
Subject: Ramjet

Posted by [Sniper_De7](#) on Mon, 11 Apr 2005 20:25:05 GMT

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AircraftkillerDe7, go play a game with recoil and see how hard it is to kill something. Your screen shaking will not make your shots miss. No matter where you point, the bullet will hit the area you're aiming at.

i play css on the side and i see what you would mean but in some cases where you have the scope on the screen shakes and so it's a little harder to aim with.

As for new maps I won't play them because the only ones of CP1 i play are snow (and i just use infantry the whole game..) and siege is an alright map. Beyond that I just play the normal maps for what original playing is left. Sometimes it's nice to go into a game and get a 100/200/ammo crate just out of simplicity. If i ever met the person who made renegade CTF I would probably hit them in the face. And then the people who modified it to the extreme that SBH's can jump 5x higher or however much it is. And the fact that engineers that shot obelisk shots with the splash of an arty probably I would punch them in their face as well. if the game changes too much I'll probably just move to CSS at least there I can get some kind of consistency instead of people modifying any of the weapons to do less damage and fumbling with miniscule details that are considered "bugs" to some.
