Subject: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by PointlessAmbler on Tue, 25 Oct 2005 02:57:30 GMT
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Just figured some of you over here might be interested to know that our first playtesting for the new patch has started, and everything seems great so far. We don't have a lot of new things to show off, as this patch is mostly a balance and bugfix patch, but the new balance changes are working very, very well -- this is easily shaping up to be the best version of Renegade Alert yet. Here are some of the changes, to whet your appetite:

--Tesla Tanks have finally hit the right balance between power, vulnerability and speed (after five versions!). They now have 175/175 light vehicle armor and their bolt does 200 damage, and their range has been slightly increased. It is good at defeating light Allied vehicles (and it can defeat a Medium Tank in combat), but multiple Rangers and Light Tanks give it problems, as well as multiple Rocket Soldiers. It still costs $1500, but it's now well worth the cost.

--Tank refire times have been retooled. The most noticeable change is in the Light Tank, which now fires significantly faster. Those of you that have been with us since version 0.992 might remember the Light Tanks in that version, and I'll assure you that they're not like that. However, they've definitely increased in usefulness and are a threat to Soviet light and heavy vehicles alike.

--Ranger and APC guns now match the handheld M60 weapon that the Allied Officer receives. This is a major improvement over their old weapon, and they're much better at mowing down infantry now and are better at firing while moving (although infantry such as the Shock Trooper and Volkov will still scrap them quickly if given the chance). The APC's armor has also been increased to 250/250, which makes it a more viable infantry transport.

--Flamethrower infantry are now considerably more lethal. Their blast radius has increased significantly -- they're very nasty against most infantry. On the other side of that coin, however, they've lost a significant amount of health and armor, so a single shot fired too close to the Flamethrower's feet will cook him alive. We anticipate a lot of our older players not being careful and torching themselves by accident

Just thought some of you here might like to know how our little project is shaping up.

(And for those of you that don't know, yes, I am a staff member over at the Renegade Alert/RA:APB site.)

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by Spice on Tue, 25 Oct 2005 08:11:13 GMT
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Sounds great. I'm looking forward to playing the new patch. I'm really pleased to bebale to play with fixed visible occupants.

Ranger whore +++

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by Oblivion165 on Tue, 25 Oct 2005 09:47:06 GMT
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Hmm interesting, i guess i missed something along the way. Im guessing you took the released game and are taking over?

Whats the URL by the way?

EDIT: Nvm siggy

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by Aircraftkiller on Tue, 25 Oct 2005 15:34:24 GMT
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Uhh, no? If you knew anything about our staff you'd know he's just a manual writer.

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by Oblivion165 on Tue, 25 Oct 2005 15:39:49 GMT
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Aircraftkiller wrote on Tue, 25 October 2005 11:34Uhh, no? If you knew anything about our staff you'd know he's just a manual writer.

Yeah I solved that puzzle by reading his signature. As like I said I did in my post above.

To me it just feels like he was using the released stuff to improve the old version, a thought I had awhile back. The last i heard you guys havent rigged anything on your new engine, so I assumed it was refering to the only working version im aware of.

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by Sir Phoenixx on Tue, 25 Oct 2005 16:08:51 GMT
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Oblivion165 wrote on Tue, 25 October 2005 11:39Aircraftkiller wrote on Tue, 25 October 2005 11:34Uhh, no? If you knew anything about our staff you'd know he's just a manual writer.

Yeah I solved that puzzle by reading his signature. As like I said I did in my post above.

To me it just feels like he was using the released stuff to improve the old version, a thought I had awhile back. The last i heard you guys havent rigged anything on your new engine, so I assumed it was refering to the only working version im aware of.
I'm not entirely sure what you're trying to say... We're just continuing work on Renegade Alert and are in the process of finishing the .9935 patch...

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by Oblivion165 on Tue, 25 Oct 2005 16:14:12 GMT
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Sir Phoenixx wrote on Tue, 25 October 2005 12:08Oblivion165 wrote on Tue, 25 October 2005 11:39Aircraftkiller wrote on Tue, 25 October 2005 11:34Uhh, no? If you knew anything about our staff you'd know he's just a manual writer.

Yeah I solved that puzzle by reading his signature. As like I said I did in my post above.

To me it just feels like he was using the released stuff to improve the old version, a thought I had awhile back. The last i heard you guys havent rigged anything on your new engine, so I assumed it was refering to the only working version im aware of.
I'm not entirely sure what you're trying to say... We're just continuing work on Renegade Alert and are in the process of finishing the .9935 patch...

Oh ok, i missed a month or two back there. I thought you guys basically washed your hands of Renegade Alert.

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by Viking on Tue, 25 Oct 2005 21:51:15 GMT
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REBORN RULZ!!

LOLZ

Anyway...
Have fun with that sounds fun.
I might play it to make everyone mad

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by cmatt42 on Wed, 26 Oct 2005 00:40:12 GMT
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PointlessAmbler wrote on Mon, 24 October 2005 22:57--Flamethrower infantry are now considerably more lethal. Their blast radius has increased significantly -- they're very nasty against most infantry. On the other side of that coin, however, they've lost a significant amount of health and armor, so a single shot fired too close to the Flamethrower's feet will cook him alive. We anticipate a lot of our older players not being careful and torching themselves by accident
I sort of thought it was large enough already, but since the health and armor of this heartless bastard was reduced, I may like it. I'll just have to wait and see.

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by PointlessAmbler on Wed, 26 Oct 2005 02:07:02 GMT
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That change has also been made for Flame Towers, because they frankly weren't very effective in previous versions; you may remember people dodging fireballs like it was a Mario game.

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by Chronojam on Wed, 26 Oct 2005 02:37:32 GMT
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No more easy invasions of the Soviet base, that's for sure! For several reasons, the base defenses (for both sides) will be more deadly. I might explain why later, or maybe hold it back as a surprise.

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by YSLMuffins on Mon, 31 Oct 2005 23:35:06 GMT
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Looks awesome.

Subject: Re: Renegade Alert 0.9935 Update: Internal Testing Started
Posted by PointlessAmbler on Tue, 01 Nov 2005 01:01:46 GMT
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YSL, you rock. Seriously.