Renegade Alert Version .9935 Changelist

Disclaimer: All changes are final pending them not working out in testing. For your information, a partial changelist for .994 was already started a while ago as certain content was deemed to be impossible/out-of-place for this release (due to time and type of change).

0.9935 CHANGE LIST

New content:

--New maps:
Zama
Bonsai
Maze

--New weapons:
C4
Makarov PMM
Baretta
Colt .45
Guided M72E9 LAW
Redeye SAM

--New vehicles:
Phase Transport - 150/150 w/ AP rocket pack

--The once-rumored Officers' flares implemented.

Bugfixes/game-breaking balance issue fixes:

--Crash fixes
Tanya's C4
MAD Tanks
Demo Trucks

--Invulnerable Service Depot bug to be fixed (As seen on North by Northwest)

--Radar Dome double-damage exploit to be fixed

--Ranger occupant bugs to be fixed
Characters appear in T-form bug
Soviet Technician/Engineer swap bug

--Ore Truck, Demo Truck drive faster backward to be fixed

--Water-death level adjusted in Shallow Grave

--Allied Mine Layer bug (30 mines only, ever) to be fixed

--All glass will properly stop projectiles (War Factory)

--Infantry death zones on tops of buildings on maps with helicopters
(It was too easy to 'suicide' your HIND on top of a building with a Shock Trooper, for example)

--Special trooper (Flamethrower, Shock Trooper) armor will not take horrendous damage from Rocket Soldier weapons

Balance changes:

--New infantry hitpoint values, as follows:
Rifle Soldier: 50/50
Technician: 25/25
Engineer: 40/40
Officer: 75/75
Rocket Soldier: 45/45
Sniper: 40/40
Thief: 40/40
Spy: 40/40
Medic: 60/60
Mechanic: 45/45
Tanya: 90/90
Grenadier: 60/60
Flamethrower: 40/40
Shock Trooper: 65/65
Volkov: 125/125

--Tank reload times adjusted:
Light Tank: 1.2 sec
Medium Tank: 1.7 sec
Heavy Tank: 2.2 sec
Mammoth Tank: 2.7 sec

--Small arms fire 50% less effective against Volkov

--Missile Sub speed decreased

--Range of M60, PKM decreased slightly

--Ranger, APC, and Officer M60s will have same new range, same damage, etc.

--Transport vehicle hitpoint changes:
APC HP increased to 250/250
Chinook HP decreased to 150/150
Naval Transport HP increased 130% (to 200/200)

--HIND weapon will be slightly less effective against medium and heavy armor

--MAD Tank armor increased to 400/400

--Rocket Soldier changes
Range for primary Rocket Soldier weapon decreased to 5 meters beyond Mammoth Tank range
Range for secondary Rocket Soldier weapon increased to 150, with increased speed and turn speed
Rocket Soldier will carry two separate weapons instead of left/right click to engage different ammunition

--AK-47 secondary fire will now travel faster, and have range equal to that of an Officer's weapon

--Tesla Tank enhancements:
Range increased by 10 meters
Damage increased to 200 total
Armor increased to 175/175

--Tanya C4 detonation time increased to 35 seconds

--Base defense changes:
Increase in Flamethrowers' blast damage radius
Increase in Turrets' blast damage radius
Change Turret/Flame Tower attack logic to fire at soldiers' feet rather than their center-of-mass
Tesla coil rate of fire reduced to 50% of current

--Longbow missile damage upped to 90 (from 75) (this will destroy Chinooks in four rockets)

Miscellaneous changes:

--Subs should now face outward when they spawn at the Sub Pen
Easier to maneuver out of port
Ready to engage Allied ships without having to turn

--V2s will lose a little bit of traction

--Vehicle blockers inside all buildings will prevent Rangers from getting inside

--V2, Ore Truck will be less prone to flipping

--"Clogged Helipad" prevention

Subject: Re: Renegade Alert .9935 Changelist
Posted by bandie63 on Mon, 26 Sep 2005 21:20:22 GMT
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Wow. This is gonna be sweet. I think I now like this more than Reborn.

Subject: Re: Renegade Alert .9935 Changelist
Posted by rm5248 on Mon, 26 Sep 2005 22:47:35 GMT
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I'm assuming that this is for Renegade, so

Subject: Re: Renegade Alert .9935 Changelist
Posted by PointlessAmbler on Mon, 26 Sep 2005 22:53:33 GMT
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Don't worry, it's for Renegade.

Subject: Re: Renegade Alert .9935 Changelist
Posted by Dr. Lithius on Tue, 27 Sep 2005 00:18:48 GMT
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Chronojam wrote on Mon, 26 September 2005 13:40--Special trooper (Flamethrower, Shock Trooper) armor will not take horrendous damage from Rocket Soldier weaponsYou're welcome. <3

Subject: Re: Renegade Alert .9935 Changelist
Posted by Chronojam on Tue, 27 Sep 2005 00:21:01 GMT
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Bitch =P

Subject: Re: Renegade Alert .9935 Changelist

Posted by Coolrock on Tue, 27 Sep 2005 12:27:52 GMT
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Yay for the new changes ^_^

Can't wait to test them >=D

Subject: Re: Renegade Alert .9935 Changelist
Posted by cabalbeta on Wed, 28 Sep 2005 18:21:30 GMT
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Where can i get the new Version?

