
Subject: Recon: Should I bother or do you actually listen?

Posted by [Commando no. 448](#) on Wed, 05 Mar 2003 20:25:30 GMT

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I am the type that tries to prevent things before they happen. "Looks like they are building tanks," "There is an APC on the way," "Watch out for that sniper," "Someone in the tunnels," things I say all too often. And how am I rewarded? "Building under attack," "Ion beacon detected," "* Killed ^, * killed >, * killed <," and other assorted "goodies." And all I can hold back saying is "I freaking warned you!" Do you think I am lying? Were you ignore the text messages? Are you ignorant? I mean why don't you pay attention to that SBH on the cliff on walls? The guy who just died in under's tunnels? The chain gunner spraying the tank on city's overpass?

Well just my \$20.00 worth.

Subject: Recon: Should I bother or do you actually listen?

Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 20:31:11 GMT

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I can not speak for the entire Renegade community but I find people who warn us very useful I always love buying a tank and raming down the side of the Power PLant so the defences and team can take out the rush...

If you are getting killed so often you should learn to sniper better join some good sniper servers and practice...

Whatever people say i appreciate what people like you are doing.

-Sk8rRIMuk

Subject: Recon: Should I bother or do you actually listen?

Posted by [Ren Sizzlefab](#) on Wed, 05 Mar 2003 23:19:59 GMT

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I play defense usually, so I always appreciate good recon. Unfortunately, it's not always good. You've mentioned one thing that p*sses me off no end, especially on City. "APC on the way". So now I have a 50/50 chance of being in the right spot when it arrives. Try and add which way they're coming from. "inc APC PP side" is much better. Same with warning about snipers, if you know where they are, tell people. Also, if looking for a beacon, telling people where it's NOT is almost as important as telling people where it IS. For example, if you check the PP and it's not there, tell people "not at PP." This saves people wasting time checking a building that's already been checked.

In all though, I congratulate you on helping your team, I hope the little bits of extra you can provide info may make all the difference.

Subject: Recon: Should I bother or do you actually listen?

Posted by [mrpirate](#) on Thu, 06 Mar 2003 04:10:59 GMT

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Yes, the City APC warnings are infuriating. Too often does someone warn me of an incoming APC, but won't go any further. It's like they reach the gamely quota for words and can't be bothered to respond. "As long as someone's in the base, it'll be fine" - bad rationale

Subject: Recon: Should I bother or do you actually listen?

Posted by [\[sg\]theOne](#) on Thu, 06 Mar 2003 04:30:29 GMT

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In all though, I congratulate you on helping your team, I hope the little bits of extra you can provide info may make all the difference.

NPSmith82's Renegade AutoComplete makes these issues vanish ! By defaults it has txt msg's for almost everything ! Incomming vehics L & R side, repairing the harvester, where the nuke/ion is, mine limit stuff, someone mine the [insert building/base here], snipers etc. Basicly this tool covers most EVERYTHING and if it doesnt you can add your own ! For example I have added triggers called :

pp iny = "pp health is in the yellow !!

ob inr = "ob health is in the red need help repairing!!"

repnfld = "They are getting out of their vehicles to repair !!"

incmvx = "Multiple vehicles incomming -- defend the base !!"

Most of the time when your in one of the above situations time is the key, your in the heat of the game and if you try to pound this out yourself it will end up typed wrong OR have taken WAAAY too much time to type. So w/autocomplete I get ANY msg I want PERFECT every time and it only takes like 1 sec to give very detailed recon info.

Get it now and encourage others to use it !!

Subject: Recon: Should I bother or do you actually listen?

Posted by [MeXadiaz](#) on Thu, 06 Mar 2003 12:59:20 GMT

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Where do I get it?

Subject: Recon: Should I bother or do you actually listen?

Posted by [Anlesauk](#) on Thu, 06 Mar 2003 13:19:09 GMT

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MeXadiazWhere do I get it?

Check out the link in [sg]theone's signature.

Subject: Recon: Should I bother or do you actually listen?

Posted by [HTDana](#) on Thu, 06 Mar 2003 18:13:07 GMT

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I love getting good recon from the front (and also appreciate the "ok, an apc rush...which stinking side of the base?" problem). If a team has one guy who can see that the opponent is stocking up on tanks for offense or defense, for example, you can change your team plan to avoid wasting two APCs on a death-wish rush, or worse, leaving the base undefended when a bit of blocking would save the game. Keep up the recon, I say.

Subject: Recon: Should I bother or do you actually listen?

Posted by [NHJ BV](#) on Thu, 06 Mar 2003 18:38:07 GMT

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I often give recon when I'm sniping on the City bridge, but when I see an APC leaving the enemy's base, I cannot yet tell which side it's going to. A warning "APC!" is better than no warning at all.

Subject: Recon: Should I bother or do you actually listen?

Posted by [Vegita246](#) on Sat, 08 Mar 2003 12:38:46 GMT

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I listen to recon and give it out if i can. Just yesterday i was out in the field on city_flying and saw an apc on the road so said "apc going for pp" When it got there there was about 5 Nod soldiers to greet them.

Subject: Recon: Should I bother or do you actually listen?

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 11:47:02 GMT

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Just thanked a Recon in a game as he helped prevent 4 stanks getting in the base as us loseing...

Moral of this story is "thank the recon".

-Sk8rRIMuk

Subject: Recon: Should I bother or do you actually listen?

Posted by [Archcasp](#) on Thu, 03 Apr 2003 12:44:32 GMT

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Moral of this story is "thank the recon".

-Sk8rRIMuk

I always thanx recon, usally never get it back.. but im usally the sniper helping recon, (with my mod) all stank or sbh appear to be white, so it helps me when spotting rushes of either or... and I thank you for thanking the recon.

Subject: Recon: Should I bother or do you actually listen?

Posted by [NHJ BV](#) on Fri, 04 Apr 2003 08:15:36 GMT

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-Sk8rRIMuk

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That's usually considered cheating.

Subject: Recon: Should I bother or do you actually listen?

Posted by [Nate](#) on Fri, 04 Apr 2003 08:49:19 GMT

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People, well some, really listens to warnings. It's very useful... and you shouldn't be depressed when you think no one will listen because someone... even one person always does.

It would be better if it's clearer... but a warning is better than nothing. There are a lot of traitors that plays around with it. So it's better to double check as well.

Subject: Recon: Should I bother or do you actually listen?

Posted by [Archcasp](#) on Fri, 04 Apr 2003 20:35:38 GMT

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-Sk8rRIMuk

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That's usually considered cheating.

it only shows white when they are fixing to be un-sealth or fixed to go back to it, and when u acutally notice them walking around its white, it just replaced the skin.. and all terms it isnt cheating.. the skins are replaced everyday

Subject: Recon: Should I bother or do you actually listen?

Posted by [John Shaft Jr.](#) on Sat, 05 Apr 2003 12:46:45 GMT

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Ummmmm.... I think some people will have a problem with that debate.
