
Subject: Re: Renegade X - Pre-Release Update!
Posted by [Mighty BOB!](#) on Sun, 06 Sep 2009 11:40:16 GMT
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Doesn't Renegade do projectile collision with hitboxes and not the actual mesh? (I don't know, that's why I'm asking.) If that's true then unless the Nod Soldier's headbox is also larger then it's a moot point whether the mesh is larger or not.
