Subject: TT people
Posted by Hitman on Mon, 03 Sep 2012 23:29:40 GMT
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please fix the part where you're able to zoom in with your c4 or pistol, while switching from sniper

pretty annoying

thx

Subject: Re: TT people
Posted by Jerad2142 on Tue, 04 Sep 2012 00:11:38 GMT
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I think its more annoying when you can't unscope when the gun you were scoping with gets removed from your backpack.

Subject: Re: TT people
Posted by Xpert on Tue, 04 Sep 2012 00:26:16 GMT
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Why post this here instead of the actual TT section.

Subject: Re: TT people
Posted by Jamie or NuneGa on Tue, 04 Sep 2012 11:29:36 GMT
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fuck that fix door mines

Subject: Re: TT people
Posted by iRANian on Tue, 04 Sep 2012 11:31:37 GMT
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Jamie or NuneGa wrote on Tue, 04 September 2012 04:29fuck that fix door mines

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Subject: Re: TT people
Posted by Major-Payne on Tue, 04 Sep 2012 14:16:35 GMT
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fix smoke

Subject: Re: TT people
Posted by liquidv2 on Tue, 04 Sep 2012 23:56:32 GMT
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lower explosion flare if at all possible
or have bloom disabled by default; it's harsh

Subject: Re: TT people
Posted by Catalyst on Wed, 05 Sep 2012 05:33:21 GMT
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iRANian wrote on Tue, 04 September 2012 04:31Jamie or NuneGa wrote on Tue, 04 September 2012 04:29fuck that fix door mines

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Subject: Re: TT people
Posted by Starbuzz on Wed, 05 Sep 2012 14:21:02 GMT
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liquidv2 wrote on Tue, 04 September 2012 19:56lower explosion flare if at all possible
or have bloom disabled by default; it's harsh

yes definitely...good suggestion

I would like the Mammoth rocket backblasts to be lowered. I see a massive puff of white smoke that takes up the centre of the screen and lowers visibility everytime I fire rockets.

edit: also that door mine glitch is ridiculous! One can just blow up mines in a doorway by wall-walking the sides outside the door...what a bullshit amateur glitch lol...should be removed from any game. Please fix so it is no longer possible!

Subject: Re: TT people
Posted by EvilWhiteDragon on Wed, 05 Sep 2012 15:06:51 GMT
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Starbuzz wrote on Wed, 05 September 2012 16:21liquidv2 wrote on Tue, 04 September 2012 19:56lower explosion flare if at all possible
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You're aware that you could do this like, forever? If you place your mines carefully you can prevent that from happening.

Subject: Re: TT people
Posted by iRANian on Wed, 05 Sep 2012 15:39:31 GMT
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If you lower the proxy c4 detonation range server-side this and placing mines above doors don't work anymore.

Subject: Re: TT people
Posted by liquidv2 on Wed, 05 Sep 2012 17:45:44 GMT
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i don't see why a bomb blowing up a foot above someone's head should not damage or kill them

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Subject: Re: TT people
Posted by Major-Payne on Wed, 05 Sep 2012 19:00:49 GMT
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liquidv2 wrote on Wed, 05 September 2012 10:45i don't see why a bomb blowing up a foot above someone's head should not damage or kill them

hahahahahahahahahahahaha

Subject: Re: TT people
Posted by BAGUETTE on Wed, 05 Sep 2012 20:11:31 GMT
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Yea but if this was slightly more realistic, mines would only go off if something was above them, I doubt people build upsidedown mines

---

Subject: Re: TT people
Posted by ehhh on Thu, 06 Sep 2012 04:14:16 GMT
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wouldn't the mines be undeground?

Subject: Re: TT people
Posted by Speedy059 on Thu, 06 Sep 2012 08:24:08 GMT
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VuLTiMa wrote on Wed, 05 September 2012 16:11Yea but if this was slightly more realistic, mines would only go off if something was above them, I doubt people build upsidedown mines

I may be wrong, but the word "proximity" means 'near' or some kind of small perimeter around. So it only makes sense that the Proximity Mines in Renegade blow up when you get 'near' them, regardless if they are above/below/sideways of you.

Subject: Re: TT people
Posted by iRANian on Thu, 06 Sep 2012 08:40:17 GMT
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Proxy mines trigger on pressure close to them...derp

Subject: Re: TT people
Posted by Jamie or NuneGa on Thu, 06 Sep 2012 15:32:24 GMT
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really bringing up logic in Ren, mines that can always distinguish between nod and gdi.

TT tried to justify a lot of changes in Ren by saying it isn't intended to be that way.

I doubt WW ever intended mines to be half in the wall above people so that they cannot be disarmed.

Subject: Re: TT people
Posted by Hitman on Thu, 06 Sep 2012 19:40:13 GMT
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pretty sure u can make em go off by jumping infront of the door, therefor the explosion goes through the wall, dealing 1/3 of the normal damage, so it would require about 15 mines to kill you

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Subject: Re: TT people
Posted by iRANian on Thu, 06 Sep 2012 19:55:38 GMT
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When i tried that the mines where placed just above the door and I took full damage, not sure if it's always the case. :/

Subject: Re: TT people
Posted by Major-Payne on Fri, 07 Sep 2012 06:51:39 GMT
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the wonderful thing about ren is the engine and the unique way the game works

you could say it's very linear and predictable, with set values, but ren does things in it's unique and unrealistic way

what makes ren fun is the way the game works, which is why people have stuck with it for a DECADE. They didn't play it for so long because it's "realistic" and it doesn't matter if WW intended it to be or not.

