Subject: Renegade Alert Version 0.91 Changes - 4\2\03
Posted by Aircraftkiller on Thu, 03 Apr 2003 01:01:44 GMT
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http://www.cncden.com

Quote:Anyways, Renegade Alert is getting fixed up as I write this. I spent last night talking on TeamSpeak with Agent Gibson, Agent Orbach, Blazer, and Dante to fix up the game bugs. Everything is fixed so far except for the infantry dynamics and we're looking into the problem as fast as we can. We might be done by tommorow. A few other things we fixed will be found in the Full Story link.

Tesla Coil targeting improved with splash damage to prevent infantry from escaping its lighting bolts, also removed its double-firing problem and set its firing rate down a tad.

V-2 Rocket Launcher changed to remove its extremely fast speed. It now moves faster as it initially starts up and cruises at a decent speed, a bit faster than an Allied Artillery piece.

Mammoth Tank and Heavy Tank firing fixed - they now fire from one barrel at a time.

Allied Artillery damage fixed, damage radius increased from 25 meters to 50 meters, damage inside of the radius increased from 100 to 145.

Allied Turret hitpoints fixed. It now takes six V-2 Rocket Launcher missiles to take a single Turret down, without Construction Yard help.

Allied Camo Pillbox made targetable - damage increased, targeting fixed, slight model optimizations.

Ore Silos explosion fixed. Newer versions will have a destroyed model swapped in as the Ore Silo blows up, with damage effects.

Tesla Coil will have a destroyed model swapped in to replace it as it blows up, with damage effects.

Shock Trooper damage fixed to its original rate. Range kept the same, speed kept the same. Backpack added back into his model to replace the faulty model from before.

Subject: Renegade Alert Version 0.91 Changes - 4\2\03
Posted by Sk8rRIMuk on Thu, 03 Apr 2003 16:35:04 GMT
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Belive me this is a lot better and I don't have people moaning about the bugs all the way through the games anymore ...

Great work guys.

-Sk8rRIMuk

Subject: Renegade Alert Version 0.91 Changes - 4\2\03
Posted by Havoc 89 on Thu, 03 Apr 2003 21:10:42 GMT
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well... this is better than the older one.

Subject: Renegade Alert Version 0.91 Changes - 4\2\03
Posted by spreegem on Thu, 03 Apr 2003 22:06:42 GMT
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I cant host a game with the Ren Alert mod   any suggestions or help would be nice thank you

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Subject: Renegade Alert Version 0.91 Changes - 4\2\03
Posted by Aircraftkiller on Thu, 03 Apr 2003 23:53:03 GMT
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Yes, it's better than anything you've worked on before.

Subject: Renegade Alert Version 0.91 Changes - 4\2\03
Posted by spreegem on Fri, 04 Apr 2003 01:54:33 GMT
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[size=18]HEY I NEED HELP I CANT HOST WHITH THE RENALERT MOD ON IF I DO ANY
OTHER LEVEL OR PKG IT WORKS, BUT REN ALERT SOESNT WHEN I TRY TO HOST[/size]
THANK YOU FOR YOUR HELP

Subject: Renegade Alert Version 0.91 Changes - 4\2\03
Posted by Havoc 89 on Fri, 04 Apr 2003 02:02:37 GMT
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he ack you think you can make a skirmish map of this also with bots... because there are hardly
any renegade alert servers on gsa and wol is down.

Subject: Renegade Alert Version 0.91 Changes - 4\2\03
Posted by spreegem on Fri, 04 Apr 2003 23:57:04 GMT
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the allied turrets nead to be stronger and the tesla coil weker other than that it is doing pretty good