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Subject: RenAlert Feedback

Posted by [Sk8rRIMuk](#) on Tue, 01 Apr 2003 17:32:35 GMT

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I have played RenAlert and it OwnZ...

I was wondering if it is open to feedback...

I have a few things to report good and bad...

I had a few people complaining about GDI's defences but look at there tanks they rule ...

The V2 rules so does the Phas transport. I love how the V2 gets faster but it slows down then you needs to speed up.

-Sk8rRIMuk

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Subject: RenAlert Feedback

Posted by [Rich\[HN\]](#) on Tue, 01 Apr 2003 18:06:58 GMT

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The Mod has tons of bugs!

Nice Map!

Good Buildings/Charaters

Need Super Weapons

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Subject: RenAlert Feedback

Posted by [Sk8rRIMuk](#) on Tue, 01 Apr 2003 19:10:45 GMT

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Tesla Coil does not always work correctly...

Is bug where caracters become invinsble (ion curtain idea?)

Tesla Tank is the best

v2 Rocket is wicked

Volkov Ownz

Our base is under attack

Er I only had those 2 maps

Ore miner needs better docking animation

In the end though...

ACK, Agent Gibson, I3f7y, Dante, Gernader8, NodBugger, NeoSaber, Sir Phoenixx, StoneRook, Apache Longbow, Blazer, djlaptop, Silent Kane, Devinoch, Crimsson, Duriel\_LOP & All the betas testers You OwnZ.

-Sk8rRIMuk

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Subject: RenAlert Feedback  
Posted by [snipesimo](#) on Tue, 01 Apr 2003 20:22:52 GMT  
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[@Aircraftkiller]: Got the "Hear reload, Tesla Coil, Telsa Tank, and Shock Trooper across the map" bug fixed

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Subject: RenAlert Feedback  
Posted by [Try\\_lee](#) on Tue, 01 Apr 2003 21:23:59 GMT  
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It's good, but certain infantry can be squished when those types weren't able to be squished in Red Alert. Maybe that's intentional though.

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Subject: RenAlert Feedback  
Posted by [Deafwasp](#) on Tue, 01 Apr 2003 21:27:02 GMT  
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Guys. Dont take this released version as the final product. Just wait for the final version before you say its cool or sux.

But do give feedback in the forms of sexual favors. Ladies only, mind you.

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