Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by Renx on Wed, 30 Jun 2004 23:26:30 GMT

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Sound Update: Miles Sound System

The new version of Miles Sound System has been put into Renegade Alert. You will be able to adjust your speaker settings, but it won't affect your Windows speaker settings. Dolby Surround Sound is included too.

Vehicle Update: Naval Transport

The Naval Transport is the main source of transportation over the water, no other Naval unit can hold more than one inside of it.

This however can hold up to five units, and that includes both Vehicles and Infantry. Don't count on vehicles being able to enter it in this patch though, that is still being worked on.

The model was done by Sir Phoenixx, and the texture by Darkblade. There will be both Soviet and Allied versions of the texture.

Go here to learn more.

Weapon Update: Flame Thrower

The Flame Thrower launches fireballs that do the most damage against infantry, and moderate damage to Structures and Vehicles.

The model was done by Sir Phoenixx, and the texture by Darkblade.

See more here.

Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by spreegem on Thu, 01 Jul 2004 00:08:47 GMT

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So RenAlert will have souround sound now?!

Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by quikboy6 on Thu, 01 Jul 2004 00:21:22 GMT
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Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by Renx on Thu, 01 Jul 2004 01:17:05 GMT
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spreegemSo RenAlert will have souround sound now?!

It can support it now, yes

Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by icedog90 on Thu, 01 Jul 2004 01:41:59 GMT
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24-bit sound support included?

Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by NeoX on Thu, 01 Jul 2004 01:54:46 GMT
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They are adding all the features that the core patch is bascily...that has sumthing to do with the engine wise...

Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by exnyte on Thu, 01 Jul 2004 02:21:47 GMT
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And your point is? Way to point out the obvious.

Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by NeoX on Thu, 01 Jul 2004 02:42:58 GMT
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I was telling them so they could just look there for the sound updates... :rolleyes: smartass.

Subject: Re: Renegade Alert Updates: Sounds, FlameThrower, NavalTrans
Posted by exnyte on Thu, 01 Jul 2004 03:58:02 GMT
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RenxSound Update: Miles Sound System

The new version of Miles Sound System has been put into Renegade Alert. You will be able to adjust your speaker settings, but it won't affect your Windows speaker settings. Dolby Surround Sound is included too.

Maybe you missed this.

Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by Blazer on Thu, 01 Jul 2004 05:06:27 GMT
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Renegade and Renalert always suppoted surround sound. The Miles update gives you dolby surround however (versus 5.1).

Subject: Renegade Alert Updates: Sounds, FlameThrower, NavalTransport
Posted by Renx on Thu, 01 Jul 2004 12:34:02 GMT
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err, yea, I was going to edit my post to say that last night, but then the power went out -_-

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