
Subject: Unreal Tournament 3 Beta Released
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 12 Oct 2007 16:32:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Unreal Tournament 3 public beta was released today.

<http://ren2007.totemarts.net/Forums/viewtopic.php?t=511>

Download mirrors courtesy of the Renegade 2007 team

Minimum System Requirements

- * Windows XP SP2 or Windows Vista
- * 2.0+ GHZ Single Core Processor
- * 512 Mbytes of System RAM
- * NVIDIA 6200+ or ATI Radeon 9600+ Video Card
- * 8 GB of Free Hard Drive Space

Recommended System Requirements

- * 2.4+ GHZ Dual Core Processor
 - * 1 GBytes of System RAM
 - * NVIDIA 7800GTX+ or ATI x1300+ Video Card
 - * 8 GB of Free Hard Drive Space
-

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Oblivion165](#) on Fri, 12 Oct 2007 16:53:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Getting it off the usenet, we will see what this game is all about.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Goztow](#) on Fri, 12 Oct 2007 18:30:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there a LAN possibility in the beta? What does the beta include exactly?

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [sadukar09](#) on Fri, 12 Oct 2007 19:22:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

500KBPS

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Blazer](#) on Fri, 12 Oct 2007 22:37:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why is a renegade team supporting leaving renegade for <latest game here>?

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 12 Oct 2007 22:53:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Because we're an Unreal Tournament 3 team, not a Renegade team.

I play Renegade daily, but that doesn't mean it doesn't need to be remade

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Titan1x77](#) on Sat, 13 Oct 2007 07:16:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I wouldnt say we are leaving Renegade, I'd prob be one of the last still playing on the w3d version. I play daily @ UNrules newmaps.

If it wasnt for the horrible netcode, This project would never exist, Im hoping to continue Renegade on a new engine, Since EA doesnt want to.. In all honesty, I hope they get to see a large fanbase for our mod and consider making some profit themselves, We all know EA loves \$\$, and in turn they start development on a new renegade...hmm, I think they actually might already of started something.

Apoc has seen our mod and we have exchanged some emails in the past, maybe he had let EA know some months back! If they do create a new renegade and we finish our mod, then mission accomplished. Sometimes it takes a company to smell the coffee, rather then read petitions.

No renegade fan would ever compare any of UT's gamemodes to C&C mode, they still don't compare.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [nopol10](#) on Sat, 13 Oct 2007 07:20:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Titan1x77 wrote on Sat, 13 October 2007 15:16 I wouldnt say we are leaving Renegade, I'd prob be one of the last still playing on the w3d version. I play daily @ UNrules newmaps.

If it wasnt for the horrible netcode, This project would never exist, Im hoping to continue Renegade on a new engine, Since EA doesnt want to.. In all honesty, I hope they get to see a large fanbase for our mod and consider making some profit themselves, We all know EA loves \$\$,

and in turn they start development on a new renegade...hmm, I think they actually might already of started something.

Apoc has seen our mod and we have exchanged some emails in the past, maybe he had let EA know some months back! If they do create a new renegade and we finish our mod, then mission accomplished. Sometimes it takes a company to smell the coffee, rather than read petitions.

No renegade fan would ever compare any of UT's gamemodes to C&C mode, they still don't compare.

Apoc probably alerted one of the EA guys (or something) because of you guys making R2007 and that's why they started C&C:X (That new C&C Battlefield). Or maybe not.

And yes, no Renegade fan would compare any of UT's gamemodes (in fact any game mode in any other FPS) to C&C mode.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Oblivion165](#) on Sat, 13 Oct 2007 08:40:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

This game is an exact clone of UT2003 with newer maps and models. They have failed to bring anything new to the franchise.

I hope the Ren2007 people can show them how its done!

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [nopol10](#) on Sat, 13 Oct 2007 08:49:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I love the Hoverboard thingy.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Carrierll](#) on Sat, 13 Oct 2007 11:54:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

I liked it. Esp with the hoverboards. Who forsees a map designed for doing stunts with hoverboards?

