a minor advantage at the start. In practice, this translates to Nod almost always losing their harvester, and getting flattened by GDI's meds, when they're still stuck on 500 credits. (On some maps, it's fair due to design, Mesa as both team's harvs can die, or it's fair because funds are never interrupted - Islands, Complex. Under and Field are good examples of where it can fail)

That could be wrong.

Mesa? Balanced? In relation to Harvesters?

What about the little fact that even if GDI leaves the Nod harvester completely alone, it will die within two dumps due to the AGT being able to fire inside?

Edit:

Spoony wrote on Sun, 23 December 2007 04:04GDI Soldier's main advantage over the Nod Soldier isn't even the 7 damage vs 5 damage... I wouldn't really object to standardising them since GDI Soldiers would still be significantly stronger, as they need to be.

I like to think I'm pretty well-versed in ReneTrivia, but you've got me stumped, Spoony. I was under the impression that the 2 bonus damage was the GDI shooter's main advantage. There are others?

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Blazer](#) on Mon, 31 Dec 2007 05:00:43 GMT

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"You cannot please all of the people, all of the time".

Thus, no matter what was done, there would be a handful of people being extremely vocal about how much it sucks, the old way was better etc.

Sad but true.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Rocko](#) on Mon, 31 Dec 2007 05:03:31 GMT

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thank god some servers did not follow the armor mod nazis and change their servers just so they can be apart of the wol ladder

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dover](#) on Mon, 31 Dec 2007 05:09:50 GMT

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Blazer wrote on Sun, 30 December 2007 21:00"You cannot please all of the people, all of the time".

Thus, no matter what was done, there would be a handful of people being extremely vocal about how much it sucks, the old way was better etc.

Sad but true.

Fair enough, Blazer, but the least you can do is please somebody, and hopefully please most people. Is there anyone in the community that doesn't have something they would like to be fixed in Renegade?

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Ryu](#) on Mon, 31 Dec 2007 05:49:26 GMT

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Crimson wrote on Wed, 19 December 2007 22:00I would probably gather a team of the finest coders Renegade has to offer, get the source code from EA and work with that team to make Renegade everything is was supposed to be and could be.

I'd purchase a license to the Hav0k physics engine, and you could totally implement that, and modify it to be awesome cakes.

That is, if you could get Renegade's source code and that team.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Spoony](#) on Mon, 31 Dec 2007 07:49:03 GMT

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Dover wrote on Sun, 30 December 2007 22:38Spoony wrote on Sun, 23 December 2007 04:04GDI Soldier's main advantage over the Nod Soldier isn't even the 7 damage vs 5 damage... I wouldn't really object to standardising them since GDI Soldiers would still be significantly stronger, as they need to be.

I like to think I'm pretty well-versed in ReneTrivia, but you've got me stumped, Spoony. I was under the impression that the 2 bonus damage was the GDI shooter's main advantage. There are others?

Nod Soldier heads are huge by comparison. That's probably a bigger advantage than the higher damage, unless you compare the damage of a GDI soldier vs an arty to a Nod soldier vs an MRLS.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dover](#) on Mon, 31 Dec 2007 08:00:08 GMT

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Spoony wrote on Sun, 30 December 2007 23:49Dover wrote on Sun, 30 December 2007 22:38Spoony wrote on Sun, 23 December 2007 04:04GDI Soldier's main advantage over the Nod Soldier isn't even the 7 damage vs 5 damage... I wouldn't really object to standardising them since GDI Soldiers would still be significantly stronger, as they need to be.

I like to think I'm pretty well-versed in ReneTrivia, but you've got me stumped, Spoony. I was under the impression that the 2 bonus damage was the GDI shooter's main advantage. There are others?

Nod Soldier heads are huge by comparison. That's probably a bigger advantage than the higher damage, unless you compare the damage of a GDI soldier vs an arty to a Nod soldier vs an MRLS.

