
Subject: CNC Reborn : Various Updates

Posted by [Slash0x](#) on Wed, 24 Nov 2004 18:22:26 GMT

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j_ball430I know that, but when you're involving things that are realistic (humans) and you follow the basic laws of physics (gravity), then why not use common sense and make the laser beam realistic. It doesn't change the gameplay either way, but it does make a hell of a lot more sense to make it realistic. Whether or not it's the "future" or in a "new world", logic still leads you to believe that they're not going to have a laser point like that.

When I saw "gravity", it reminded me of the Gravity Gun in HL2. Now that was fun...Lol.