Not that this could ever replace Renegade, in Renegade, it's not just the fastest who wins (Unlike UT, where the faster you are, the more likely you are to win). In renegade, brains can easily outdo "brawn" (someone with a fast reaction time)

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Oblivion165](#) on Sat, 13 Oct 2007 11:58:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I didn't see the hoverboard but I did play online for a few matches.

I got a ton of back to the future stuff and several signed pictures from some of the actors I met at the DeLorean Car Show every other year.

Best of my collection is probably the director Bob Gale or James Tolkan (strickland).

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 13 Oct 2007 14:43:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well this game does bring in a lot of new things, but definitely keeps to the UT gameplay.

Hoverboard isn't anything you find, all you need to do is press Q, and your player deploys the hoverboard. You can't use any weapons when on the board though.

Anyways it's a very fast paced and interesting game. In this demo they've added the Vehicle CTF (UT 2004 only came with normal CTF) with a bunch of new vehicles and stuff, and apparently there's going to be a "Warfare" mode. From what I hear, Warfare mode might probably be the closest thing to Renegade's style of play.

I love the artillery... reminds me of the Tiberian Sun Nod arty.

Anyways like Titan said... we're pure Renegades but how cool would it be to play C&C Renegade on a far better engine like this one, where the source code will be released with the game, allowing us to do almost what ever we want? I think that'd be a bargain.

Quote:Not that this could ever replace Renegade, in Renegade, it's not just the fastest who wins (Unlike UT, where the faster you are, the more likely you are to win). In renegade, brains can easily outdo "brawn" (someone with a fast reaction time)

Well yeah, no professionally made game will replace Renegade's C&C mode. We know that - it's almost been 6 years and there's nothing like it.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [sadukar09](#) on Sat, 13 Oct 2007 16:50:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

It crashed after I died I had killing streak too.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [trooprm02](#) on Sat, 13 Oct 2007 17:29:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, thanks for the link, 800kbps

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Cat998](#) on Sat, 13 Oct 2007 19:50:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

That one should be even faster:

<http://ice-gfx.com/files/UT3BetaDemo.exe>

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [cmatt42](#) on Sat, 13 Oct 2007 20:38:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Sat, 13 October 2007 11:50It crashed after I died I had killing streak too.
Yeah, that seems to happen.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Viking](#) on Sat, 13 Oct 2007 22:27:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

It wont work for me, it loads up past some screen's saying "Nvidia" and "Intel" then the screen goes black and I completely lock up.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Titan1x77](#) on Sun, 14 Oct 2007 05:14:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Viking wrote on Sat, 13 October 2007 18:27It wont work for me, it loads up past some screen's saying "Nvidia" and "Intel" then the screen goes black and I completely lock up.

Post PC specs, and GFX driver version.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Oblivion165](#) on Sun, 14 Oct 2007 05:34:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just upload a DXDiag.txt

- 1) Start ~ Run ~ DXDiag
- 2) DirectX Files Tab
- 3) Save Information Button
- 4) Upload here

File Attachments

- 1) [DxDiag.txt](#), downloaded 206 times
-

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Blazer](#) on Sun, 14 Oct 2007 12:44:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I gave it a try tonight. Feels very much like the classic UT that I was great at. I miss the being able to telefrag people though, and I wasn't able to find where the redeemer was located. I like that map where you can take control of that big robot...I got like 20 kills with that thing.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [CarrierII](#) on Sun, 14 Oct 2007 15:18:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

In the Vech CTF suspense map, the redeemer is under the bridge, ramps are opposite flag buildings, but you can just jump.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 14 Oct 2007 16:07:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

How much I love steering that redeemer - right click is king for all weapons.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [OWA](#) on Sun, 14 Oct 2007 22:51:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

{NE}Fobby{GEN} wrote on Sun, 14 October 2007 17:07How much I love steering that redeemer - right click is king for all weapons.

