Subject: Re: Renegade X Ingame & CG Trailer!
Posted by [NE]Fobby[GEN] on Tue, 29 Apr 2008 20:33:45 GMT
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Hey guys, thanks for the great comments, we greatly appreciate each one!

Quote:
Very well done. The only things that I wondered about was why none of the stealth tanks had the stealth effect (maybe not implemented yet)? And I would perhaps add some "green-ness" to the meteor trail.

Just observation, definitely not criticising...the vid was much better than I thought it would be.

Right now the stealth tanks are coded to stealth properly (unstealth when they shoot, etc.) but we're still working on a proper stealth affect. It's going to be really cool.

Quote:Fobby, a question:

Will you be keeping the "boink" kill sound?

Boink was the pinnacle of C&C Renegade

Quote:Buildings ???

When we get them done.