
Subject: Destruction Values (?)

Posted by [Anonymous](#) on Wed, 10 Apr 2002 20:44:00 GMT

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Could someone in-the-know post just how many points the opposing team gets for destroying valuable units like Havocs/Stealth Tanks/Mammoths, just to name a few? I'm not interested in the PERSONAL value, but rather in the team score sense. Maybe it might discourage SOME people from buying stuff with the intent on just sacrificing it for one quick kill.

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Wed, 10 Apr 2002 21:35:00 GMT

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I would be willing to assist with some data if others are. We could all use the bots and kill certain things and report the data back here.

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Wed, 10 Apr 2002 22:14:00 GMT

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I wanted to start a thread that might be helpfull in a way for people looking to start a battle clan...or just wish to post what their soldier and vehicle(armored or flying) of choice is and a little about their skills.if this has been posted before let me know so i can delete this threadMy name: EricWOL name: sgtmaySoldier of choice: any sniper unitVehicle of choice: medium tank/mobile artilleryMost successfull tactics: DefenseRank as of wednesday April,10,2002: 38 wins,55 losses,280 deaths,159 kills, 9993 points,17575 rankingBrief biography: I specialize in tank operation.....namely long range defense tactics. I have got the targeting down to where i can make direct hit on an enemy soldier(infantry) with my tank shell 60\% of the time (long to mid range).....the hard part is leading them(hint: dont pay attention to the targeting reticule....watch your projectile).....it's like 90 pound bullet fired out of a big azz sniper rifle lol I am also experienced with attack and defend-on-the-fly tactics with my tanks.....a moving target is harder to hit than a stationary one.I am adept enough to be able to drive blind[drive in reverse] and still navagate obstacles while pumping out round after round at my target(i am driver and gunner).Best war experience : Defending a canyon for 15 minutes all by myself....killed 7 stealth tanks,5 nod mobile artillarys,and 4 flame tanks before they realized that i was the only tank in the canyon.....then they had to rush me with two flame tanks and one nod mobile artillery before they could push me back to the base.I have only been playing renegade for a week now and i am starting to get a feel for the keyboard interface instead of the joystick i was used to using in unreal tournament.There's my stat sheet.Eric.(sgtmay)[April 10, 2002: Message edited by: SGT.May]

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Wed, 10 Apr 2002 22:21:00 GMT

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Ugh. This is a bad idea. This thread is gonna be filled with braggarts in about 6 hours. Frankly I don't give a **** about my stats. All I know is when I play, mostly at one time or another someone asks me specifically if I'm in a clan yet. That's all I need to know.

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Wed, 10 Apr 2002 22:24:00 GMT
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thanks for the criticism.....i never said it would be a hit.....just an idea

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Thu, 11 Apr 2002 01:19:00 GMT
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Hey Eric, So you are a lamer, I'm a lamer myself. Good to meet you lamer. How dare you actually admit to using a joystick for FPS in public. It seems like we are a VERY small minority, I know keyboards can be used for a lot of thing, including a door stop, but steering wheels and gamepad, joysticks etc are meant for gaming, no really, OK don't believe me. Guess what EA didn't bow down to me so I bought a high tech Nostromo N50 keyboard controller, you can program duck jump stride loops to 1 key, drives snipers cross-eyed. Great for repairing tanks and no bullets in your brain. I bought JK2 and will be able to use my 32 button function Joystick with it. But am finally use to using keyboard style controls(hate it though). By the way I'm embarrassed to show my rankings, but you better buckle up soldier, as you have a lower ranking and points than me. 10 push ups, NOW!

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Thu, 11 Apr 2002 01:31:00 GMT
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well....if you think that's bad.....imagine me using a Inter act 3DFX sv-262 dual stick game pad and the mouse at the same time.....i think it takes more dexterity to handle a joystick in one hand and a mouse in the other I guess this is welcome to the lamers club eh?lolEric.[April 11, 2002:
Message edited by: SGT.May]

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Thu, 11 Apr 2002 05:38:00 GMT
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You guys suck .. joysticks... haha, come on now... it sounds more like something a woman would use for um, 'pleasure' hehe.. but good luck, if you can use a stick, then go for it

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Thu, 11 Apr 2002 05:58:00 GMT

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You know, guys like playing with their Joysticks when only a computer is available.

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Thu, 11 Apr 2002 08:12:00 GMT

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the nostromo speedpad50 is a real good thing for fps! Try it guys! I got one and I dont care anymore about the keyboard. All the stuff I need are programed on 10 accessible buttons!!!