It's funny hearing "denied!" again and all the other UT announcer ramblings redone in untra-epic form. Totally awesome. This demo rocks.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Oblivion165](#) on Sun, 14 Oct 2007 23:24:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was much more impressed with the timeshift demo

I hope steam offers that for download.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Ryu](#) on Mon, 15 Oct 2007 07:05:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just installed it then, Gonna give it a test fire. So.. is it Q to deploy the hover board?

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Blazer](#) on Mon, 15 Oct 2007 07:26:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

I cant figure out the keys to hump I always used to hump when I won a match.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Ryu](#) on Mon, 15 Oct 2007 08:47:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Meh, VGU failed while in game.. I guess my new pc will be a wise choice soon.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Goztow](#) on Mon, 15 Oct 2007 09:19:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

More info on performance optimisation

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Ryu](#) on Mon, 15 Oct 2007 09:23:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Mon, 15 October 2007 04:19 More info on performance optimisation

I turned bloom off and had a nice 50fps, VGU Failed anyway.. Probably 'cause my card is dying.. or UT3 is too powerful.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Titan1x77](#) on Mon, 15 Oct 2007 10:47:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Console commands for instant action (offline)

God (god mode)
Allweapons (gives you all weapons)
Allammo (gives you full ammo)
fly (fly around)
walk (stop flying)
ghost (Fly around and go through walls)
stat fps (shows your frame rate {frames per second})
stat net
setsensitivity <value> (set your mouse sensitivity)
suicide (kill yourself)
loaded (same as allweapons)
playersonly (nothing moves except you)
setbind key command (set input is now setbind key command)
shot (takes a screenshot)
behindview (3rd person view w/crosshair)
open [IP address] [Port number]
summon utgamecontent.utslowvolume_content (slow volume cube)
stat engine (for the rendering info.)
disconnect (disconnect from server)
reconnect (reconnect to server)
exit (quits program)
togglcreenshotmode (disables all hud elements for taking screenshots)
giveweapon utgamecontent.UTWeap_Translocator_Content (translocator)
summon utgamecontent.utvehicle_fury_content (Fury vehicle)
summon utgamecontent.utvehicle_hellbender_content (hellbender vehicle)
summon utgamecontent.utvehicle_darkwalker_content (darkwalker vehicle)
summon utgamecontent.utvehicle_cicada_content (cicada vehicle)
summon utgamecontent.utvehicle_nemesis (nemesis vehicle)
summon utgamecontent.utvehicle_paladin (paladin vehicle)
summon utgamecontent.utslowvolume_content
fov (widescreen should use 110) < this doesnt stick, resets after death

If you use "loaded" on that shagraLa map you can press Q and use the translocator.

Heres a few tweaks I used to get around 40-60 FPS during online play.

OPEN

C:\Documents and Settings\user\My Documents\My Games\Unreal Tournament 3
Demo\UTGame\config

open up UTengine.ini
under [SystemSettings] you'll find all of these

DynamicLights=True (you might want to set to false)

MotionBlur=False

DepthOfField=False

Bloom=True (another one u might want to change, mine only gains 1 FPS at most)

Trilinear=True (another one i only gained a small amount, but could prove to be a bigger gain for you)

AllowD3D10=False

This final tweak is a big boost, but makes things alot less detailed, Try something between 75-100 % on the screen precentage....I could achieve 100's FPS with 75%

it renders everything at a low quality tho^

either set it in the game menu or in the .ini

ScreenPercentage=100.000000

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [trooprm02](#) on Mon, 15 Oct 2007 16:08:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, after an hour of playing heres what I can say:

- 1)the start ads are annoying because there is too many, luck for you can speed click thro all of em.
- 2)easy menuo's, tons of options for a demo, and online gameplay? niiiis
- 3)my 8600GT runs it all at full specs, but when I set it to 1024x768, it lags a bit when loading the maps etc, I have no idea what causing the issue, but apparently this game requiries alot more hardware power than the graphics make it look like.
- 4)alot of servers, even with specific filters, tons of players, and basically the overall online design is done well.
- 5)Its faster paced than all the other UT's ive played, and its an overall good game, 8/10.

