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Subject: Re: Skins are for fags?

Posted by [R315r4z0r](#) on Tue, 06 Oct 2009 01:38:47 GMT

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JohnDoe wrote on Mon, 05 October 2009 16:31

1. Short range fighting. This is common knowledge...pro players who use custom crosshairs for different weapons will always use a large crosshair for shotgun-type weapons and a small one for sniper weapons. I like the Renegade-style crosshair because it combines both.
2. Leading with shells/rockets/grenades. While variants of cross-shaped crosshairs (wow..) are best for this type of aiming, the larger circle crosshair is still more useful than the smaller one. The outer rim of the crosshair will be closer to the opponent, making it easier to guess whether he's going to run into the center of the crosshair.
3. Sniping opponents behind objects at long distance unscoped. Let's say you're fighting someone at a long distance and he's hiding behind a barrier and you don't want to scope because it'll make you an easier target or because you're busy hugging a wall. Now the small crosshair will actually obstruct his model from your view, while with the larger crosshair, only the dot is covering his character. It's even more evident when he's being partially covered by a vehicle, thus eliminating your ability to guess your shots as the crosshair changes to red. This is not a major issue, but it can be the crucial factor deciding a close battle.

How can you tell me it's nonsense? You are not me. You don't know how I think nor do you know how I perceive surroundings or react to stimuli. How can you tell me that what I know I feel for a fact is wrong?

I can only agree with point #1. And that is a little iffy because of the way shotguns, or I should say weapons in general, work in Renegade. They aren't as style intensive in Renegade as other games make them to be (such as maybe Halo or Call of Duty)

However, I found it much easier to lead shots without the obstruction of the outer reticule obscuring the target (I watch where the bullet lands and adjust my trajectory, not where the dot goes).

This goes for no scoping far targets. Regardless of the size of the outer reticule, the dot is always the same. For me, it's never been about actual aiming at long distance unless the enemy doesn't see me. When in shot-for-shot combat at long distance, I just hover the dot on the level of the upper portion of the target's body and fire when it turns red. A smaller reticule makes it easier for me to do that. Especially since the "glow" of the bright color of the outer reticule doesn't aid in the obstruction of my view if the target decides to run far to the left or right.

[NEFobby[GEN] wrote on Mon, 05 October 2009 21:20]reborn wrote on Mon, 05 October 2009 11:07Spoony wrote on Mon, 05 October 2009 08:45gimme puremode anyway tbh

Says the guy who leads a team that recreates the mod on an entirely new game engine.

People skin for a variety of reasons. One of the main ones is because they don't like the look or feel of the old version. So they make their own 'better' version.

Renegade X is essentially "skinning" taken to the Xtreme! (lolpun)

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