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Thu, 11 Apr 2002 08:49:00 GMT

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Once the game gets going, I tend to switch to defensive mode. At the beginning, though, I'll usually join in on the initial tank rushes and offensive combat. I prefer GDI and usually use medium tanks. Typically, my self-assigned role is to hold back and protect the base from any incoming attacks. Favorite activities.. ramming APVs and beating the snot out of them before they can get near the base and running over all the passengers.. Too bad ramming doesn't do damage. Anyway, by sticking around the base in my medium tank I am usually able to stop engineer/nuke rushes on most levels (some are nearly impossible to defend against). My absolute favorite activity is to walk up behind snipers and attach C4 to the back of their head.. or their face if they turn around. Preferably timed C4 so I can watch them run around with it stuck to their head. It's tough to do though and usually there are more important things to do, but sometimes the opportunity presents itself. My ping time is usually too high to allow me to do much with a sniper, but I don't really like sniping in this game anyway. I find tanks and infantry battles much more fun. I turn to Unreal for all of my sniping needs. The one exception is that I do use a sniper at times to take out artillery or missile launching units. It's very effective and they usually can never locate you before it's too late. This obviously works best with the lesser of the two sniper units. My most successful tactic is to take an APV into the enemy base and place a beacon, then park the vehicle on it and shoot/smoosh anyone that comes near. Only works if no one sees exactly where you went, so sometimes I have to hide until their base is mostly empty of units. My most preferred infantry unit is the black hand rapid laser guy.. good against everything. For GDI, I'm usually an engineer or hotwire. Anyway.. that's how I often play. It might change once I get a faster connection (should be next week).

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Thu, 11 Apr 2002 09:59:00 GMT

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Vegas Joe, nice idea with the loop, I'll have to try that on mine when I play tonight. I have a

question for you Nostromo owners like me out there. Everytime you reboot, do you have to reload Renegade in your loadout manager? I do and I was just wondering if I was doing something wrong.

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Thu, 11 Apr 2002 10:58:00 GMT

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Why is it so hard for people to stay on topic? Leave the guy alone. As for myself. WOL user name: p00t3r
Weapon of choice: any (you have to be good at all)
Wins-14Loses-15Deaths-101Kills-75Points-10,069Rank-4985G420

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Thu, 11 Apr 2002 11:45:00 GMT

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Oops.. forgot my actual stats: Wins: 74 Losses: 83 Points: 11067 Rank: 560 (Colonel) For some totals (I don't think these are ever reset like the points and ranking)- nothing too special but sometimes interesting to look at : Times GDI: 153 Times NOD: 161 Buildings destroyed: 68 Squishes: 102 Enemies killed: 1252 Deaths: 933 Allies Killed: 33 (mostly people that purposely shot at my tank) I usually do things on my own in most games, but always making decisions that I feel are best for the team. I don't chat much since you have to stop and type, which often is not wise to do... I do listen to what other people say and that often effects my decisions. After playing this game a while, I have begun to predict people's plans more accurately. I don't know how to explain it.. the more I play, the more often I seem to end up in the right place at the right time. Like running into an humvee carrying two hotwires as I turn the corner in my tank, or ending up in the enemy base with a hotwire and no one around to interrupt the destruction of the building. It's weird sometimes.

Subject: Destruction Values (?)

Posted by [Anonymous](#) on Thu, 11 Apr 2002 15:59:00 GMT

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WOL user name: FSWhiteWolf
Weapon of choice: Mobile Artillery or Rocket Truck
Wins-18Loses-13Points-10,948Rank-674Odds and ends: Total Head Shots: 3561 Total Crotch Shtos: 627 Total Torso Shots: 9237 Total Times on GDI: 86 Total Times on NOD: 81 Total Vehicles Destroyed: 322 Total Buildings Destroyed: 36 I typically won't even play unless one of my clannies are in the game. Can't trust anyone else out there with my pixillated life Ever have one of those days... 15-20 on each team.... max vehicles reached.... and you all seem to try to pour into that same one tiny opening..... I really hate when people do that..... if your bringing up the rear... MOVE YOUR A** TO A DIFFERENT SECTION. No more caffene..... [April 11, 2002:
Message edited by: [FSW]WhiteWolf]

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Fri, 12 Apr 2002 05:40:00 GMT
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quote:Originally posted by TBone986:Vegas Joe, nice idea with the loop, I'll have to try that on mine when I play tonight. I have a question for you Nostromo owners like me out there. Everytime you reboot, do you have to reload Renegade in your loadout manager? I do and I was just wondering if I was doing something wrong.-----Ya, I have to click loadout from my desktop then open the folder and file, pain but ok. Hope you made out ok on the loop? Sorry folk about this off topic post.

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Fri, 12 Apr 2002 06:03:00 GMT
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I ended up leaving my manual at home so I can't program the loop. I'm making the 4 hour trek back to my parents house today so I can probably do it then. I'm just curious how you have yours setup though. I know where to put WASD, and E and R, those are obvious. I put jump on button #2, I made button 10 my pistol, #6 is K, I guess that leave me #1 for the loop. I also have my weapons 1-8 on the D-pad. Do you know if there is a way to configure the throttle wheel to change weapons?

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Fri, 12 Apr 2002 06:57:00 GMT
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check my signature

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Fri, 12 Apr 2002 07:06:00 GMT
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http://renchat2.westwood.com/renegade/game_results/awhowhere_individual_stats.html thats mine.

Subject: Destruction Values (?)
Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:01:00 GMT
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Do you know if there is a way to configure the throttle wheel to change weapons?[/QB]/[QUOTE]Well I'm not sure about the throttle wheel. But to program a loop, all you do is this: right click on any keypad you choose: choose macro: give it name like trick: then click

START, and hit A then D then S then C then D, then hit the STOP button: Now adjust the time delays between key*****s to what suits you, to find out go in and out of practice mode, a pain but well worth it, the key como I gave is just a basic example, plus I check repeat loop as long as key is presses, any other questions I'll be glad to help, I'll try to check back in next 12 to 24 hours. Good luck.
