
Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"
debate

Posted by [Starbuzz](#) on Tue, 08 Sep 2009 17:33:51 GMT

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wow away for 2 days and I got my own damn thread here.

Anyway, as JohnDoe says, we gotta see how the game's physics affect firing, movement, aiming and a whole lot of other things. This beta will help us see what the UT3 physics bring to C&C mode.

I used to be against the pointfix last year but I have seen the sense of it. I only play now in pointsmud servers now. It is something that should have been fixed by WW in like 2003.