Only flaws are not very many weapons choices, aiming with some guns is impossible, and that vechiles don't even come into play, all the servers I was in, only had 1 map in rotation, but that could just be the demo. (some shanghai map or something).

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [HORQWER](#) on Mon, 15 Oct 2007 18:50:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

can i run this mod even if i dont have the game

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 15 Oct 2007 19:28:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Only flaws are not very many weapons choices, aiming with some guns is impossible, and that vechiles don't even come into play, all the servers I was in, only had 1 map in rotation, but that could just be the demo. (some shanghai map or something).

Play vehicle CTF and you'll see plenty.

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [sadukar09](#) on Mon, 15 Oct 2007 19:33:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

HORQWER wrote on Mon, 15 October 2007 13:50can i run this mod even if i dont have the game
FUCK...

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [Blazer](#) on Mon, 15 Oct 2007 21:56:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

So how do you bind keys to easily do taunts and such? I still need to hump and dance when I win a match (which I do often)

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [spreegem](#) on Mon, 15 Oct 2007 22:07:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

HORQWER wrote on Mon, 15 October 2007 14:50can i run this mod even if i dont have the game

First, this isn't a mod it's a demo of a game. Second, whatever game it is you don't own, buy it, or else.

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 15 Oct 2007 22:52:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

spreegem wrote on Mon, 15 October 2007 18:07HORQWER wrote on Mon, 15 October 2007 14:50can i run this mod even if i dont have the game

First, this isn't a mod it's a demo of a game. Second, whatever game it is you don't own, buy it, or else.

He might have been talking about Renegade 2007, which to answer that question, you'd need UT3 to play it.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Titan1x77](#) on Mon, 15 Oct 2007 23:18:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blazer wrote on Mon, 15 October 2007 17:56So how do you bind keys to easily do taunts and such? I still need to hump and dance when I win a match (which I do often)

A quick tap of V,2,(1-6)

Theres no pelvic thrust in there(i didnt see one), I think he does a hoolahoop now instead (#2)

Did you get to use the translocator?

I really wouldnt bother binding a key for that, the sequence is easy enough. Maybe you could easily make a macro for it?

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Blazer](#) on Tue, 16 Oct 2007 00:10:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

There's a pelvic thrust...I saw some guy doing it while doing the "F Yeah!" taunt. And he was doing it way too fast to be using 3 keys to do it...must be a way to bind them

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Muad Dib15](#) on Tue, 16 Oct 2007 01:11:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

[quote title=sadukar09 wrote on Mon, 15 October 2007 14:33
FUCK...[/quote]
YOU...

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [trooprm02](#) on Tue, 16 Oct 2007 01:23:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Titan1x77 wrote on Mon, 15 October 2007 18:18Blazer wrote on Mon, 15 October 2007 17:56So how do you bind keys to easily do taunts and such? I still need to hump and dance when I win a match (which I do often)

A quick tap of V,2,(1-6)

Theres no pelvic thrust in there(i didnt see one), I think he does a hoolahoop now instead (#2)

Did you get to use the translocator?

I really wouldnt bother binding a key for that, the sequence is easy enough. Maybe you could easily make a macro for it?

Wait....doesnt like j,k,l do the taunts, but they are only voice I thought. Am I missing something? Is there a way to go 3rd person? also, I hit q in a deathmatch server (pure) and that hoverboard thing didnt work

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [JeepRubi](#) on Tue, 16 Oct 2007 01:57:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

It needs to be vehicle CTF to get the hoverboard.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Lone0001](#) on Tue, 16 Oct 2007 02:10:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well I thought I would DL to see if my comp could run it and i cant even get in the game it just freezes after the load window pops up, anyone know a solution?

