Subject: Renegade Alert In-Game Mine Layer shots.
Posted by Renx on Thu, 27 May 2004 19:18:49 GMT
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NeoSaber is working on getting all the settings properly setup for the Mine Layer. I just tried it in game now and for the most part it is working great.

As stated in another thread, AP mines will kill any infantry weaker than Tanya, and AT mines will destroy any tank weaker than a Heavy Tank.T he mine limit will be 50 mines, when the limit is reached no more mines will be able to be laid, they will not disappear. Mine Layers will be able to reload at their team's Service Depot.

The new texture also looks very good in game.

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Subject: Renegade Alert In-Game Mine Layer shots.
Posted by U927 on Thu, 27 May 2004 20:22:50 GMT
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My name is Umbral927 and I approve of this message.

P.S. I'm still pissed that you took the job I wanted in the RenAlert team.

Subject: Renegade Alert In-Game Mine Layer shots.
Posted by icedog90 on Thu, 27 May 2004 20:59:56 GMT
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Hopefully, n00bs won't waste all of the mines in areas they don't need to be, but 50 is a lot.. Maybe it won't become a problem. It looks very nice in-game.

Subject: Renegade Alert In-Game Mine Layer shots.
Posted by Renx on Thu, 27 May 2004 21:28:59 GMT
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Umbral_DelaFlareMy name is Umbral927 and I approve of this message.

P.S. I'm still pissed that you took the job I wanted in the RenAlert team.

har har

Subject: Renegade Alert In-Game Mine Layer shots.
Posted by Spice on Thu, 27 May 2004 22:20:45 GMT
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Only prolem is n00b miners. You cant lay past 50 untill that 50 is destroyed.   Looks nice though

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Subject: Renegade Alert In-Game Mine Layer shots.
Posted by SuperFlyingEngi on Thu, 27 May 2004 23:18:10 GMT
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icedog90Hopefully, n00bs won't waste all of the mines in areas they don't need to be, but 50 is a lot.. Maybe it won't become a problem. It looks very nice in-game.

RenAlert is a very n00b-unfriendly game - I wouldn't worry about it too much.

Subject: Renegade Alert In-Game Mine Layer shots.
Posted by Try_lee on Fri, 28 May 2004 12:48:04 GMT
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Oh wow... I like that explosion...

Subject: Renegade Alert In-Game Mine Layer shots.
Posted by DanSolo on Fri, 28 May 2004 14:46:51 GMT
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nice, kinda looks like a Sand Crawler from Starwars