
Subject: Re: Aiming in Renegade

Posted by [m1a1_abrams](#) on Thu, 20 Dec 2007 03:48:01 GMT

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One thing that helps with aim is to strafe parallel to the enemy. Basically, if they're moving one way, move sideways in the same direction as them, keeping up with them. It's easier to hold the targeting reticle on them if you do this. Also, try to keep on the same plane as the enemy wherever possible, so that you only have left and right to worry about when aiming.

It's the same principle as it being easier to hit someone when you're standing still, lol. Except obviously you can't just stand still, because you'll be an easy target for anyone. But if they move in one direction and you're going at the same speed parallel to them, it's like neither of you are moving and you can just concentrate on keeping your reticle just in front of their head. Obviously good players will move from side to side, rather than in one direction all the time, but then you can learn to react quickly to the change and follow them back in the other direction.

The disadvantage to this is that by following their movements, you're making it just as easy for them to hit you, as it is for you to hit them. But strafing parallel to the opponent is a good start if you have bad aim.