EDIT: Specs

http://h10025.www1.hp.com/ewfrf/wc/genericDocument?docname=c01070716&cc=us&am;am;mp;dlc=en&lc=en&jumpid=reg_R1002_USEN

P.s. I know Vid Card Sucks But I don't think that would stop it from loading would it and I should be fine with ram shouldn't I?

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [nopol10](#) on Tue, 16 Oct 2007 08:58:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think the GMA can't run it (It's GMA after all).

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [Ghostshaw](#) on Tue, 16 Oct 2007 09:49:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Funnily the best vehicles (nemesis, cicada, Fury) aren't in any of the levels.

-Ghost-

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [Herr Surth](#) on Tue, 16 Oct 2007 11:01:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

fury seems to strong

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [Blazer](#) on Tue, 16 Oct 2007 11:36:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hoverboard sucks...you can't use weapons while on it, and if you fall off, you get owned. But one cool thing is you can connect it to another vehicle so you can go faster or even fly.

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [Lone0001](#) on Tue, 16 Oct 2007 13:15:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Tue, 16 October 2007 03:58 I think the GMA can't run it (It's GMA after all).

I was thinking the video card would suck too much and not let me see anything but I think it should at least let me start it.

Subject: Re: Unreal Tournament 3 Beta Released

Posted by [Carrierll](#) on Tue, 16 Oct 2007 16:24:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Blazer wrote on Tue, 16 October 2007 12:36 Hoverboard sucks...you can't use weapons while on it, and if you fall off, you get owned. But one cool thing is you can connect it to another vehicle so

you can go faster or even fly.

Step 1. Arrive in enemy base with one person in a manta, and one person on foot.

Step 2. Take their flag.

Step 3. Person with flag gets on hoverboard.

Step 4. Person with flag (on hoverboard) attaches themselves to manta, and both players run like hell.

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [trooprm02](#) on Tue, 16 Oct 2007 21:43:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

ya, the hover board thing is glitched as shit, can hardly steer, slows on water, no weapons, almost useless. Played a few different maps, here's my beef now:

- 1)all the maps are wayyyyyyyy tooo2oo2 over complicated. Take those 2 DM maps, their both quite small, but its almost impossible to actually NOT get lost, hence I just stay in the big area's.
- 2)some vechs are glitched, and theres a few spots on that vechile CTF map where everything just fucks up, and it kills you.
- 3)when I read Vechile CTF, I assume it should be fast paced, BUT, i was waiting for vechiles to spawn, because there wasnt enough on 6v6
- 4)YOU CANT EVEN USE VECHS WITH THE FLAG WTWTWTWTFTFTFTFTF?

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Jerad2142](#) on Wed, 17 Oct 2007 02:42:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

open source = easy cheats

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Lone0001](#) on Wed, 17 Oct 2007 04:18:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Tue, 16 October 2007 16:43ya, the hover board thing is glitched as shit, can hardly steer, slows on water, no weapons, almost useless. Played a few different maps, here's my beef now:

- 1)all the maps are wayyyyyyyy tooo2oo2 over complicated. Take those 2 DM maps, their both quite

small, but its almost impossible to actually NOT get lost, hence I just stay in the big area's.
2)some vechs are gliched, and theres a few spots on that vechile CTF map where everything just fucks up, and it kills you.
3)when I read Vechile CTF, I assume it should be fast paced, BUT, i was waiting for vechiles to spawn, because there wasnt enough on 6v6
4)YOU CANT EVEN USE VECHS WITH THE FLAG WTWTWTWTFTFTFTFTF?

Hence The Name "BETA" Demo

Subject: Re: Unreal Tournament 3 Beta Released
Posted by [Blazer](#) on Wed, 17 Oct 2007 04:53:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Tue, 16 October 2007 14:43
4)YOU CANT EVEN USE VECHS WITH THE FLAG WTWTWTWTFTFTFTFTF?

Thats by design, and what the hoverboard is for. If you want to move faster, attach your hoverboard to a vehicle (even a flying one). It wouldnt be very fair if you could grab a flag and jump into a vehicle, it would be near impossible to stop you from getting back to your base with the flag.
