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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Herr Surth](#) on Sat, 22 Dec 2007 23:33:30 GMT

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Quote:-Infantry should not be able switch directions while strafing too quickly and jumping should cause weapon to be very innacurate

-Reticle for all infantry weapons move up and down to simulate breathing and make aiming more realistic for far targets

-Sniper scope moves up and down and user can steady the scope by pressing a key Renegade is very Arcade-Like, and that shouldnt change tbh.

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