
Subject: Re: Super CnC Reborn Happy Hour!
Posted by [sadukar09](#) on Fri, 01 Jun 2007 19:17:45 GMT
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KIRBY-098 wrote on Fri, 01 June 2007 13:50My only suggestion: Mecha are heavy walkers by nature and when the leg comes down, it should take a sec for the hydraulics to build the pressure to lift tons of metal.

2142 does a good job of making you "feel" like there's tons of metal banging around. You may want to incorporate that and think about having them leave temporary impressions in the terrain. Awesome remix music.

Loved the vids though, and I really hope theres a counter to jumpjets....

dont think thats possible with renegade engine
