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Subject: Re: Renegade 2007 Update

Posted by [Starbuzz](#) on Wed, 04 Jul 2007 01:34:23 GMT

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TO FOBBY:

Are you planning to use different "arm and hand" models for the first person shooter view?

Sure, I like my 3rd person view, but it will be nice to see a Mutant hand holding a chemsprayer and a thin white woman's hand (with ring from Havoc-joke!) holding a Ramjet while I am a Sakura.

But instead, all Nod character's seem to be the same hand...coat with red lines...works for the PeeWee Raveshaw but looks "unpleasant" on other characters. And all GDI characters have the basic soldier's hands.

Are you gonna do something about it or is it just too much work?

I know in Renegade it bothers me a lot...I never fight in 1st person but still it would be nice...right now, Renegade in this regard looks incomplete.

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