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Subject: Clear scope

Posted by [kannies](#) on Sat, 10 Sep 2011 23:36:02 GMT

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Hi guys,

i realised that this file:

<http://webzoom.freewebs.com/cnc-renegade/Sniper%20Scope.zip>

is not supposed to be used. I tried to join TT 4.0 server but this file is disallowed as a cheat file. Is this going to stay the same? Cuz I really got used to clear scope...

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Subject: Re: Clear scope

Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 23:37:58 GMT

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You're a sniper, and you're looking into a scope. You will not have a full field of vision. It's a drawback to being that class. You should not be able to dominate all infantry without your drawbacks.

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Subject: Re: Clear scope

Posted by [iRANian](#) on Sat, 10 Sep 2011 23:41:07 GMT

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The list of anticheat allowed files is done per community/server basis. You need to talk with the administrators of the TT/4.0 server you're attempting to play on to get that file approved for their server/

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Subject: Re: Clear scope

Posted by [halo2pac](#) on Sun, 11 Sep 2011 07:42:32 GMT

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Aircraftkiller wrote on Sat, 10 September 2011 19:37 You're a sniper, and you're looking into a scope. You will not have a full field of vision. It's a drawback to being that class. You should not be able to dominate all infantry without your drawbacks.

Ok, I can see the field of view issue.. BUT the freakin green scope in daytime? How bout 50% clear scope - and we push this for 4.0 alpha.

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Subject: Re: Clear scope

Posted by [kannies](#) on Sun, 11 Sep 2011 10:38:35 GMT

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The link I posted just replaces the green with clear, its not full field vision.

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Subject: Re: Clear scope  
Posted by [iRANian](#) on Sun, 11 Sep 2011 10:45:58 GMT  
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Then it's not clear scope.

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Subject: Re: Clear scope  
Posted by [crazfulla](#) on Sun, 11 Sep 2011 11:39:11 GMT  
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TT doesn't like my C&C3 crate model either

How rude

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Subject: Re: Clear scope  
Posted by [trunkskgb](#) on Sat, 22 Oct 2011 00:30:41 GMT  
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How about we lose the green tint. It's not even a proper green tint as it does not highlight anything. I mean, if we're talking bug, fixes and all that crap.

Suggestions?

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Subject: Re: Clear scope  
Posted by [NACHO-ARG](#) on Sat, 22 Oct 2011 01:31:02 GMT  
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original ren scope is retarded, it could had some sense if it was night vision but chars doesnt glow, they display opaque like everything else so a semiclear scope would be nice in the next TT update if posible and ppl agree.

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Subject: Re: Clear scope  
Posted by [halo2pac](#) on Sat, 22 Oct 2011 04:10:05 GMT  
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YES! THIS MUST BE!

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Subject: Re: Clear scope

Posted by [EvilWhiteDragon](#) on Sat, 22 Oct 2011 11:55:23 GMT

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Perhaps Shaberhawk could make it like a proper nightscope...

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Subject: Re: Clear scope

Posted by [NACHO-ARG](#) on Sat, 22 Oct 2011 16:47:29 GMT

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EvilWhiteDragon wrote on Sat, 22 October 2011 04:55 Perhaps Shaberhawk could make it like a proper nightscope...

that would be awesome.

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Subject: Re: Clear scope

Posted by [ehhh](#) on Sat, 22 Oct 2011 17:43:59 GMT

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It's fine as it is.

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Subject: Re: Clear scope

Posted by [trunkskgb](#) on Sat, 22 Oct 2011 20:32:12 GMT

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I could go both ways on this. I like EWDs suggestion about Saberhawk possibly making things glow, or just remove the green altogether. I think in the earlier stages of Ren Alert, this was the case. I'm not sure now because I have not played that in ages.

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Subject: Re: Clear scope

Posted by [Generalcamo](#) on Mon, 24 Oct 2011 02:03:30 GMT

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Perhaps if variables were added, this would work. RenX has the night vision ability, and also allows a player to turn it off. If we can do that, it would make things so much easier.

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