
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.
