
Subject: Re: Renegade X - Beyond Black Dawn
Posted by [R315r4z0r](#) on Tue, 27 Sep 2011 20:23:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

If there is one criticism I have with the physics in Renegade X it would be the fact that infantry "bounce" away from an explosion.

Fobby just mentioned in his last post that they like to keep that.. but I strongly urge you to reconsider.

I'm not against it from a Renegade standpoint, I'm against it from a realism standpoint. It looks stupid and feels stupid when it happens. It isn't realistic at all.

Now, I'm not against having a consequence for standing near an explosion... just not something as lame as that little "bounce" that infantry do. For example, I'd much prefer that infantry get thrown to the ground if an explosion goes off near them. Or even if you don't want infantry to hit the ground, at least make some sort of "fly away" animation for infantry to play when they get thrown away from an explosion... because like I said watching an infantry unit bounce from an explosion and then land on their feet like nothing happened is just really off putting since it shatters the epic graphical look and feel of the game.