The game would not have survived this long if it wasn't like it is. If there is a truly gay bug that destroys gameplay that should be fixed, but the way mines work is inherent to the way renegade works, and mining above doors can be countered just as easily as shitman said.

Subject: Re: TT people
Posted by iRANian on Fri, 07 Sep 2012 07:59:04 GMT
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Not when I tried it, if you place them just above the door you take like 80% damage.

Same could be said about invisihug btw

Subject: Re: TT people
Posted by ehhh on Fri, 07 Sep 2012 09:19:43 GMT
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^

When done properly, albeit only 2% of people in ren, know how to do it properly though

Subject: Re: TT people
Posted by iRANian on Fri, 07 Sep 2012 11:06:20 GMT

It's the same with normal mine above doors, I notice all the time mines being placed way above the door so they don't get triggered unless your jumping around the door.

Subject: Re: TT people
Posted by Starbuzz on Fri, 07 Sep 2012 17:48:58 GMT

EvilWhiteDragon wrote on Wed, 05 September 2012 11:06Starbuzz wrote on Wed, 05 September 2012 16:21liquidv2 wrote on Tue, 04 September 2012 19:56lower explosion flare if at all possible or have bloom disabled by default; it's harsh

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You're aware that you could do this like, forever? If you place your mines carefully you can prevent that from happening.

True true...

well, I guess I am quiet late in saying it but this game has a lot of things you can do that most newer players won't even know exists. Things like outside PT's and blowing up mines this way are not readily apparent to new players and/or those who just played the same way year after year without knowing these things.

Subject: Re: TT people
Posted by EvilWhiteDragon on Sat, 08 Sep 2012 11:01:29 GMT

Starbuzz wrote on Fri, 07 September 2012 19:48EvilWhiteDragon wrote on Wed, 05 September 2012 11:06Starbuzz wrote on Wed, 05 September 2012 16:21liquidv2 wrote on Tue, 04 September 2012 19:56lower explosion flare if at all possible
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Same is probably true for the items listed on this page:
http://www.blackintel.org/renegade/tactics
Doesn't make them any less possible though.

Subject: Re: TT people
Posted by Starbuzz on Sat, 08 Sep 2012 16:43:26 GMT
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I think you are misunderstanding m8.

Every video in that page except the last one for Under looks like it is quiet normal or in other words, it isn't surprising and shouldn't be for anyone new to the game even if someone told them it is possible.

Issues like outside PT's and this mine issue don't even compare to those and are not readily obvious. The videos on that page are about sneaking around while timing the next move...things like outside PT's and the mine issue and even the Arty reticle trick to hit GDI buildings on Hourglass are on a whole different level. i.e, someone must be specifically explained that it can be done.

here's the low down on these;

OUTSIDE PT's: all over the game manual, loading game screens and in the SP campaign a new Rene player is hounded over and over and educated that it is with PT's that chars/refills/vehicles/beacons can be purchased. Then he pops for the first time into a MP game and he does the same thing completely oblivious to the fact of outside PT's unless (in my case) he by chance observes someone refill themselves by slamming into the outside of a building! And goes "how the ****!!" and that's when the shitty outside PT's becomes obvious. What a damned game lol

I am aware of all the discussions on this matter in the TT subforum and the poll.

ARTY RETICLE/HOURGLASS: all over when playing the SP game and even MP, the new Rene player is aware that if he points and the reticle turns green, it's a confirmed hit. Then he sits there on top of the hill hitting the PP and no shit happens and he begins to get frustrated. "what!? how come others are doing it and what am I doing wrong?"...then (in my case) a friendly

Spoony-driven MED that is dominating the map/hill quietly PM's me and educates me and teaches how it's done. i.e, aiming at PP and clicking and dragging the reticle so only the dot is focused on the PP.

how is a new player gonna know that?!! Of course, this issue is fixed now.

DOOR MINES ISSUE: So mines stop the rat bastards from entering in quickly and so year after year ReneFolks mine the doors completely unaware that secretive rats that really know this shitty game's inner workings can just rub themselves all over the sides of the door and make a clean faster entry. I was not aware of this issue until Hitman posted a video a few months ago showing it. It was funny Jamie replied back saying Hitman broke a "rule" by revealing to the "noobs" the door mine trick.

Not anything against these guys...however, you can begin to see the picture how this shitty game with hidden not-obvious secrets like these makes it unfair for the common casual player who has been mining as ususal.

I am just saying how shitty and broken some aspects of the game was/still is and how so damned unfair it is to people without the "know-how." To make matters worse the elite ReneIlluminati players who know these secrets won't readily divulge (except Spoony) this to players they consider as ReneSerfs (the common casual Rene player) who make up about 98% of the remaining playerbase.

So then it becomes the duty of those who have taken responsiblity for fixing these ills to either fix or offer a solution that evens the playing field for everyone. At the very least make a new loading game screen that informs players of the crappy nature of the game they are playing.

I see no legit reason to keeping the door mines as they are or have yet to hear a good solution that benefits everyone. Can't you just put some sort of invisible wall outside the sides of doors thru which no game object (the character) can penetrate to blow the mines at the door?

I hope I am not seen as being difficult and might not be aware of other dynamics...but I am just saying what I feel needs to be said and as always having an open mind. I understand this is an old game but believe it or not new players are always trickling in. In the meantime, to make it fair for everyone I am going to have this rubbish mine trick all explained in ALL CAPS on all my server set-join messages.

edit: this mines issue I feel is sooooooooo critical...with a game that revolves around getting into a building and blowing up the MCT, and with mines (in the absence of alert players) being the last line of defense/delay from enemy sneakers, I feel this area should have no margins for any secrets.