Subject: Re: Renegade Alert .9935 Changelist
Posted by zgunner12 on Wed, 28 Sep 2005 18:50:19 GMT
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It's not out it's just almost done or they are making us wait

Subject: Re: Renegade Alert .9935 Changelist
Posted by Chronojam on Thu, 29 Sep 2005 17:37:58 GMT
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Hmmm, making you wait longer to generate more hype? That's a good idea actually ^_-

.9932 is the current version released.
You must get .993 and then the .9932 patch.

 http://www.multiplayermaps.net/index.php?action=file&id= 359
.993

http://users.wpi.edu/~jbrodeur/RenAlert9932Patch.exe
.9932

Subject: Re: Renegade Alert .9935 Changelist
Posted by bandie63 on Thu, 29 Sep 2005 20:53:27 GMT
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Chronojam wrote on Thu, 29 September 2005 14:37Hmmm, making you wait longer to generate more hype? That's a good idea actually ^_-

Is that what Reborn is doing?

Subject: Re: Renegade Alert .9935 Changelist
Posted by Chronojam on Fri, 30 Sep 2005 02:47:20 GMT
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No. We'd never make you wait another 2 years.

Subject: Re: Renegade Alert .9935 Changelist
Posted by Spice on Fri, 30 Sep 2005 06:16:01 GMT
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What about new reload animations for infantry weapons? I don't see them on the list.

Fjord isn't coming back? I thought you said it was?

bandie63 wrote on Thu, 29 September 2005 16:53Chronojam wrote on Thu, 29 September 2005 14:37Hmmm, making you wait longer to generate more hype? That's a good idea actually ^_-

Is that what Reborn is doing?

It's not even that we are making the public wait, stop spreading more lies.

The fact of the matter is, we did not have enough man power to comeplete this mod two years ago. Renardin had just been recruited by Darkomen. Darkomen then Disappeared with all the mod source files. We had to restart from scratch.
Even then we are only talking about 2-3 key people to do the mod alone with not enough time to dedicate to do it themselves.

Simply, we were an undermanned team for so long, We are not purposly making you (The public) wait. We dearly appreciate all the support our fans have given us in the past and present. We couldn't have made it this far without you.

I apologize for the wait, It will be worth it, I promise you that.

Subject: Re: Renegade Alert .9935 Changelist

Posted by Sir Phoenixx on Fri, 30 Sep 2005 15:42:08 GMT
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Quote:What about new reload animations for infantry weapons? I don't see them on the list.

Fjord isn't coming back? I thought you said it was?
Quote:Renegade Alert Version .9935 Changelist

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Quote:Even then we are only talking about 2-3 key people to do the mod alone with not enough time to dedicate to do it themselves.
We didn't have that many people on our development team (not counting PR and webmasters, etc.) and it didn't take us several years to release something playable. It was only Darkblade, Silent Kane, Neosaber, Aircraftkiller, Agent Gibson (early on, then Screaming Cricket came on to do the characters), and me, only one person for each field.

Subject: Re: Renegade Alert .9935 Changelist
Posted by Spice on Fri, 30 Sep 2005 18:12:04 GMT
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EXdeath7 wrote on Fri, 30 September 2005 02:16
Even then we are only talking about 2-3 key people to do the mod alone with not enough time to dedicate to do it themselves.

Subject: Re: Renegade Alert .9935 Changelist
Posted by Aircraftkiller on Fri, 30 Sep 2005 20:50:30 GMT
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Quote:Excuses made for incompetence

Subject: Re: Renegade Alert .9935 Changelist
Posted by rm5248 on Sat, 01 Oct 2005 02:52:18 GMT
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Or, you know, maybe people don't have 5 hours a day to spend on mod making!

Subject: Re: Renegade Alert .9935 Changelist

Posted by Spice on Sat, 01 Oct 2005 07:31:38 GMT
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How is not having enough time to do what you want to do incompetence?

Does that mean since your mod isn't progressing really at all right now your entire team is incompetent? According to you I think so. We are all a happy bunch of incompetent modders, we are!

You would have better off gone with the obvious choice, "Well you shouldn't have started the mod in the first place!".

Subject: Re: Renegade Alert .9935 Changelist
Posted by Sir Phoenixx on Sat, 01 Oct 2005 12:34:29 GMT
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Quote:Does that mean since your mod isn't progressing really at all right now your entire team is incompetent? According to you I think so. We are all a happy bunch of incompetent modders, we are!
Did you just forget what thread you're posting in? Or the fact that we have an almost finished mod and yours hasn't even been released, save for a mostly non-working alpha-level mod released several years ago?

Quote:How is not having enough time to do what you want to do incompetence?
Because we also had a small amount of members on our development team, everyone had to take the entire burden of their position, and we managed to release and update the mod a couple years ago. And Reborn didn't just have two or three people working on it, you have (as far as I can tell) Renardin, Permagrin, Jonwil, Laeubi, Nightcrawler, Pendullum, Sloth, SoD.X, Titan1x77 and you (regardless of how dedicated they are or whatever, they're still on the development team). That's 10 people, not counting the many others that were on the development team that quit before. Reborn had/has a bigger development team then ours, so we actually had less people (about half) on ours. In other words, we did it with less people, but Reborn still can't do it with more.

Subject: Re: Renegade Alert .9935 Changelist
Posted by Spice on Sat, 01 Oct 2005 19:05:41 GMT
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I'm not comparing our mod to your teams mod. Besides, go count the people on your development team page, you might be suprised.