Subject: Re: Renegade X Colossal July Update!
Posted by Titan1x77 on Fri, 18 Jul 2008 03:47:51 GMT

R315r4z0r wrote on Thu, 17 July 2008 23:29[NEFobby[GEN] wrote on Thu, 17 July 2008 19:34]Yeah C&C Renegade isn't a realistic game, nor is Renegade X. No need for things like prone...
Please reconsider this! I've been bugging different people in different mods about adding the ability to prone.

Don't make it a requirement for snipers.. just make it a valid ability for all infantry. Not that it will make a difference in how it effects how the weapon fires like other games... just there for looks and added immersion in the game.

Say you are a SBH and your health is low and some GDI soldier is following you and firing. You duck behind a corner and see a patch of tall grass. So you jump into it and prone and hope to god he doesn't see you.

Or maybe you are a sniper in a nice location and want to stay low on visibility. Why not go prone?

It would add a whole new layer to the game without really changing much of the basic Renegade gameplay. PLEASE reconsider adding this feature in! And if you think about it, infantry in Tiberian Dawn went prone when they were under fire! So why not correct what Renegade failed to convey?

Considered... might be useful for a snipers only match as well, so we may need it at some point, we'll see if this is something easy for the coders to do in as little time as possible, the coders are quite busy trying to get C&C mode going, so it might be thrown on a list for things to do.