
Subject: RenAlert v0.991

Posted by [Aircraftkiller](#) on Sun, 28 Sep 2003 16:06:41 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.

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Posted by [Ugauga01](#) on Sun, 28 Sep 2003 17:05:24 GMT

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Hmmm.

When I click on "Check For Updates" i get an Error

It says:

Run-time error '9':

Subscript out of range

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Posted by [Majiin Vegeta](#) on Sun, 28 Sep 2003 17:36:15 GMT

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kewl.. i will download it monday night

Subject: RenAlert v0.991

Posted by [ericlaw02](#) on Mon, 29 Sep 2003 12:22:00 GMT

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Ugauga01Hmmm.

When I click on "Check For Updates" i get an Error

It says:

Run-time error '9':

Subscript out of range

So???

lol,me too!

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Posted by [Aircraftkiller](#) on Mon, 29 Sep 2003 13:29:16 GMT

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Did you idiots even read?? Maybe it's better that you didn't, saves us the headache of playing with you.

Subject: RenAlert v0.991

Posted by [Ugauga01](#) on Mon, 29 Sep 2003 14:46:57 GMT

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Dear ACK.

Why are you that big asshole???

We do a test. Translate it for me that you can understand, too:

Subject: RenAlert v0.991

Posted by [PiMuRho](#) on Mon, 29 Sep 2003 14:50:17 GMT

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"ACK you are the world's biggest asshole. I've fucked your shit mother a hundred times and she said I was better than your dad"

there you go - better ban him now

Subject: Re: RenAlert v0.991

Posted by [Crimson](#) on Mon, 29 Sep 2003 15:10:05 GMT

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Allow me to translate, too:

AircraftkillerDid you idiots even read?? Maybe it's better that you didn't, saves us the headache of playing with you.

is a rare form of an old Gaelic dialect. What he said in modern English is:

Aircraftkiller#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

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Subject: Re: RenAlert v0.991

Posted by [TheMouse](#) on Mon, 29 Sep 2003 16:33:10 GMT

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CrimsonAllow me to translate, too:

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Aircraftkiller#1: The initial installer was fucked, i admit it, and i have fixed it, as well as "disclusing" 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).

lol.

Subject: RenAlert v0.991

Posted by [pulverizer](#) on Mon, 29 Sep 2003 16:56:22 GMT

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Ugauga01Dear ACK.

Why are you that big asshole???

We do a test. Translate it for me that you can understand, too:

nice one lol

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Posted by [Ugauga01](#) on Mon, 29 Sep 2003 17:01:08 GMT

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ACK you get what you earn.

All guys hates you cause you are ignorant, arrogant and think you are the best.

If you ban me you are the worst Forum Moderator i have ever seen.

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Posted by [Aircraftkiller](#) on Mon, 29 Sep 2003 17:59:10 GMT

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I don't really care what you think of me.

Don't make the "I'm foreign and I don't know English" excuse, either. Learn it or get the fuck off the forum and go to <http://www.communityteam.de> or <http://www.cncforen.de>

Speak for yourself, too, as you don't echo the sentiments of everyone alive. Idiot.