Oh, come on. The size difference isn't THAT big, especially not when you take into account truly bigheaded chars like the Chem Warrior.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Jerad2142](#) on Mon, 31 Dec 2007 08:03:13 GMT

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- The ability to script projectiles
- The ability to set a units speed through scripts
- Bullet shells make bounce sounds
- Dynamic lighting

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Spoony](#) on Mon, 31 Dec 2007 08:03:35 GMT

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yes, it really is that big.

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [w0dka](#) on Mon, 31 Dec 2007 15:23:05 GMT

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Another Idea to make Flameinf more usefull...

no reloading... just let them spit out all 500 shots.

oh... and maker them more durable against AE effects from tankshells... even more than now. they need to be close to kill something...so let them get close. or make them faster/healthier

and the rocketguy:

dps should be the same or gunnerrushs/rocketrushs got unstoppable.

So one magazin get 6 rockets now. why just say one rocket, then reload, but this rocket got the punch of all the whole six? or 2 rockets in a mag and damage of a rocket trippled?

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Dover](#) on Mon, 31 Dec 2007 15:33:11 GMT

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w0dka wrote on Mon, 31 December 2007 07:23 So one magazin get 6 rockets now. why just say one rocket, then reload, but this rocket got the punch of all the whole six? or 2 rockets in a mag and damage of a rocket trippled?

Why?

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [w0dka](#) on Mon, 31 Dec 2007 15:48:10 GMT

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ever seen someone using the rocketguy? For a rocket the damage is pretty weak

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Mon, 31 Dec 2007 16:04:22 GMT

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The damage of 6 Rockets at once would be pretty overkill tbh.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Starbuzz](#) on Mon, 31 Dec 2007 16:11:00 GMT

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Just make the rocket (both models) as strong as a Ramjet round on lightly armored vehicles (BUG/HUM, MLRS/ART, AP/OR). Or, at least make the rocket travel much faster.

EDIT:

Also, isn't this thread a diversion from reality?

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [liquidv2](#) on Mon, 31 Dec 2007 16:20:01 GMT

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make it so that if you wall hug too much the level eats you

i don't think vehicles are worth enough with the points fix, killing a mammy 100% gets you 147 points, and i'm not sure how they determined what they wanted vehicles to be worth

maybe they compared it to what buildings are worth, that might make sense somehow
just doesn't seem finished to me, but it definately stabilizes the game overall
so stick that in a patch

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Spoony](#) on Mon, 31 Dec 2007 16:31:29 GMT
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liquidv2 wrote on Mon, 31 December 2007 10:20i don't think vehicles are worth enough with the points fix, killing a mammy 100% gets you 147 points, and i'm not sure how they determined what they wanted vehicles to be worth
maybe they compared it to what buildings are worth, that might make sense somehow with the pointsfix, points gain for killing vehicles and infantry is 10% of the unit's cost. (free infantry being a slight exception, for obvious reasons)

examples (unit/killpoints/cost)
mammoth, 150, 1500
APC, 50, 500
med, 80, 800
toplevel character, 99, 100
buggy, 30, 300

barring a point or two either way due to rounding up and whatnot, it all works out

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [Spoony](#) on Tue, 01 Jan 2008 22:20:51 GMT
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I'd like to make an unofficial patch... need a coder though
details are here

Subject: Re: If you were making a patch for Renegade, what would you do?
Posted by [EA-DamageEverything](#) on Wed, 20 Feb 2008 19:02:04 GMT
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Spoony wrote on Wed, 19 December 2007 22:04- Chinook slightly faster and can carry five passengers plus its pilotYou can quickly edit the amount of seats for every Vehicle via LE, but I honestly don't know if this will work on a Server. Increasing the Speed is also easy to set up via LE, but don't forget to increase the NUR in the server.ini PLUS get more Bandwidth for your

