
Subject: RenAlert v0.991

Posted by [Aircraftkiller](#) on Sun, 28 Sep 2003 16:05:43 GMT

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<http://www.renevo.com/forum/showthread.php?s=&threadid=680>

Ok, the patch is done, we are just going to do some small (and i mean, it don't crash computers) type testing, and then get it out to you most likely on monday, as well as the FDS with the matching version.

Couple of issues to address before we go all out on this as well.

#1: The initial installer was fucked, i admit it, and i have fixed it, as well as "discluding" some files that should not have been sent with the initial release. Soooo, to make a long story short, you will have to download the entire thing again . Good news being, it will fix everything that was wrong and make it a stable basis for future updates, bad news is, well... thats a big file to download. For those of you that ordered CD's, the correct version (as stated above) will be on the CD, not the messed up initial one. I tried to make it patchable, but it was just to big, and you might as well start it correctly (was something like 179 megs).

#2: here are the release notes.

Update Information September 26, 2004

Engine Changes:

Now requires a CD & Valid CD-Key, my bad there, and i really don't need legal on me.

Fixed some VERY common installer problems, should install very cleanly now.

Patch engine got its final tweek.

Preset Changes:

Allied Turrets Cone of Fire adjusted to 10,-10 to no longer shoot flying enemies.

V2 Rocket Turret adjusted to allow a -1 decline to shoot a bit closer to the ground, instead of "up" slightly. (balance issue)

Tesla MaxAttackDistance changed from 300 to 150 to prevent across map enemy tracking that has been reported.

Fixed the Soviet Officers name so that it no longer reflects Allied Officer.

Soldiers are no longer going to have the health bar & box surrounding them (not targetable) but still shottable.

Tanya has been equipped with 6 Remote C4s.

Hind Vulcan cannon has been reworked.

AA Gun has been adjusted so that it hits more properly

SAM Site has been reworked to not "go around then hit" but to hit directly.

Pillbox, the gun shouldn't go out the roof anymore.

Spy has been reduced in price from 1200 to 500.

Game Changes:

Shell & Shell_NoBuilding warhead types vs infantry has been slightly reduced. (.75 to .5).

2 more optional models for the Spy has been added, a grenader and a soviet infantry.

Pillbox Model has been changed.

Turret Model has been changed.

Resources for future patches have been added to always.dat.

Subject: RenAlert v0.991

Posted by [bigejoe14](#) on Sun, 28 Sep 2003 19:26:20 GMT

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r0xz0rz

Subject: RenAlert v0.991

Posted by [Blazer](#) on Sun, 28 Sep 2003 23:55:35 GMT

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I played a game with Silent_Kane last night...he was hosting, and when he bought a chopper it was smoking...is this only because it was being hosted with the normal game and not the FDS?

Subject: Re: RenAlert v0.991

Posted by [npsmith82](#) on Mon, 29 Sep 2003 03:52:19 GMT

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AircraftkillerSoooo, to make a long story short, you will have to download the entire thing again. Oh ffs... downloaded 73% and now you say this?! God dammit.

pours coolant, then nitrous oxide into modem air vents

Subject: RenAlert v0.991

Posted by [sjezk3](#) on Mon, 29 Sep 2003 04:22:28 GMT

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lol within a few days of its realese and it already requires a patch which means you gotta download it all agian so not worth it :rolleyes:

Subject: RenAlert v0.991

Posted by [bigejoe14](#) on Mon, 29 Sep 2003 04:24:32 GMT

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Your stupidity is showing, which is something you cannot prevent.

Subject: RenAlert v0.991
Posted by [YSLMuffins](#) on Mon, 29 Sep 2003 04:25:45 GMT
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If we already installed it, does that mean we're going to have to uninstall before installing the new version?

Subject: RenAlert v0.991
Posted by [warranto](#) on Mon, 29 Sep 2003 05:36:25 GMT
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sjezk3lol within a few days of its realse and it already requires a patch which means you gotta download it all agian so not worth it :rolleyes:

LOL... this is too funny. Did you even read the reason that you have to download the entire thing again? My guess is you didn't or else you wouldn't have posted what you did. Do you even know what a patch is? Again, my guess is you don't or once again you would not have posted what you did.

Subject: RenAlert v0.991
Posted by [Darkre1gn](#) on Mon, 29 Sep 2003 06:34:03 GMT
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sjezk3lol within a few days of its realse and it already requires a patch which means you gotta download it all agian so not worth it :rolleyes:

Hypocrit.

Subject: RenAlert v0.991
Posted by [Ferhago](#) on Mon, 29 Sep 2003 07:14:30 GMT
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sjezk3lol within a few days of its realse and it already requires a patch which means you gotta download it all agian so not worth it :rolleyes:

Everything needs a patch after it is made. There are always problems with the initial product. Patches dont have to fix things. They can add things too.

Apparently God forgot to email you Brain2.0

My pet snake is running on Brain4.0 and I myself and running a pirated version of BrainOSX combined with Brain2000. Too bad my proccesor is shot :whatthat:

Subject: RenAlert v0.991

Posted by [Gernader8](#) on Mon, 29 Sep 2003 11:14:33 GMT

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[quote="Ferhago"]sjezk3My pet snake is running on Brain4.0 and I myself and running a pirated version of BrainOSX combined with Brain2000. Too bad my proccesor is shot :whatthat:

Theres your problem, you cannot run a Mac brain with a 2000 processor...

/hence: I have no idea what im talking about.

Subject: Re: RenAlert v0.991

Posted by [Majiin Vegeta](#) on Mon, 29 Sep 2003 12:49:14 GMT

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npsmith82AircraftkillerSoooo, to make a long story short, you will have to download the entire thing again.

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LMFAO

order a CD.. or i can send ya it once i download it :S

Subject: Re: RenAlert v0.991

Posted by [Xtrm2Matt](#) on Mon, 29 Sep 2003 15:27:16 GMT

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npsmith82AircraftkillerSoooo, to make a long story short, you will have to download the entire thing again.

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haha 0wntz
