
Subject: Renalert questions/commentary.....

Posted by [htmlgod](#) on Wed, 01 Oct 2003 10:13:20 GMT

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I noticed a few things in the mod that I think ought to be addressed.....

First of all, that volkov guy is virtually invincible to any of the infantry weapons, including repeated headshots with the sniper rifle.... (and why does he jump 3x as high as everyone else??)

Secondly, are you guys going to do any new weapon models? It seems kind of lame to have all the sweet new characters and vehicles, but then to have the same old ramjet, sniper rifle, and pistol for everything.....

Thirdly, I don't know what you guys were thinking when you had like 1/2 the vehicles fire the repairgun..... I can tell its modified some but could you at least make it bigger and change the color?

Oh, and the hind.... Do you really think it should have a spread like that? You made it pretty much the equivalent of long range auto-shotgun.

I understand that its just an early release, and so perhaps you were already planning to deal with these issues and I just didn't hear about it. But, I just wanted to make sure that they were infact mentioned by someone so that if you had not planned on addressing them, you will now.

Subject: Renalert questions/commentary.....

Posted by [Ferhago](#) on Wed, 01 Oct 2003 12:24:19 GMT

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Tesla,c4,grenade,rockets > Volkov

Wanna know how to kill volkov? Pound him with grenades as basic infantry till he runs away or dies

He jumps higher because hes a fucking cyborg (Its a well known fact fucking cyborgs are stronger than regular cyborgs). He has special abilities. Its also why he has superhuman strength.

Its not their fault the repair gun looks like a tesla beam. And they did make it larger did you even use the tesla tank? Or have the misfortune of running into the tesla coil

The hinds gun does suck. Thats why there upgrading it. Its also meant to be an anti infantry vehicle I beleive

Subject: Re: Renalert questions/commentary.....

Posted by [Sir Phoenixx](#) on Wed, 01 Oct 2003 12:55:54 GMT

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htmlgodSecondly, are you guys going to do any new weapon models? It seems kind of lame to have all the sweet new characters and vehicles, but then to have the same old ramjet, sniper rifle, and pistol for everything.....

That's a really, really stupid question. Well, of course we're going to do weapon models. But obviously they're not as important as the other aspects of the mod right now.

Subject: Renalert questions/commentary.....
Posted by [Cpo64](#) on Wed, 01 Oct 2003 16:10:18 GMT
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Hee hee hee, Volkov fears my tracking rocket!!!
I had one lock on to a Volkov, circled around him three times, then it killed him, twas awesome...

Subject: Renalert questions/commentary.....
Posted by [htmlgod](#) on Wed, 01 Oct 2003 19:55:53 GMT
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Quote:That's a really, really stupid question. Well, of course we're going to do weapon models. But obviously they're not as important as the other aspects of the mod right now.

I dont think its a stupid question to ask. I would think that if they were going to release lots of new vehicle models, structure models, and character models in an early release, that they would also include at least one or two new weapon models Because they didn't (at least not yet), you kind of start to wonder.

Subject: Renalert questions/commentary.....
Posted by [htmlgod](#) on Wed, 01 Oct 2003 19:58:45 GMT
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Quote:Its not their fault the repair gun looks like a tesla beam.

..... The repair gun laser doesnt look like a tesla beam, the tesla beam looks like the repair gun laser. And it's not like its a coincidence..... It's exactly the same, except for maybe a bit of gross enlargement.

Subject: Renalert questions/commentary.....
Posted by [htmlgod](#) on Wed, 01 Oct 2003 20:00:36 GMT
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Quote:He has special abilities. Its also why he has superhuman strength.

I think that if he is going to have "special abilities" they should not be jumping higher..... that's too

simple..... And he doesn't have superhuman strength, he has structure armor lol.

Subject: Renalert questions/commentary.....

Posted by [Aircraftkiller](#) on Wed, 01 Oct 2003 20:04:29 GMT

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And he costs \$2,000 too, why is that so hard to understand? I swear some of you act like you're five and can't figure out that the more something costs, the better it will work...

Subject: Renalert questions/commentary.....

Posted by [Sir Phoenixx](#) on Wed, 01 Oct 2003 23:14:04 GMT

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htmlgodQuote:That's a really, really stupid question. Well, of course we're going to do weapon models. But obviously they're not as important as the other aspects of the mod right now.

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Actually... It is a stupid question. Asking WHEN new weapons are going to be put in is completely different than asking WILL new weapons be put in. And Ren Alert is a TOTAL CONVERSION, which means everything that can possibly be changed will be. That's like having a friend who bought a computer case and parts, and put the computer case together, and before he got to putting the parts in, you ask him "Will you be putting those parts in this case, or just leave them out?".

Subject: Renalert questions/commentary.....

Posted by [Slicer_238](#) on Wed, 01 Oct 2003 23:41:23 GMT

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I just d/led it and for soem reason every time I click on teh short cut and press play it always gives me an error message.

Subject: Renalert questions/commentary.....

Posted by [bigejoe14](#) on Thu, 02 Oct 2003 00:22:44 GMT

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<http://www.renevo.com/forum/showthread.php?s=&threadid=724>

Subject: Renalert questions/commentary.....
Posted by [htmlgod](#) on Thu, 02 Oct 2003 00:47:58 GMT
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Quote:And he costs \$2,000 too, why is that so hard to understand? I swear some of you act like you're five and can't figure out that the more something costs, the better it will work...

Even if he does cost 2k, there some things that just don't belong. That's like saying that its ok to include an invincible guy that kills anything in one shot if he costs alot. We're not talking about a cost/quality ratio, we're talking about decent gameplay.

Subject: Renalert questions/commentary.....
Posted by [htmlgod](#) on Thu, 02 Oct 2003 00:50:31 GMT
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Quote:Actually... It is a stupid question. Asking WHEN new weapons are going to be put in is completely different than asking WILL new weapons be put in. And Ren Alert is a TOTAL CONVERSION, which means everything that can possibly be changed will be. That's like having a friend who bought a computer case and parts, and put the computer case together, and before he got to putting the parts in, you ask him "Will you be putting those parts in this case, or just leave them out?".

Relax pal I was just checking to make sure.... Who knows, how am I supposed to be certain that they will include new weapon models. It seemed to me that they wouldn't have gone to the trouble of doing the new settings for all the weapons and not include the weapons models themselves (considering that they included new models for everything else). However, I suppose I was wrong.... No biggie.

Subject: Renalert questions/commentary.....
Posted by [smwScott](#) on Thu, 02 Oct 2003 01:33:33 GMT
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htmlgodQuote:And he costs \$2,000 too, why is that so hard to understand? I swear some of you act like you're five and can't figure out that the more something costs, the better it will work...

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Volkov is not that powerful. If everyone understood his weakness's then people would be crying he's useless.

I don't see anyone complaining you can't take out a tank with an M-16. Volkov has tank armor, use anti-tank weaponry against him. You don't snipe a tank, you don't shot a tank, you fire

missles and grenades at tanks.

Volkov is essentially a small tank that controls like a human. When you compare him against the other vehicles he's fairly overpriced.

Subject: Renalert questions/commentary.....

Posted by [Ferhago](#) on Thu, 02 Oct 2003 03:16:47 GMT

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I like volkovs. I wait till somone buys one and use him as an apache squishy target

One time someone accidentaly jumped up at my helicopter, hit the bottom, and died as if it were a squish

Subject: Renalert questions/commentary.....

Posted by [Cpo64](#) on Thu, 02 Oct 2003 04:44:55 GMT

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He is like a tank that can jump 8 feet into the air!!! I want a tank that can do that!