Server.Majjin Vegeta wrote on Wed, 19 December 2007 23:00-release new maps
There are numerous new Maps being released every Year. You should use Google to find more than those on a certain Website...cnc95fan wrote on Wed, 19 December 2007 23:18...I would combine a anti-cheat.exe ... it detects user input, and compares it to game-play.
We have the RenGuard which blocks all but approved w3d-Models and an edited objects file too. We have RenGuard on the Server side which checks back if you are using the Client. This sorts out 90% of all Cheaters. / Then there are BIATCH & Resurrection, they check the damage/warhead/fire-rate etc AFAIK -this sorts out an additional 8% of all Cheaters. It's perfect against renamed objects.ddb (even if they're used with a cracked game.exe or are in another dir than DATA). So NOPE, I don't think we need an universal exe on the client side. Set up a Half-RG Server + Biatch and your Mods will become almost unemployed, because the RG-players can votekick nonRG-players and Biatch instantly kicks Cheaters with all sorts of repair/damage-hacks after they have pressed the Mouse Button.
m1a1_abrams wrote on Thu, 20 December 2007 04:22Add homing rockets to both Rocket Soldier Officers, but not Gunner.

Add rotating turret to MRLS but make no changes to the Nod Artillery.

Similar damage increases to other underused characters, like Tiberium Auto Rifle Sydney and the Chem Warrior.I would add homing Rocket to the Gunner too. Why? because in general, you cannot fire blind you have to aim at the Target. So it would be fair that the Rockets would follow moving Objects they were aimed at. For me it's annoying firing with Gunner on a Tank and have to guess in which direction he/she could drive next only to hit the Tank right. If the Target is in my Crosshair and I fire at the right time then, it deserves to be hit! I think homing Rockets like on BunkersTS can be made with LE.

If I'm right, I've seen the rotating MRLS (on the WW Maps!) on the [DWS]Server. This Server is fully script-equipped with the Sidebar Options, custom Commands etc.

Honestly, the Sydney/Chemo-Issue belongs to the Tactics-Forum, but hey: Medium-skilled players can take out various Infantry with the Sydney in a cheap way -and you can rush with Chemos straight on every Ground -whether it's Tiberium or not- and with enough Teammates and take out a Building easily. So no changes here please.
Viking wrote on Thu, 20 December 2007 05:07Auto map download / Parachutes

-The Chinook gets a rope that you can climb down from

-Screener taken from any player in the game without their knowledge.

Server options: -Different vehicle limits for each mapAuto-MapDL like in EnemyTerritory: 100% ACK! Parachutes were already made by BC in their own scripts AFAIR.

The Chinook should get a working Chaingun like I noticed on certain dead Chinooks. Climbing down when ejecting is cinematic I think and cannot be done in Multiplayer. Someone should correct me.

There is a Spectator mode you can follow a selected player with.

Different Vehicle Limits per Map can already be done with Brenbot and Nightregulator. Above this, BR can set a different round time for each map (check mapsettings.xml).

w0dka wrote on Sat, 22 December 2007 17:25-a "thanks" radiocommand (or is there one? i recall a few times wanting one...)

-Nod turret faster aiming, faster bullet. a med should no longer kill two turrets solo without fear of destruction

-Kill messages to killer and victim....Radiocommands are fixed to 30, but this can be done via a

Soundplugin, which puts out a SNDT (0/1) Sound in case someone writes THX in Teamchat. With this method, any Sound can be added as a Teamcommand. Or check the scripts for the Keyconfig Stuff. You can assign some Commands to the NUMpad.

The NOD Turret aims really fast and hits its Targets well (although you see the Projectile flying slightly in another direction). I also see no problems with the time for reload since it was intended as a Cannon and not as a Chaingun. Only a bit more Armor should solve the Issue. Should be possible with LE.

More detailed Killmessages are included in SSAOW + SSGM. Although those Servermods do NOT display other Killevents in the F2 Chat, they are shown in the IRC-Channel. Such as Beacon Events or C4 (Since SSGM), Building Attacks etc. Eventually a Bot or a mIRC script can send them via RenRem back ingame? Be aware that this would increase Data Traffic.

mjfabian wrote on Sun, 23 December 2007 00:01-75% 50% 25% and full destruction animations for all buildings

- Built in voice communication

- Better, bigger (not too big), asymmetrical maps with destroyable elements that alter gameplay and multiple vehicle entrances for bases

- Harvester path-finding should be vastly improved to get around other vehiclesAt least for the full DestructionAnimation I remember that NeoSaber invented such Buildings. They are included in MutationRedux, Seaside_Sunset, Seaside_Canyon and others. The current DestructAnim is based on additional Textures which overlay on the normal ones (the Holes in the walls for example). To half-wreck a Building when it loses its 600 Armor, you probably have to re-model the whole Building in Gmax.

