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Subject: Is This Possible??

Posted by [Sir Phoenixx](#) on Mon, 30 Jun 2003 12:35:06 GMT

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npsmith82Blazers suggestion was first brought up by many whilst brainstorming about the attack dogs, in RenAlert (no, they're not gonna be in it).

Allowing the dogs to see cloaked units by firing the harmless invisible projectile.

This is something to consider if you're planning to make this projectile laser sight. Is it the damage received, or just the projectile itself hitting that reveals the cloak? Do you want this laser sight to reveal cloaked units?

Besides, what exactly is the point of a laser sight to show you where you're aiming since Renegade already has it's own secondary crosshair dot that will tell you precisely where it'll hit...

Realism.

Can't you create a crosshair that is just a red dot? Maybe animate it to stretch slightly horizontally when you turn, and stretch vertically when you look up/down?

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