

---

Subject: Re: Renegade X - Beyond Black Dawn  
Posted by [JohnDoe](#) on Tue, 27 Sep 2011 22:34:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

fobby, please ignore this person. renegade literally had worse physics than quake 1 and knockback (as with fluid non-w3dish character animations) is a very important feature that adds depth to weapons. imagine someone in a tank splashing a building entrance and the guys trying to get in or out are stuck in a neverending falling down and getting back up animation. sounds a lot more fun and realistic than getting bounced around a bit.

---