TBH, I wish none of the Games today have builtin VoiceComm. For Ren, there is TS, the unfinished TSO und the unfinished TS-Regulator. Now here is my Wish: Finish the TSRegulator and release it to the Public please!! Along with the dead Project RenHawk (It's dead as I stated in the RenUniverse Report 2007) this is one of my MostWanted for Ren!

Thirdly, there are more than 400 Fanmaps out, but only a few are played online. WTF?

And at last, mod the Harvie with a bit more Weight and triple its Torque. This is a easy Part with LE. It can push even a Mammoth away with the right Settings.

Dreganius wrote on Sun, 23 December 2007 12:57Surth wrote on Sun, 23 December 2007

22:48So EA made the NodSoldier unusable because the Flametrooper was unusable too?

Ok.Fixed your post.CRITICAL ERROR= Westwood has made Renegade and EA published it.

Jerad Gray wrote on Mon, 31 December 2007 09:03- The ability to set a units speed through scriptsI don't know the exact way you meant this but host a LANgame alone, press F8 and type "e" SPACE ENTER. Edit Vehicle Properties is the point. Infantry Units can be changed with LE by modding the Presets. Play CrazyCTF and you should know what I mean. Speed and jump Height can be changed in the Objects file. I believe this could work on Vehicles the same way. If it's serversided, it affects all players. Requires an increased NUR + more Bandwidth per player.

w0dka wrote on Mon, 31 December 2007 16:23why just say one rocket, then reload, but this rocket got the punch of all the whole six?Stupid Idea, because if you have to kill an enemy Soldier in a Tunnel and miss the first shot, you have to wait till the reload is over -and within this time you will get killed.

====

My Wishlist:

-Some good Servers which are running different Mods. One with CTF, one with CCTF etc. If Renegade have had a Map Autodownloader, everyone would play more Fanmaps. I don't know if it's possible, but if our RG Client automatically DLs the CP, is there a Chance to release a new RG + new scripts so RG detects the Map not being in the DATA and DLs it? After finished downloading, just go back to the Game Listings and join again.

-Finish the TS Regulator please if it isn't already.

-Fix the MP3dec.asi Client file so Ren won't randomly crash anymore if a Server (especially with NR?) starts playing a MP3.

-New RG please: 100% stable. Not 5% Chance to crash down Ren anymore.

-Release of CP 3 in Summer 2008.

Fix the unrealistic Physics. I am standing beside a Vehicle and it kills me as it would if it runs me straight over.

-No more Snipers in CCM (AOW), CTF, DM, Mission and Infantry only please.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Lone0001](#) on Wed, 20 Feb 2008 20:55:47 GMT

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Chuck Norris wrote on Sun, 30 December 2007 21:27

- Verbal warning for each building that it's destruction is imminent (like the one at the Black-Cell servers) when it's health enters Red.

Actually tbh with my more recent post in the mod forum(about low health and the sound) I was really wanting more of a Client Side version, something like that above would work except adding the feature of being able to edit when it says that and of course making it for inf and possibly vehicles.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [CarrierII](#) on Wed, 20 Feb 2008 21:02:13 GMT

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{SB}Lone0001 wrote on Wed, 20 February 2008 20:55Chuck Norris wrote on Sun, 30 December 2007 21:27

- Verbal warning for each building that it's destruction is imminent (like the one at the Black-Cell servers) when it's health enters Red.

Actually tbh with my more recent post in the mod forum(about low health and the sound) I was really wanting more of a Client Side version, something like that above would work except adding the feature of being able to edit when it says that and of course making it for inf and possibly vehicles.

This is built into Ren itself, for buildings, it's just that some patch somewhere broke it.

Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Lone0001](#) on Wed, 20 Feb 2008 21:07:10 GMT

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Yes but I'm talking about Inf and possibly vehicles not buildings
